



SOURCE MATERIAL
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SYSTEM REFERENCE
DOCUMENT
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13th Age Archmage Engine

System Reference Document for 13th Age

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Revision History

3.0

Additions:

- 13 True Ways monsters
- 13 True Ways classes
- 13 True Ways multiclassing
- 13 True Ways magic items

13th Age Archmage Engine, version 3.0.

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- Artifacts (magic items)
- Targeting clarification
- Monster level-up guidelines, and stat adjustments for monster creation
- Underkraken short intro
- Intellect Assassin

Changes:

- Monster List: added 13 True Ways monsters
- Feat Lists: added feat tables for 13 True Ways characters
- Ranger Animal Companion rules
- Level Progression tables of the core classes now have (M) designations
- Useful Magic Items by Class table includes 13 True Ways classes
- Minor changes to sorting of Wands (Magic Items)
- Fixed category for Dire Bear, Hellhound, Ochre Jelly (Monster Reference)
- Fixed capitalization for Couatls (Monster Reference)
- Fixed sizes for Bulette, Jotun Auroch, Volcano Dragon, Elder Swaysong Naga, Elder Sparkscale Naga, Skull of the Beast, Elder Manafang Naga (Monster Reference)
- Fixed names for Fungaloid Creeper, Lammasu Warrior, Remorhaz entries (Monster Reference)
- Fixed role for Winter Beast (Monster Reference)
- Monster List updates...
 - poddling -> podling
 - ghoul: humanoid -> undead
 - slime skull -> slime-skull
 - kobold dog rider -> kobold dog-rider
 - hell hound -> hellhound
 - woven -> the woven
 - flaming skull: small -> normal
 - hydra, 5 heads -> hydra, five-headed
 - hydra, 7 heads -> hydra, seven-headed
 - warp beast -> warped beast
 - intellect assassin: spoiler -> blocker
 - vrock -> vrock (vulture demon)
 - giant vrock -> giant vrock (vulture demon)
 - spider mount: large -> normal
 - sahuagin mutant: 2x -> large
 - hezrou -> hezrou (toad demon)
 - bronze golem: wrecker -> blocker
 - phase spider: wrecker -> spoiler
 - stone golem: ooze -> construct
 - glabrezou -> glabrezou (pincer demon)
 - purple larvae -> purple larva
 - marble golem: 8 -> 9
 - great fang cadre (orc) -> great fang cadre
 - spawn of the master (vampire) -> spawn of the master
 - marilith -> marilith (serpent demon)

- balor -> balor (flame demon)
- Minor formatting to feat tables (remove bold A C E).

Removals:

- Feat List

2.0

Additions:

- Bestiary monsters and abilities
- Type column to Monster List
- Chuulish symbiotic items
- Shadow Dragon cursed items
- Handsome cover image

Changes:

- Moved creature-specific abilities to those creature headings.
- Removed a reference to 13th Age core book layout.
- Reordered some creatures.
- Changed some instances x2 to 2x.
- Zombie Shuffler entry now has correct type listed.
- Modified legal text for consistency with other media.

1.1

Additions:

- *Newly-Risen Ghoul* added to Monster Reference.
- Stats for *Zombie Shuffler* added.
- Attack for *Decrepit Skeleton* added.
- Added *Domain: Knowledge/Lore* to Cleric talents.
- Revision History section added.
- Version number and reference to 13th Age Archmage Engine added to the footer.

Changes:

- Moved *Invocation of Justice/Vengeance* back underneath the *Domain: Justice/Vengeance* heading (and above the feats).

1.0

Initial release.

Icons

The 13th Age Archmage Engine supports the concept of *icons*. An icon is a powerful NPC (non-playable character) that has a strong influence on the world outside of your campaign, yet may indeed aid or oppose your character over the course of your campaign, depending on the relationship your character has with the icon.

Icons have their own story, alignment, and personality. The general knowledge and history about them may vary in depth and accuracy; they may be well-known or mysterious. They have their own relationships with other icons, too, which may be friendly, tolerable, or acrimonious.

Your character may have relationships with certain icons. This relationship, if it exists, can be positive, conflicted, or negative. See Icon Relationships.

Character Rules

These rules are for the character you create, your PC (playable character).

Race

Every character has a race (see Races). Pick one for your character. If you want to make a non-standard race for your character, the rules won't hinder you. The system is designed to be flexible enough to allow for improvisation.

Each race provides a +2 bonus to one of your ability scores.

Class

Every character has a class (see Classes). Pick one of these too.

Each class provides a +2 bonus to one of your ability scores.

Abilities

Your character can be assigned ability scores in various ways. Here are two ways.

Roll 'em

Roll 4d6 for each of the six ability scores (Strength, Constitution, Dexterity, Intelligence, Wisdom, and Charisma). Drop the low die in each roll. Put the scores into any order to best fit the character you want to play.

Point Buy

You get 28 points to buy your abilities using the chart below.

Ability	Cost
18	16
17	13
16	10
15	8
14	6

13	5
12	4
11	3
10	2
9	1
8	0

Combat Stats

For details on how combat works, see Combat Rules.

Although Armor Class, Physical Defense, and Mental Defense are based on a single ability score, the score each defense uses depends on the character. In each case, you look at three ability modifiers and use the middle value (not the highest or the lowest). If two or more modifiers are tied, you use one of those tied scores as the middle score.

1st Level Hit Points

1. Find the base value for your class (6, 7, or 8) in the Starting Stats for 1st Level Characters chart.
2. Add your Con modifier to get your “hit point value.”
3. Multiply your hit point value by 3 to get your total hit points at 1st level.

Armor Class

1. Find the base AC value for your class (10 to 16) in the Starting Stats for 1st Level Characters chart.
2. Find the middle value among your Con modifier, Dex modifier, and Wis modifier. That value is your AC modifier.
3. Add the AC modifier to your base AC value.
4. Add +1 at 1st level (and increase by +1 at each additional class level).

Physical Defense

1. Find the base PD for your class (10 to 12) in the Starting Stats for 1st Level Characters chart.
2. Find the middle value among your Str modifier, Con modifier, and Dex modifier. That value is your PD modifier.
3. Add the PD modifier to your base PD.
4. Add +1 at 1st level (and increase by +1 at each additional class level).

Mental Defense

1. Find the base MD for your class (10 to 12) in the Starting Stats for 1st Level Characters chart.
2. Find the middle value among your Int modifier, Wis modifier, and Cha modifier. That value is your MD modifier.
3. Add the MD modifier to your base MD.
4. Add +1 at 1st level (and increase by +1 for each class level).

Initiative

Your Initiative bonus is a d20 check, not a static value.

1. Start with your Dexterity modifier.
2. Add +1 at 1st level (and increase by +1 at each additional class level).

Recoveries & Recovery Dice

Most characters start the game with 8 recoveries. (See Recoveries.) Some classes and talent choices may give you more recoveries.

Each class also has a different recovery die, usually a d6, d8, or d10, as specified in the class write-up. When you roll a recovery, you'll roll a number of recovery dice equal to your level and add your Constitution modifier.

Attacks and Powers

You calculate attack and damage rolls based on the ability scores favored by your class or by the specific powers you choose within your class. Most classes use one specific ability score for most of their attacks. See Classes for more information.

One Unique Thing

Your character's One Unique Thing (their *unique*) is a special feature invented by you, the player, which sets your character apart from every other hero. It is a unique and special trait to your player, and markedly unusual. The intent is that it provides a special flavor to the campaign and can assist the GM in determining how your character can interact with characters and story in the campaign.

Your character's *unique* should not provide general practical value in combat. That is not the intent. The intent is to open up story arcs and fun roleplaying opportunities.

Icon Relationships

Your character's relationship with icons is an important way to draw him or her into your game world. An icon may have its own champions and heroes (including you) to advance its cause in the game world.

Relationship Points

At 1st level, each character gets 3 relationship points. Each point represents one d6 to be used when trying to leverage your connection to the icon. (See Using Icon Relationships.)

The number of points you invest in a relationship with an icon doesn't necessarily correlate with the closeness of the connection or the strength of the relationship. It does correlate with the utility of the relationship. It's not necessarily about how well the icon knows you or how strong the icon feels about you. Instead, the points reflect the chance that your relationship will be helpful to you.

The Icons Relationships Master Chart summarizes the likely roleplaying and story-oriented consequences of positive, conflicted, and negative relationships with heroic, ambiguous, and villainous icons.

Icon Relationships Master Chart

Icon Positive Relationship Conflicted Relationship Negative Relationship

Heroic Icon	Spend 1, 2, or 3 points.	Spend 1, 2, or 3 points.	Spend 1 point.
	As far as this icon is concerned, you're one of the good guys, a white-hat hero. Authorities often help you, and civilians often trust you. On the down side, you may be called on to serve representatives of the icon even when you have other plans. You might also be a target of villainous icons or this heroic icon's rivals.	You're probably one of the good guys, but for some reason you're suspect to the icon. Maybe you're a convict who has served his time, or an imperial soldier who was too good and got drummed out of his legion. You have insider knowledge and allies who are in good with the icon, but you also have enemies associated with the icon.	In the icon's eyes, you're a dissident, opponent, rival, or foe. You may have contacts or inside knowledge that you can use to your advantage, but some form of trouble waits for you wherever this heroic icon has influence.
Ambiguous Icon	Spend 1, 2, or 3 points.	Spend 1, 2, or 3 points.	Spend 1 or 2 points.
	Thanks to your relationship with the icon, you are a hero to some, a villain to others, and possibly even a monster to a few. The enemies of your friends may turn out to be your friends, and vice versa. Advantages and complications will come from all sides.	Your relationship with the icon is complex, an uneven relationship with an icon who's a hero to some and a villain to others. One way or another, you can find help or hostility anywhere. You don't just live in interesting times—you create them.	Your enmity with this icon makes you some enemies, but it also makes you some useful friends. You may be a dissenter, unwanted family member, or even a traitor in some way.
Villainous Icon	Spend 1 point.	Spend 1 or 2 points.	Spend 1 or 2 points.
	You are able to gain secrets or secretive allies, but your connection to this icon brings trouble from people associated with the heroic icons who oppose the villain. Be prepared to justify why you're not imprisoned, interrogated, or otherwise harassed by the heroic icons and their representatives whenever they encounter you. Or for that matter, by the other PCs.	You mostly work against the icon, but you're also connected to the icon in a way you can't deny. Your connection sometimes gives you special knowledge or contacts, but it also makes you suspect in the eyes of many right-minded would-be heroes.	You mostly work against the icon, but you're also connected to the icon in a way you can't deny. Your connection sometimes gives you special knowledge or contacts, but it also makes you suspect in the eyes of many right-minded would-be heroes.

This chart assumes that you're playing a heroic character. A villainous character will need to swap the maximums between heroic and villainous icons.

Rolling Icon Relationship Dice

To check your icon relationship (your relationship with a particular icon), roll a d6 for each point you have in the relationship. This means that you will usually roll 1, 2, or 3 dice. (At epic level, it may be 4.)

If any die is a 6, you get some meaningful advantage from the relationship without having complications. If two or three dice come up 6, that's even better.

If any die is a 5, your connection to the icon is going to work out as well as a 6 would, but with some unexpected complication. If it's a good icon, you might be drawn into some obligation. If it's a villainous icon, you might attract unwanted attention.

Rolling 5s when you also rolled 6s should make life both interesting and advantageous!

Icons' Organizations

Icons are usually not directly part of the campaign. They rarely make an appearance personally, except perhaps at epic level. Most of the time, interacting with an icon means that you're actually interacting with his or her lower-level functionaries, acolytes, disciples, bureaucrats, lieutenants, barons, priests, etc. In fact, any level of relationship with an icon can be enough to get you noticed by other people who are connected to that icon.

Using Icon Relationships

The most straightforward way to use your relationship points is on positive or conflicted connections that generally provide you with outright assistance and useful information.

Negative relationships usually provide inside knowledge, special skills, opportunistic allies, and possibly some sort of supernatural advantage against a villain.

Often you might find that enemies of your rival see you as an opportunity to strike against that mutual enemy. You might get help, wealth and resources, and even magic items from quite unexpected sources, some of which may not be entirely to your liking.

In addition to aid from others, icon relationships provide characters with special knowledge.

A negative relationship with a thoroughly villainous icon is more in keeping with the heroic lifestyle, but you should expect that the assistance you get from a negative relationship may end up being more directly confrontational than more conventional conflicted and positive relationships.

Changing Relationships

When your character achieves champion level (5th), you gain an extra relationship point. Use it to increase an existing relationship by one die or gain a 1-point relationship with a new icon to match your character's story thus far. You can save the extra relationship die and decide to apply it later.

At 5th level, or any time thereafter, you can switch an existing relationship point from one icon to another, including to a new icon. You owe the GM and other players an entertaining explanation of what this big change represents for your character personally, of course.

When you reach epic level (8th), you gain another relationship point, which you can use to increase an existing icon relationship by one die, including up to 1 point over maximum. As at 5th level, if switching a relationship point from one icon to another makes sense for your 8th level character, go for it.

Backgrounds & Skill Checks

Backgrounds represent pieces of your character's history that contributes to your character's history as well as their ability to succeed with non-combat skills.

Each character has a number of points to allocate to a set of backgrounds. These are broad categories of experience (cat burglar, for example) rather than specific implementations of that experience (climbing and hiding).

Backgrounds don't sync to a specific ability score, though some backgrounds obviously may get used more often with certain ability scores than others.

Assigning Background Points

Each character gets 8 background points, plus any extra that your class's talents award. Assign your background points to as many backgrounds as you want, up to your total points. You can assign a maximum of 5 points to a single background (and minimum of 1).

Making Skill Checks

When you roll a skill check to find out if you succeed at a task or trick, the GM tells you which ability score is being tested. Then you choose the background you think is relevant to gain the points you have in that background as a bonus to the skill check.

Most skill checks require you to equal or beat a Difficulty Class (DC), set by the environment you are operating in, to succeed.

To make a skill check, use this formula:

D20 + relevant ability modifier + level + relevant background points

Vs.

DC set by the environment

You can't apply multiple backgrounds to the same check; the background with the highest (or tied for highest) bonus applies.

Choosing Your Backgrounds

Choose backgrounds that help you make sense of your characters past, jobs, and settings. Background and skill use is meant to be about fun in-character methods of attempting to advance the plot.

A few possible backgrounds include: acrobat, alchemist, animal trainer, architect, aristocratic noble, assassin, chef, con-woman, goblin exterminator, hunted outlaw, knight errant, magecraft, priest, refugee, scout, shepherd, soldier, spy, temple acolyte, thief, torturer, transformed animal, traveling martial arts pupil, tribal healer, tunnel scout, wandering minstrel, warrior poet, and so on.

Choose the Relevant Ability Score

For players, the point of this background/skill system is to encourage roleplaying and creative solutions to problems. Not every problem can be solved by your dominant abilities. For the GM, it's the chance to make all of the ability scores matter at one time or another.

Natural 20s and Fumbles with Skill Checks

When a PC rolls a natural 20 with a skill check, the GM should feel free to give that character much more success than the player expected.

When a PC rolls a 1 with a skill check, the skill check fumbles and fails, perhaps in a particularly bad way. But a failure isn't always entirely terrible....

Fail Forward!

Outside of battle, when failure would tend to slow action down rather than move the action along, instead interpret it as a near-success or event that happens to carry unwanted consequences or side effects. The character probably still fails to achieve the desired goal, but that's because something happens on the way to the goal rather than because nothing happens. In any case, the story and action still keep moving.

Background/Skill Advancement

All your skill checks increase by 1 when you level up. If you want even better skill checks, take the Further Backgrounding feat.

If you just want to move around the bonuses you already have to show how your character is changing, you can move one background point around among your current backgrounds each time you gain a level, or swap the point into an entirely new background, with the GM's permission.

Feats

Characters choose a feat at 1st level, and at every subsequent level.

Feats appear in three tiers: adventurer feats, champion feats, and epic feats. Adventurer feats are available to any character between level 1 and level 10. Champion feats are available starting at level 5. Epic feats are available starting at level 8.

Feats per Level

Level	Player Character
1	1 adventurer
2	2 adventurer
3	3 adventurer
4	4 adventurer
5	4 adventurer 1 champion
6	4 adventurer 2 champion
7	4 adventurer 3 champion

	4 adventurer
8	3 champion 1 epic 4 adventurer
9	3 champion 2 epic 4 adventurer
10	3 champion 3 epic

Since humans start with an additional feat at 1st level, add one to the number of adventurer feats humans possess all the way up the chart.

Most of the feats in the game are attached to specific class talents, attacks, and spells. If a feat is attached to a talent, power, or spell, you must have the talent, power, or spell in order to choose the feat. When there is more than one feat attached to a specific talent or power, you have to choose the lower tier feats before you pick up the higher tier feats.

General Feats

These are general feats available to any character. A character can't take a specific feat more than once. A few general feats only have adventurer-tier versions; others also have champion- and epic-tier versions that can be added later in your career.

Further Backgrounding

Adventurer Tier

Add a total of 2 points to backgrounds you already have, or choose 2 points of new backgrounds that make sense for your character. You still can't go over the 5-point-per-background maximum.

Champion Tier

Add a total of 3 points to backgrounds you already have, or choose 3 points of new backgrounds that make sense for your character. You still can't go over the 5-point-per-background maximum.

Epic Tier

Add a total of 2 points to backgrounds you already have, or choose 2 points of new backgrounds that make sense for your character. These points can take one of your backgrounds over 5, to a maximum of 7.

Improved Initiative

Adventurer Tier: Gain a +4 bonus to Initiative checks.

Linguist

Adventurer Tier: This feat allows you to speak enough arcana, dwarven, elven, gnomish, gnoll, goblin, orcish, and other standard humanoid languages to comprehend enough of what most other humanoids are saying or screaming during battle. You are not fluent in all these languages, no one will mistake you for a native speaker, and your vocabulary is adventurer-centric (heavy on words connected to danger rather than philosophy or emotions).

You can also read enough to get by in all these languages.

Champion Tier

You can speak, read, and write all the humanoid languages fluently. Stranger languages are no problem for you either. If someone is speaking it, you can figure it out.

Precise Shot

Adventurer Tier: When your ranged attack targets an enemy who is engaged with an ally, you have no chance of hitting that ally.

Rapid Reload

Adventurer Tier: Reloading a heavy crossbow now takes only a quick action. Reloading a hand or light crossbow is a free action.

Reach Tricks

Once per battle, tell the GM how you are using your weapon's reach to perform an unexpected stunt with a reach weapon such as a long spear or halberd. To use the stunt, you must roll a 6+ on a d20.

Ritual Casting

Adventurer Tier: You can cast any spells you know as rituals. Classes that are already ritual casters (cleric, wizard) don't need this feat. (See Rituals for ritual casting rules.)

Skill Escalation

Adventurer Tier: Twice per day, you can add the escalation die to one of your skill checks. Choose after you roll the check.

Strong Recovery

Adventurer Tier: When you roll recovery dice, reroll one of the dice and use the higher result. At 5th level, reroll two of the dice. At 8th level, reroll three.

Toughness

Adventurer Tier: You get additional hit points equal to half your baseline class hit points (rounded down). At 5th level, the total hp bonus increases to your baseline hp value. At 8th level, the total hp bonus increases to double your baseline hp value.

Gear

Every character has a set of gear. Each class lists the type of gear a member of that class normally uses. You can equip non-magical gear as your backgrounds and character history suggest.

As a guide to what costs what, use the Equipment Price Guide.

Armor Categories

Armor is classified as either light or heavy.

Light armor includes: Heavily padded vest, leather armor, studded leather, cured hide.

Heavy armor includes: Heavy chainmail, ring armor, scale mail, half-plate, plate armor, most dragonscale armor.

Melee Weapon Categories

These are the categories of melee weapons:

- Small, one-handed: club, dagger, knife
- Small, two-handed: big club, scythe
- Light/simple, one-handed: hand axe, javelin, mace, shortsword, big knife
- Light/simple, two-handed: spear
- Heavy/martial, one-handed: bastard sword, battleaxe, flail, hammer, longsword, morningstar, scimitar
- Heavy/martial, two-handed: dire flail, greataxe, greatsword, halberd, polearms, heavy warhammer

Ranged Weapon Categories

Ranged weapons can be reloaded as part of the standard action in which they are used in an attack. Hand and light crossbows require a quick action to reload. Heavy crossbows require a move action to reload.

Nearby Targets Only

- Small, thrown: club, dagger, knife
- Small, crossbow: hand crossbow

Nearby Targets Okay; Far Away Targets -2 Atk

- Light/simple, thrown: axe, javelin, spear

Nearby and Far Away Targets Okay

- Light/simple, crossbow: light crossbow
- Light/simple, bow: shortbow, sling
- Heavy/martial, crossbow: heavy crossbow
- Heavy/martial, bow: longbow

Economy

One platinum piece (pp) equals 10 gold pieces. One gold piece (gp) equals 10 silver pieces. One silver piece (sp) equals 10 copper pieces (cp).

Equipment Price Guide

Characters start with armor, weapons, and standard traveling gear; prices are included for reference.

Standard Traveling Gear

Item	Price
Flint and tinder box	1 sp

Money pouch (small)	3 sp
Pack/traveling satchel	1 gp
Rain cloak	3 sp
Road rations (5 days)	25 sp
Sleeping roll	1 sp
Water/wine skin or flask	7 sp

General Goods

Item	Price
Arrows/bolts/sling bullet	1 sp/each
Blanket (wool)	5 sp
Candle	1 cp
Chain, dwarven forged (10 ft)	10 gp
Chain, iron (10 ft)	5 gp
Clothing, simple	2 sp
Clothing, good	1 gp
Clothing, expensive	10-100gp
Clothing, rain cloak (elven)	5 gp
Crowbar (iron)	3 gp
Flask (crystal)	5 gp
Flask (glass)	5 sp
Flask (pottery)	5 cp
Grappling hook (iron)	1 gp
Hammer, small	3 sp
Holy symbol/implement (adv)	10 gp
Holy symbol/implement (chp)	100 gp
Holy symbol/implement (epic)	1000gp
Iron spike	1 sp
Lantern (common)	8 sp
Lantern (hooded)	5 gp

Lantern oil (4 hrs)	1 sp
Magnifying glass	25 gp
Mirror, large	5 gp
Mirror, small	2 gp
Musical instrument (intricate)	5-25 gp
Musical instrument (simple)	1-5 gp
Pipeweed (1 use)	2 cp
Prayer book	2 gp
Rope, 50 ft elven	3 gp
Rope, 50 ft good	6 sp
Rope, 50 ft poor	2 sp
Spellbook (adventurer)	10 gp
Spellbook (champion)	100 gp
Spellbook (epic)	1,000 gp
Tent, large	5 gp
Tent, small	2 gp
Tent, wood elven	10 gp
Thieves' tools (adventurer)	2 gp
Thieves' tools (champion)	20 gp
Thieves' tools (epic)	200 gp
Torch (1 hr.)	1 gp
Torch (6 min)	1 sp

Food/Lodging

Item	Price
Road rations (1 day)	5 sp
Meal, common	1 sp
Meal, good	3 sp
Meal, excellent	8 sp
Meal, feast (for 5)	8 gp

Ale/beer, poor (pitcher)	2 cp
Ale/beer, good (pitcher)	6 cp
Ale/beer, dwarven (pitcher)	1-3 gp
Wine, poor (bottle)	4 cp
Wine, good (bottle)	1 sp
Wine, elven (bottle)	1-5 gp
Inn (per person per day)	
Poor, common room	1-3 sp
Good, shared room	8-14 sp
Excellent, private room	2-5 gp
Suite (sleeps 4 to 8)	5-20 gp

Mounts (including gear)

Item	Price
Dog, guard	10 gp
Dog, riding	15 gp
Donkey/pack mule	10 gp
Horse, riding	20 gp
Horse, battle trained	80 gp
Feed for mount (per day)	2-4 cp

Weapons, Melee (average quality)

Item	Price
Battle gauntlets	4 gp
Battleaxe	6 gp
Club	5 sp
Dagger/knife	1 gp
Double axe	12 gp
Flail	6 gp
Greataxe	10 gp
Greatsword	10 gp

Handaxe	3 gp
Longsword	7 gp
Mace	5 gp
Maul	10 gp
Morningstar	4 gp
Pick	4 gp
Polearm	8 gp
Rapier	10 gp
Sap	5 sp
Scimitar	5 gp
Shortsword	4 gp
Spear	2 gp
Staff	1 gp
Trident	4 gp
Two-bladed sword	15 gp
Warhammer	7 gp

Weapons, Ranged (average quality)

Item	Price
Bow: Longbow	14 gp
Bow: Shortbow	9 gp
Crossbow: Hand crossbow	8 gp
Crossbow: Light crossbow	10 gp
Crossbow: Heavy crossbow	15 gp
Javelin	2 gp
Net, weighted	3 gp
Sling	2 sp
Shuriken	7 sp
Throwing axe	3 gp
Throwing hammer	3 gp

Armor (average quality)

Item	Price
Cloth/padded	1 gp
Leather	10 gp
Studded leather	15 gp
Hide	10 gp
Light chain	20 gp
Heavy chain/ring	30 gp
Scale	40 gp
Half-plate	45 gp
Plate	50 gp
Shield	5 gp

Services

Item	Price
Bath, with servants	1 gp
Bodyguard (d)	2 gp
Carriage/coach, one ride	2 sp
Carriage/coach	2 gp
Courier (intercity)	5 sp
Courier (long distance)	5 gp
Courier (urchin)	5 cp
Courtesan	1-100 gp
Guide, urban (d)	1 gp
Guide, wilderness (d)	5 gp
Herald (in city only)	1 gp
Lantern bearer (in city) (d)	5 sp
Mercenary, soldier (d)	5 gp
Mercenary, thug (d)	1 gp
Moneylender (cost per 100gp)	5 gp

Oracle/seer/fortune teller	5 cp to 100 gp
Personal chef (d)	1 gp
Sage	5-50 gp
Valet/manual laborer	5 cp to 5 gp
Cleric (divine spells/rituals)	Varies
Wizard (arcane spells/rituals)	Varies

Races

The major races included in the 13th Age Archmage Engine include humans, dwarves, elves, gnomes, half-elves, half-orcs, and halflings. Your character need not be limited to these races, however. Minor races, including Dragonic/Dragonspawn, Holy One/Aasimar, Forgeborn/Dwarf-forged, and Tiefling/Demontouched, are also referenced below.

Each race is associated with two ability scores, one of which can be chosen for your character's racial bonus.

Race	Str	Con	Dex	Int	Wis	Cha	Any
Human							+2
Dwarf		+2			+2		
Dark elf			+2			+2	
High elf				+2		+2	
Wood elf			+2		+2		
Gnome			+2	+2			
Half-elf		+2				+2	
Half-orc	+2		+2				
Halfling		+2	+2				
Dragonic/Dragonspawn	+2					+2	
Holy One/Aasimar					+2	+2	
Forgeborn/Dwarf-forged	+2	+2					
Tiefling/Demontouched	+2			+2			

The character also receives a separate class bonus. These two bonuses must apply to different ability scores.

Each race also provides the character a special power that can be used once per battle. (It is regained after a quick rest.) This is called the *racial power*.

Human

Racial Bonus

+2 to any ability score.

Bonus Feat

At 1st level, human PCs start with two feats instead of one.

Racial Power

Quick to Fight

At the start of each battle, roll initiative twice and choose the result you want.

Champion Feat

If you roll a natural 19 or 20 for initiative, increase the escalation die by 1 (usually from 0 to 1 since it's the start of the battle).

Dwarf

Racial Bonus

+2 Con or +2 Wis

Racial Power

That's Your Best Shot?

Once per battle as a free action after you have been hit by an enemy attack, you can heal using a recovery. If the escalation die is less than 2, you only get half the usual healing from the recovery. Unlike other recoveries that might allow you to take an average result, you have to roll this one!

Note that you can't use this ability if the attack drops you to 0 hp or below. You've got to be on your feet to sneer at their attack and recover.

Champion Feat

If the escalation die is 2+ when you use that's your best shot, the recovery is free.

Dark Elf

Racial Bonus

+2 Dex or +2 Cha

Adventurer Feat (Elf)

Heritage of the Sword

If you can already use swords that deal d6 and d8 damage without attack penalties, you gain a +2 damage bonus with them. (This bonus doesn't increase miss damage.)

Otherwise, if your class would ordinarily have an attack penalty with such swords, you can now use them without penalties.

Racial Power

Cruel

Once per battle, deal ongoing damage to a target you hit with a natural even attack roll as a free action. The ongoing damage equals 5 times your level. (For example, at 3rd level you

would deal 15 ongoing damage against a single target.) As usual, a normal save (11+) ends the damage. A critical hit doesn't double this ongoing damage.

Champion Feat

Once per day, you can instead use *cruel* to deal 5 ongoing damage per level against an enemy you miss or that you roll a natural odd attack against.

High Elf

Racial Bonus

+2 Int or +2 Cha

Racial Power

Highblood Teleport

Once per battle as a move action, place yourself in a nearby location you can see.

Champion Feat

Deal damage equal to twice your level to one enemy engaged with you before or after you teleport.

Wood Elf

Racial Bonus

+2 Dex or +2 Wis

Racial Power

Elven Grace

At the start of each of your turns, roll a die to see if you get an extra standard action. If your roll is equal to or lower than the escalation die, you get an extra standard action that turn.

At the start of battle, you roll a d6. Each time you successfully gain an extra action, the size of the die you roll increases by one step on the following progression: (d4), d6, d8, d10, d12, d20. If you get an extra action after rolling a d20, you can't get any more extra actions that battle.

Champion Feat

Once per day, start a battle rolling a d4 for elven grace instead of a d6.

Gnome

Racial Bonus

+2 Dex or +2 Int

Small

Gnomes have a +2 AC bonus against opportunity attacks.

Racial Power

Confounding (Racial Power)

Once per battle, when you roll a natural 16+ with an attack, you can also daze the target until the end of your next turn.

Champion Feat

Instead of being dazed, the target of your *confounding* ability is weakened until the end of your next turn.

Minor Illusions

As a standard action, at-will, you can create a strong smell or a sound nearby. Nearby creatures that fail a normal save notice the smell or sound. Creatures that make the save may notice it but recognize it as not exactly real.

Half-elf

Racial Bonus

+2 Con or +2 Cha

Racial Power

Surprising

Once per battle, subtract one from the natural result of one of your own d20 rolls.

Champion Feat

You gain an additional use of *surprising* each battle, but you can only use it to affect a nearby ally's d20 roll.

Halfling

Racial Bonus

+2 Con or +2 Dex

Small

Gnomes have a +2 AC bonus against opportunity attacks.

Racial Power

Evasive

Once per battle, force an enemy that hits you with an attack to reroll the attack with a -2 penalty.

Champion Feat

The enemy's reroll takes a -5 penalty instead.

Half-orc

Racial Bonus

+2 Str or +2 Dex

Racial Power

Lethal

Once per battle, reroll a melee attack and use the roll you prefer as the result.

Champion Feat

If the *lethal* attack reroll is a natural 16+, you can use *lethal* again later this battle.

Dragonoid/Dragonspawn

Racial Bonus

+2 Str or +2 Cha

Racial Power

Breath Weapon

Once per battle, make a close-quarters *breath weapon* attack as a quick action using your highest ability score against one nearby enemy's Physical Defense. On a hit, the attack deals 1d6 damage per your level of an energy type that makes sense for your character.

Champion Feat

Your breath weapon attack targets 1d3 nearby enemies in a group instead.

Holy One/Aasimar

Racial Bonus

+2 Wis or +2 Cha

Racial Power

Halo

Once per battle as a free action during your turn, gain a +2 bonus to all defenses until you are hit by an attack (or until the battle ends).

Champion Feat

Halo also activates automatically any time you heal using a recovery.

Forgeborn/Dwarf-forged

Racial Bonus

+2 Str or +2 Con

Racial Power

Never Say Die

Whenever you drop to 0 hp or below, roll a normal save if you have a recovery available. On an 11+, instead of falling unconscious, you stay on your feet and can heal using a recovery. Add the recovery hit points to 0 hp to determine your hp total.

Champion Feat

If you roll a 16+ on your *never-say-die* save, you gain an additional standard action during your next turn.

Tiefling/Demontouched

Racial Bonus

+2 Str or +2 Int

Racial Power

Curse of Chaos

Once per battle as a free action when a nearby enemy rolls a natural 1-5 on an attack or a save, turn their roll into a natural 1 and improvise a further curse that shows how their attempt backfires horribly.

A curse should have about the same impact as a typical once-per-battle ability. For example, a typical curse might lead to the cursed attacker dealing half damage to themselves with their fumbled attack and being dazed until the end of their next turn. The GM may reward storytelling flair and/or limit the suggested effects of the curse.

Champion Feat

Whenever a nearby enemy rolls a natural 1 on an attack against you, you can use *curse of chaos* against them without expending it.

Classes

Class Basics

Weapon Damage Progression

The basic rule for PC weapon damage is that a character deals 1 die of weapon damage per class level, plus their ability modifier (or double the modifier at 5th level, and triple it at 8th level). See Weapons for more on weapon damage rules.

Spell Progression

Most of the spells used by characters have higher-level versions. Those versions allow you to choose the spell as a higher-level option if you like, rather than choosing an all-new spell. You do not automatically gain access to the higher-level effects of a spell when you level up just because you have a lower-level version of it.

Higher-level spells have higher damage amounts than their lower-level counterparts, but these amounts and effects are not cumulative. Amounts from the highest level spell you have are used. New effects from higher level spells are added to the spell's original effects.

Shifting Choices during an Adventure

These are guidelines for allowing PCs to change their chosen spells, powers, talents, and feats during gameplay, subject to how forgiving you and your fellow players are.

Talents

Talents are a core element of your character. If you're going to rearrange your talents, something extremely significant needs to have happened in your character's story, some personal transformation or revelation. It is a sign of character transformation, usually coinciding with shifts in icon relationships.

Spells

You can change the spells you can cast after each full heal-up.

Powers

You can reselect your power choices when you gain a level.

Feats

If you've made changes to spells and powers, revise your feats appropriately. If the changes make sense for the character's story and the GM agrees, play them.

Incremental Advances

You can gain a higher-level power or spell from an incremental advance. If you opt to raise an existing spell to a higher level, you can replace its lower-level spot with a new lower-level

spell. If you swap out lower-level spell for a higher-level spell, you can't replace a spell or power you have already expended.

Starting Stats for 1st Level Characters

	Base HP	Usual Base AC*	Base Physical Defense	Base Mental Defense	Background Points	Recovery Dice
Barbarian	7	12	11	10	8	d10/lvl
Bard	7	12	10	11	8	d8/lvl
Chaos Mage	6	10	10	11	8	d6/lvl
Cleric	7	14	11	11	8	d8/lvl
Commander	7	12	10	12	8	d8/lvl
Druid**	6**	10**	11	11	8	d6/lvl**
Fighter	8	15	10	10	8	d10/lvl
Monk	7	10	11	11	8	d8/lvl
Necromancer	6	10	10	11	8	d6/lvl
Occultist	6	11	10	11	8	d6/lvl
Paladin	8	16	10	12	8	d10/lvl
Ranger	7	14	11	10	8	d8/lvl
Rogue	6	12	12	10	8	d8/lvl
Sorcerer	6	10	11	10	8	d6/lvl
Wizard	6	10	10	12	8	d6/lvl

*The base AC numbers assume that the PC is in the armor that suits them best; see the class write-ups for details. PCs who know how to fight using a shield get +1 AC when they have a shield in one hand.

**Various druid talents will change these stats.

Barbarian

Ability Scores

Barbarians gain a +2 class bonus to Strength or Constitution, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds

Possible backgrounds include: clan champion, caravan outrider, fur trapper, mountain tribeswoman, wasteland survivalist, and gladiator.

Gear

Gold Pieces

Barbarians may start with either 25 gp or 1d6 x 10 gp.

Armor

Armor Type	Base AC	Atk Penalty
None	10	—
Light	12	—
Heavy	13	-2
Shield	+1	—

Melee Weapons

	One-Handed	Two-Handed
Small	1d4 dagger	1d6 club
Light or Simple	1d6 hand-axe, warclub	1d8 spear
Heavy or Martial	1d8 longsword, battleaxe	1d10 greatsword, greataxe

Ranged Weapons

	Thrown	Crossbow	Bow
Small	1d4 dagger	1d4 (-5 atk) hand crossbow	—
Light or Simple	1d6 javelin, axe, spear	1d6 (-5 atk) light crossbow	1d6 shortbow
Heavy or Martial	—	1d8 (-5 atk) heavy crossbow	1d8 longbow

Level Progression

Barbarian Level	Total Hit Points	Total Feats	Class Talents (M)	Level-up Ability Bonuses	Damage Bonus from Ability Score
Level 1 Multiclass	(Avg. of both classes) x 3	As 1 st level PC	3 adventurer	<i>Not affected</i>	Ability modifier
Level 1	(7 + CON mod) x 3	1 adventurer	3 adventurer		ability modifier
Level 2	(7 + CON mod) x 4	2 adventurer	3 adventurer		ability modifier
Level 3	(7 + CON mod) x 5	3 adventurer	3 adventurer		ability modifier
Level 4	(7 + CON mod) x 6	4 adventurer	3 adventurer	+1 to 3 abilities	ability modifier
Level 5	(7 + CON mod) x 8	4 adventurer 1 champion	3 adventurer 1 champion		2 x ability modifier
Level 6	(7 + CON mod) x 10	4 adventurer 2 champion	3 adventurer 1 champion		2 x ability modifier
Level 7	(7 + CON mod) x 12	4 adventurer	3 adventurer	+1 to 3 abilities	2 x ability modifier

		3 champion	1 champion		
Level 8	(7 + CON mod) x 16	4 adventurer	3 adventurer		3 x ability modifier
		3 champion	1 champion		
		1 epic	1 epic		
Level 9	(7 + CON mod) x 20	4 adventurer	3 adventurer		3 x ability modifier
		3 champion	1 champion		
		2 epic	1 epic		
Level 10	(7 + CON mod) x 24	4 adventurer	3 adventurer	+1 to 3 abilities	3 x ability modifier
		3 champion	1 champion		
		3 epic	1 epic		

(M): Indicates columns in which multiclass characters lag one level behind.

Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus	+2 Strength or Constitution (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (light armor)	12 + middle mod of Con/Dex/Wis + Level
Armor Class (shield and light armor)	13 + middle mod of Con/Dex/Wis + Level
Physical Defense	11 + middle mod of Str/Con/Dex + Level
Mental Defense	10 + middle mod of Int/Wis/Cha + Level
Hit Points	(7 + Con mod) x Level modifier (see level progression chart)
Recoveries	(probably) 8
Recovery Dice	(1d10 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points
Talents	3 (see level progression chart)
Feats	1 per Level

Basic Attacks

Melee attack

At-Will

Target: One enemy

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength damage

Miss: Damage equal to your level

Ranged attack

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: —

Class Feature

All barbarians have the Barbarian Rage class feature.

Barbarian Rage

Once per day, use a quick action to start raging. A rage lasts until the end of battle, or about 5 minutes.

While raging, you roll 2d20 to hit with your barbarian melee and thrown weapon attacks instead of 1d20. Use the higher roll for the attack. If you roll a natural 11+ with both dice and your highest attack roll is a hit, the attack is a critical hit!

Recharge 16+: After a battle in which you rage, roll a d20 and add your Constitution modifier. On a 16+, you can use Barbarian Rage again later in the day.

Adventurer Feat

Whenever the escalation die is 4+, as a quick action, you can start raging for free. (It doesn't count against your normal usage.) This rage lasts until the end of the battle, as normal.

Champion Feat

You can now start raging freely when the escalation die is 3+.

Epic Feat

You can now start raging freely when the escalation die is 2+.

Adventurer Talents

Choose three of the following adventurer-tier class talents. You also get an additional barbarian class talent at 5th level and again at 8th level.

Barbaric Cleave

Once per battle, as a free action, you can make a standard melee attack after having dropped any enemy to 0 hp with a standard melee attack. Mooks do not count for this, unless the mook you dropped was the last of its mook mob.

Adventurer Feat

You gain a +2 attack bonus with Barbaric Cleave attacks. If the cleave attack hits, you can heal using a recovery.

Champion Feat

If there is no foe engaged with you to use your Barbaric Cleave attack against, as a free action you can move to a nearby foe before making the attack.

Epic Feat

While raging, you can use Barbaric Cleave as many times as you like during a battle, but only once per round.

Building Frenzy

One battle per day, as a free action after you have missed an attack, gain +1d4 damage to each successful melee attack until the end of the battle. For each missed attack following this, add another +1d4 damage, up to a maximum of +4d4 damage.

Adventurer Feat

Bonus damage dice are now d6s.

Champion Feat

Bonus damage dice are now d10s.

Epic Feat

You can use Building Frenzy twice a day.

Slayer

During your turn, when you attack a staggered enemy you were not engaged with at the start of your turn, deal +1d6 damage per level to that creature if you hit.

Adventurer Feat

You gain a +2 bonus to Slayer attacks.

Champion Feat

Once per battle, when you miss with a Slayer attack, deal the additional +1d6-per-level damage to the target instead of normal miss damage.

Epic Feat

Whenever one of your Slayer attacks drops a non-mook enemy to 0 hp, you gain 20 temporary hit points.

Strongheart

Your recovery dice are d12s instead of d10s.

Adventurer Feat

Increase your total number of recoveries by 1.

Champion Feat

You gain +1 PD. When you heal using a recovery, you can roll a save against a save ends effect.

Epic Feat

Increase your total number of recoveries by 1 (making a total of +2 from this talent).

Unstoppable

Once per battle, declare you're using Unstoppable before making a barbarian melee attack. If your attack hits at least one target, you can heal using a recovery.

Adventurer Feat

The Unstoppable recovery is free.

Champion Feat

Add double your Constitution modifier to the healing the recovery provides.

Epic Feat

You can use Unstoppable twice per battle.

Whirlwind

You can make a Whirlwind attack as the first action of your turn when you are engaged by two or more enemies.

You take a -4 penalty to your AC and PD until the start of your next turn. Then roll a separate melee attack against each enemy you are engaged with. You deal no miss damage with these attacks.

Adventurer Feat

You now deal normal miss damage with missed Whirlwind attacks.

Champion Feat

The penalty to your AC and PD is reduced to -2. In addition, disengage checks you make the same turn as using Whirlwind automatically succeed.

Epic Feat

You can use Whirlwind anytime during your turn, not just as the first action.

Champion Talents

At 5th level, you gain an additional barbarian class talent. Choose one of these champion-tier talents or take another adventurer-tier talent.

Natural Will

One battle per day as a quick action, you gain a +2 bonus to your Mental Defense until the end of the battle.

Adventurer Feat

You can now use Natural Will in two battles per day.

Champion Feat

The bonus increases to +4 Mental Defense.

Epic Feat

You can now use Natural Will as a free action when an enemy attacks you.

Violence

Once per battle, add a +1d4 bonus to a barbarian melee attack roll after finding out whether you hit or missed.

Champion Feat

If the attack still misses, deal half damage.

Epic Feat

The bonus increases to +1d6.

Epic Talents

At 8th level, you gain an additional barbarian class talent. Choose one of these epic-tier talents, or take another adventurer-tier or champion-tier talent instead.

Ancestral Warband

One battle per day as a quick action, you can call the spirits of your ancestors to fight alongside you. Your ancestors can't be hurt or affected by the creatures of this world.

At the end of each of your turns, if you are conscious, roll a d6. If you roll less than or equal to the escalation die, a member of your spirit warband strikes from the spirit realm into the world. Make a melee attack against a nearby enemy as if you were making the attack

yourself, using any talents, feats, or magic items as you see fit. This attack doesn't take any of your actions.

Epic Feat

Your Ancestral Warband spirits are always raging, even if you are not, and continue to fight for a single round while you are unconscious.

Relentless

While raging, you have resist damage 12+ (when an attack targets you, the attacker must roll a natural 12 or higher on the attack roll or it only deals half damage).

Epic Feat

Even when not raging, whenever you score a critical hit against an enemy, you have resist damage 12+ until the start of your next turn.

Bard

Ability Scores

Bards gain a +2 class bonus to Dexterity or Charisma, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds

Possible backgrounds include: wandering minstrel, cathedral musician, court jester, mercenary, tavern owner, failed hedge wizard, diplomat, spy, royal taster, caravan guide, smuggler, and battle skald.

Gear

At 1st level, bards start with non-magical musical instruments, a melee and ranged weapon of their choice, some form of light armor, and any other minor elements of gear their backgrounds suggest.

Gold Pieces

Bards may start with either 25 gp or 1d6 x 10 gp.

Armor

Armor Type	Base AC	Atk Penalty
<i>None</i>	10	—
<i>Light</i>	12	—
Heavy	13	-2
Shield	+1	-1

Melee Weapons

	One-Handed	Two-Handed
Small	1d4 dagger	1d6 club
Light or Simple	1d6 mace, shortsword	1d8 spear

Heavy or Martial 1d8 longsword, scimitar 1d10 (-2 atk) greatsword, dire flail

Ranged Weapons

	Thrown	Crossbow	Bow
Small	1d4 dagger	1d4 hand crossbow	—
Light or Simple	1d6 javelin, axe	1d6 light crossbow	1d6 shortbow
Heavy or Martial	—	1d8 (-1 atk) heavy crossbow	1d8 (-2 atk) longbow

Level Progression

Bard Level	Total Hit Points (Avg. of both classes)	Total Feats	Battle Cries (M)	Spells & Songs, 1 st level (M)	Spells & Songs, 3 rd level (M)	Spells & Songs, 5 th level (M)	Spells & Songs, 7 th level (M)	Spells & Songs, 9 th level (M)	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1 Multiclass	x 3 (7 + CON mod) x 3	1 adventurer	2	2	—	—	—	—	<i>Not affected</i>	ability modifier
Level 1	(7 + CON mod) x 3	1 adventurer	2	2	—	—	—	—		ability modifier
Level 2	(7 + CON mod) x 4	2 adventurer	2, up to 1 st level	3	—	—	—	—		ability modifier
Level 3	(7 + CON mod) x 5	3 adventurer	3, up to 3 rd level	1	2	—	—	—		ability modifier
Level 4	(7 + CON mod) x 6	4 adventurer	3, up to 3 rd level	—	4	—	—	—	+1 to 3 abilities	ability modifier
Level 5	(7 + CON mod) x 8	4 adventurer 1 champion	3, up to 5 th level	—	3	2	—	—		2 x ability modifier
Level 6	(7 + CON mod) x 10	4 adventurer 2 champion	4, up to 5 th level	—	—	5	—	—		2 x ability modifier
Level 7	(7 + CON mod) x 12	4 adventurer 3 champion	4, up to 7 th level	—	—	3	3	—	+1 to 3 abilities	2 x ability modifier
Level 8	(7 + CON mod) x 16	4 adventurer 3 champion 1 epic	5, up to 7 th level	—	—	—	6	—		3 x ability modifier
Level 9	(7 + CON mod) x 20	4 adventurer 3 champion 2 epic	5, up to 9 th level	—	—	—	4	3		3 x ability modifier
Level 10	(7 + CON mod) x 24	4 adventurer 3 champion 3 epic	6, up to 9 th level	—	—	—	—	7	+1 to 3 abilities	3 x ability modifier

Although not listed on the table, this class gets three talents. It does not gain more at higher levels

(M): Indicates columns in which multiclass characters lag one level behind

Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus	+2 Dexterity or Charisma (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (light armor)	12 + middle mod of Con/Dex/Wis + Level
Physical Defense	10 + middle mod of Str/Con/Dex + Level
Mental Defense	11 + middle mod of Int/Wis/Cha + Level
Hit Points	(7 + Con mod) x Level modifier (see level progression chart)
Recoveries	8
Recovery Dice	(1d8 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points
Talents	3
Feats	1 per Level

Basic Attacks

Melee Attack

At-Will

Target: One enemy

Attack: Strength OR Dexterity + Level vs. AC

Hit: WEAPON + Strength OR Dexterity damage

Miss: Damage equal to your level

Ranged Attack

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: —

Class Features

As a bard advances in level, they have three different types of powers to choose in combat: bardic songs, battle cries, and spells.

Bardic Songs

Bardic songs last for one or more rounds and end with a final verse that carries a big payoff. Although magical, bardic songs don't count as spells; they don't force the bard to suffer opportunity attacks from engaged enemies, and they can't be canceled by effects that can cancel spells. In fact, bards can cast spells while in the middle of singing a bardic song.

Each song specifies what type of action starts it. To sustain it during the next round, it requires an action and a d20 check against its sustain target. If successful, the song can continue with its sustained effect for that round. (The next round will require another sustain check.) If your attempt to sustain a song fails, the song's final verse effect resolves immediately, and then the song's power ends. You can start another song on your next round.

You don't have to try to sustain the song at the start of your turn. If you choose not to sustain a song, its effects end immediately and you choose whether to use the song's final verse effect in the current round or to start a new song. You can't do both.

Some songs have an immediate effect that happens each time you start or sustain the song. Others have effects that continue throughout the entire round.

Most songs stop when a bard is knocked unconscious, silenced, or stunned. Having your song stopped this way prevents you from getting the final verse effect.

You can only sing one bardic song at a time. If you are singing a song (or spend an action to try to sustain a song), you can't start another song that round.

Bardic songs are loud, and cancel any of stealth effects you may have.

Adventurer Feat

Your bardic songs don't stop immediately when you are knocked unconscious, stunned, or silenced. Instead, they continue for one round, giving you the chance to sustain the song on your next turn.

Battle Cries

Bards use battle cries to encourage, inspire, warn, and magically aid their allies. Battle cries are triggered by flexible melee attacks. The bard makes a melee attack and is able to use a battle cry that corresponds to the attack's natural result, sometimes whether or not the attack hits.

Bonuses provided by battle cries can help a bard's allies but not the bard.

Adventurer Feat

You can generate the effect of any 1st or 3rd level battle cry you know as a standard action (instead of making a flexible melee attack to see which battle cry you are able to trigger). This allows you to choose the particular battle cry you want, at the expense of taking your standard action.

Spells

Bards use arcane spells that function like those of other spell-casting classes. Some spells are daily, some recharge, and others are at-will.

Unlike most character classes, bards use two different ability scores for their attacks. Their melee and ranged weapon attacks use Strength or Dexterity, while their spells use Charisma.

Class Talents

Choose three of the following class talents.

Balladeer

At each level, including 1st level, you may learn a great ballad of your choice. Each day you can sing one of these songs to give you a positive relationship with an icon that you would not ordinarily have...as well as increasing a negative relationship with another icon.

Song choices for the great ballad are up to the role-player.

It takes at least a few rounds to sing a great ballad, so ideally it happens outside of combat. As you sing the ballad, it's an opportunity to tell the GM what's special about the story you are telling.

Make a Charisma skill check using your best singing or musical background. If you succeed, you gain 2 points of positive relationship with the chosen icon for the rest of the day (until the next full heal-up). The DC depends on the environment:

DC 15: Adventurer environment

DC 20: Champion environment

DC 25: Epic environment

You can use these points to roll relationship dice the way you roll your normal icon relationships (see Icon Relationships). If you already have positive or conflicted dice with the icon you've sung about, add them to your new bonus dice. If you have negative dice with the icon you've sung a ballad to, they can be temporarily overruled by the ballad, but the GM should feel free to interpret any 5s rolled with a heavy hand.

When your great ballad magically compliments an icon, another icon should take a hit. As you explain the story of your ballad to the GM, you should account for at least one icon who is being mocked, vilified, or referred to in unflattering terms. You get an equal number of cursed dice for that icon. Cursed dice aren't like negative relationship dice—they never help you. At the GM's option, you'll have to roll these cursed dice at least once and interpret them as possible problems for you: rolls of 1 are a definite problem; rolls of 2 mean there are story complications connected to the temporary enemy icon.

Adventurer Feat

The first time you use your ballad-created relationship, any 5s you roll become 6s. You also gain a +2 bonus to your Balladeer checks.

Champion Feat

You can sing two great songs a day. You can't sing positively about an icon that you've already sung about as an enemy earlier in the day.

Epic Feat

If you are willing to gain an equal number of cursed relationship dice with all of the listed enemies for a song, increase the positive bonus dice you gain from a successful ballad to 3 or 4.

Battle Skald

You cannot take this talent if you have taken the *Spellsinger* talent.

Increase the number of battle cries you know by one. The bonus battle cry can be from your highest possible level.

Adventurer Feat

One battle per day, you can use your battle cries to help yourself.

Champion Feat

When you use a battle cry on yourself, it also helps an ally.

Epic Feat

Once per battle, reroll an attack that was meant to trigger a battle cry but didn't.

Jack of Spells

Choose another spell-casting character class. You can choose one spell from the spell list (but not the talent list) of that class, of your own level or lower, as an extra spell you know how to cast. You can even take its feats up to your tier, if it has any. You may only choose from the spell list—not from talents.

This spell is a bonus spell, not included in your bard class count.

Adventurer Feat

You can use your Charisma as the ability score that provides spell's attack bonus and damage bonus (if any). Other ability score references remain unchanged.

If the spell is a wizard spell, you also gain three cantrips of your choice from the wizard. You can cast them like a wizard who lacks the *Cantrip Mastery* talent.

If you choose a spell from the sorcerer class, you also gain the sorcerer's *dancing lights* class feature.

Champion Feat

Choose a second spell-casting class. Choose another spell from that class as well.

Epic Feat

Choose a third spell-casting class. Gain a spell from that class also.

Loremaster

You cannot take this talent if you have taken the *Mythkenner* talent.

Choose two of the following three bonuses:

- Your bardic skills and magic are now based on your Intelligence rather than Charisma. Any time an element of the bard class refers to Charisma, you can replace that element with a reference to Intelligence.
- Take two additional points of backgrounds. You can use these additional points to raise a background that has something to do with history, bardic lore, or magical knowledge up to the usually impossible rating of +6.

- Take a single point of relationship with an icon. Add the point to a relationship you already have up to your normal maximum, or start a new one—positive, conflicted, or negative.

Mythkenner

You cannot take this talent if you have taken the *Loremaster* talent.

Choose two of the following three bonuses:

1. Your bardic skills and magic are now based on your Wisdom rather than Charisma. Any time an element of the bard class refers to Charisma, you can replace that element with a reference to Wisdom.
2. Take two additional points of backgrounds; you can use these additional points to raise a background that has something to do with religion, mythology, or history up to the usually impossible rating of +6.
3. Take a single point of relationship with an icon. Add the point to a relationship you already have up to your normal maximum, or start a new one—positive, conflicted, or negative.

Songmaster

When you attempt to maintain a bardic song, if you describe it in a fashion that entertains the GM, or at least a couple of the players, you get a bonus of +1 to +3 to maintain the song.

This talent is for those that enjoy improvisation.

Spellsinger

You cannot take this talent if you have taken the *Battle Skald* talent.

You can choose an extra bardic song or bard spell at the highest level you know.

Storyteller

Once per scene when one of your allies rolls relationship dice for an icon, you can roleplay a one or two sentence story (usually related to the icon, but perhaps otherwise pivotal) that allows them to reroll the relationship check if they don't like the first result.

1st Level Battle Cries

Move It!

Flexible melee attack

Triggering Roll: Natural even roll

Effect: Choose either...

- One of your unengaged allies can move as a free action
- One of your engaged allies can make a disengage check as a free action.

Adventurer Feat

The disengage check gains a +2 bonus.

Champion Feat

The bonus increases to +5.

Epic Feat

An engaged ally you target with this battle cry can pop free from one enemy as a free action before making the disengage check.

Pull It Together!

Flexible melee attack

Triggering Roll: Natural 11+; use only twice per battle

Effect: One nearby ally can heal using a recovery.

Adventurer Feat

The target adds +1d4 healing per point on the escalation die.

Champion Feat

The attack can now also trigger on any natural even roll; the extra healing is now +1d6 per point.

Epic Feat

You can use *pull it together* three times per battle; the extra healing is now +1d10 per point.

Stay Strong!

Flexible melee attack

Triggering Roll: Natural 16+

Effect: Give a nearby ally a +2 bonus to AC until the start of your next turn.

Adventurer Feat

Bonus also applies to PD.

Champion Feat

Bonus also applies to MD.

Epic Feat

Bonus increases to +4.

We Need You!

Flexible melee attack

Triggering Roll: Natural even hit

Effect: A nearby conscious ally can roll a save against a save ends effect.

Adventurer Feat

The save gains a +1 bonus.

Champion Feat

The bonus increases to +2.

Epic Feat

If the escalation die is 3+, two nearby conscious allies (instead of one) can each roll a save (with bonuses).

1st Level Songs

Song of Heroes

Bardic song

Recharge 11+ after battle

Quick action each turn; 11+ to sustain

Opening & Sustained Effect: You and your nearby allies gain a +1 attack bonus until the start of your next turn.

Final Verse: The effect ends immediately, but one ally of your choice gains a +2 bonus to their next attack roll this battle.

3rd level song: The effect also provides a +1 bonus to saves.

5th level song: Sustain the song on a 9+.

7th level song: Recharge check is now 6+.

9th level song: The effect also provides a +1 bonus to Mental Defense.

Song of Spilt Blood

Bardic song

Daily

Quick action each turn; 6+ to sustain

Opening & Sustained Effect: Any attack against you takes a penalty equal to the number of your allies in the battle who have more hit points than you.

Final Verse: The effect ends immediately, and you or one ally of your choice can heal using a recovery.

3rd level song: Sustain the song on a 4+.

5th level song: Add +5 hp to the recovery.

7th level song: Add +10 hp to the recovery.

9th level song: Add +15 hp to the recovery.

1st Level Spells

Battle Chant

Ranged spell

At-Will

Special: When you use *battle chant*, you can choose any battle cry effect you know as if you were making a basic melee attack, with the *battle chant* attack roll taking the place of the basic melee attack roll.

Target: One nearby enemy

Attack: Charisma + Level vs. MD

Hit: 1d4 + Charisma thunder damage.

3rd level spell: 2d4 damage.

5th level spell: 4d4 damage.

7th level spell: 6d4 damage.

9th level spell: 10d4 damage.

Adventurer Feat

Your *battle chant* damage dice are now d6s instead of d4s.

Champion Feat

Once per day, you can expend one of your recoveries to reroll a *battle chant* attack roll.

Epic Feat

One battle per day, your *battle chant* damage dice become d10s.

Befuddle

Ranged spell

Recharge 11+ after battle

Target: One nearby creature with 40 hp or fewer

Attack: Charisma + Level vs. MD

Hit: The target is confused until the end of your next turn.

Natural Even Miss: The target is dazed until the end of your next turn.

3rd level spell: Target with 64 hp or fewer.

5th level spell: Target with 96 hp or fewer.

7th level spell: Target with 160 hp or fewer.

9th level spell: Target with 266 hp or fewer.

Adventurer Feat

Recharge check is now 6+.

Champion Feat

The target of the spell doesn't have to be nearby, just in line of sight.

Epic Feat

On a hit, the confusion effect is now save ends.

Charm Person

Ranged spell

Daily

Target: One nearby creature with 40 hp or fewer

Special: This spell cannot be cast during combat or on a target that has rolled initiative to fight.

Attack: Charisma + Level vs. MD

Hit: The target believes you are their friend until you or your allies take hostile action against them. (Attacking their normal allies is okay.) If you or your allies attack the target or order the target to attack its normal allies, the target can roll a normal save to break the charm effect during its turn each round.

Special: On a miss, the spell is not detectible by most others unless you miss by 4+ or roll a natural 1, in which case the target and its allies knows what you tried to do and will usually be angry about it.

3rd level spell: Target with 64 hp or fewer.

5th level spell: Target with 96 hp or fewer.

7th level spell: Target with 160 hp or fewer.

9th level spell: Target with 266 hp or fewer.

Soundburst

Ranged spell

Daily

Target: 1d4 nearby enemies in a group

Attack: Charisma + Level vs. PD

Hit: 5d6 + Charisma thunder damage, and the target is dazed until end of your next turn.

Miss: Half damage, and deal thunder damage equal to your level to each of your allies engaged with the target.

3rd level spell: 6d8 damage.

5th level spell: 8d10 damage.

7th level spell: 2d6 x 10 damage.

9th level spell: 3d6 x 10 damage.

Adventurer Feat

On a natural even hit, the dazed effect is now save ends.

Champion Feat

The spell is now recharge 16+ after battle instead of daily.

Epic Feat

You can now target 1d4 + 1 enemies in a group with the spell.

3rd Level Battle Cries

Hang Tough!

Flexible melee attack

Triggering Roll: Natural odd roll

Effect: Give a nearby ally temporary hit points equal to your Charisma modifier.

Adventurer Feat

If the ally is staggered, double the temporary hit points.

Champion Feat

Add your level to the temporary hit points given (add before any doubling).

Epic Feat

You can choose yourself instead of an ally as the target of the battle cry.

It's All Yours!

Flexible melee attack

Triggering Roll: Natural even miss

Effect: This battle, your next ally to attack the target you missed gains a +2 attack bonus with that attack.

Adventurer Feat

That ally's attack also deals +1d6 damage.

Champion Feat

The damage bonus increases to +3d6.

Epic Feat

The damage bonus increases to +3d12.

Take Heart!

Flexible melee attack

Triggering Roll: Any hit

Effect: Choose a nearby ally. That ally can either roll a save against a save ends effect or roll a normal save against a condition that has a duration that lasts until the end or beginning of a turn.

3rd Level Songs

Song of Aid

Bardic song

Daily

Quick action each turn; 11+ to sustain

Opening & Sustained Effect: You or a nearby ally gains 3d6 temporary hit points.

Final Verse: One target that gained temporary hit points can also heal using a recovery.

5th level song: 5d6 temporary hit points; sustain the song on a 9+.

7th level song: 7d6 temporary hit points, and the recovery from the final verse is free.

9th level song: 9d8 temporary hit points; sustain the song on a 7+.

Song of Thunder

Bardic song

Daily

Standard action each turn; 11+ to sustain

Opening & Sustained Effect: Make the following attack against 1d4 + 1 nearby enemies.

Attack: Charisma + Level vs. PD

Hit: 5d6 + Charisma thunder damage.

Miss: —

Final Verse: Make the attack again, but this time it deals half damage on a miss.

5th level song: 7d6 damage.

7th level song: 9d8 damage.

9th level song: 10d12 damage.

Champion Feat

The number of targets increases to 2d4.

Epic Feat

Two of the targets can now be far away instead of nearby.

3rd Level Spells

Vicious Mockery

Ranged spell

Recharge 11+ after battle

Target: One nearby enemy

Attack: Charisma + Level vs. MD

Hit: 6d6 + Charisma psychic damage, and until the end of your next turn, when the target misses with one of its attacks, it takes half the damage its attack would have dealt.

Miss: Damage equal to your level.

5th level spell: 9d6 damage.

7th level spell: 10d8 damage.

9th level spell: 2d8 x 10 damage.

Adventurer Feat

On a hit, the effect that damages the target when it misses is now save ends.

Champion Feat

Recharge check is now 6+.

Epic Feat

A natural even miss does not expend the spell.

Wild Heal

Ranged spell

Daily

Targets: Two random nearby allies. Choose the targets randomly from all nearby allies (including you) who are damaged.

Effect: Each target can heal using a recovery.

5th level spell: Add +5 hp to the recovery.

7th level spell: Add +15 hp to the recovery.

9th level spell: Add +25 hp to the recovery.

Adventurer Feat

The spell is now recharge 16+ after battle instead of daily.

Champion Feat

Add a third random target.

Epic Feat

The recoveries the targets use are now free.

5th Level Battle Cries

Stay True!

Flexible melee attack

Triggering Roll: Natural 16+ if the escalation die is 3+; otherwise natural 20

Effect: A nearby ally regains the use of a once-per-battle racial ability that was expended this battle.

Victory Is Ours!

Flexible melee attack

Triggering Roll: Natural 16+ if the escalation die is 5+; otherwise natural 20

Effect: A nearby ally can heal using a recovery, and three nearby allies gain a +3d6 damage bonus to their next damage roll this battle.

Champion Feat

The battle cry can now trigger when the escalation die is 3+ instead of 5+.

Epic Feat

The damage bonus is now +3d12.

5th Level Songs

Song of Magic

Bardic song

Daily

Quick action each turn; 16+ to sustain

Opening & Sustained Effect: Until the start of your next turn, you and your nearby allies who cast spells that are normally expended by being cast can roll a d20 after casting the spell. On a 16+, the spell is not expended.

Final Verse: All spells you and your allies cast before the start of your next turn gain a +2 attack bonus.

7th level song: Gain a bonus to *song of magic's* sustain check equal to the escalation die.

9th level song: Rolls to retain expended spells gain a bonus equal to the escalation die.

5th Level Spells

Arrow of Verse

Ranged spell

Recharge 16+ after battle

Target: One nearby enemy

Attack: Charisma + Level vs. MD

Hit: 8d8 + Charisma psychic damage + Xd6 bonus damage, where X = escalation die.

Miss: Xd6 psychic damage, where X = escalation die.

7th level spell: 10d10 damage.

9th level spell: 2d10 x 10 damage.

Champion Feat

Recharge check is now 11+.

Epic Feat

Bonus dice and miss dice are now d12s.

Discombobulate

Ranged spell

Daily

Target: One nearby creature with 100 hp or fewer

Attack: Charisma + Level vs. MD

Hit: The target is confused until it rolls two successful saves.

Miss: The target is dazed until the end of your next turn.

7th level spell: Target with 140 hp or fewer.

9th level spell: Target with 240 hp or fewer.

7th Level Battle Cries

They Fall Before Us!

Flexible melee attack

Special: You can use this battle cry only on your turn.

Triggering Roll: Natural 20

Effect: A nearby ally can make a basic attack as a free action.

Epic Feat

The battle cry can now trigger on a natural 19+.

7th Level Songs

Song of Blood & Legends

Bardic song

Daily

Standard action each turn; 16+ to sustain

Opening & Sustained Effect: Each nearby ally who hits at least one enemy with an attack during their turn can heal using a recovery.

Final Verse: One nearby ally can make a basic attack as a free action and heal using a recovery if the attack hits at least one target.

9th level song: The recovery granted by the final verse attack is free.

Song of Victory

Bardic song

Daily

Quick action each turn; 16+ to sustain

Opening & Sustained Effect: Each nearby enemy that has fewer hit points than you is dazed until the end of your next turn.

Final Verse: Each nearby enemy takes 5d6 + Charisma psychic damage.

9th level song: 7d6 damage.

7th Level Spells

The Overworld Two-Step

Close-quarters spell

Quick action to cast

Recharge 16+ after battle

Effect: You can swap your position and the positions of all your nearby allies, even if you can't see them when you cast the spell. Each position presently occupied by you or an ally must end up occupied after the swap, but otherwise you can swap freely.

Champion Feat

Recharge check is now 11+.

Epic Feat

You can now also swap the positions of far-away allies you can see, up to a maximum of 9 creatures.

9th Level Battle Cries

The Time Is Now!

Flexible melee attack

Triggering Roll: Natural 19+

Effect: Choose one nearby ally. That ally can expend a recovery to regain a daily power or spell.

Epic Feat

The battle cry can now trigger on natural 18+.

9th Level Songs

Song of Destinies

Bardic song

Daily

Quick action each turn; 11+ to sustain

Opening & Sustained Effect: Later this turn, you can add 1 to the natural result of one ally's d20 roll. Then, afterwards, you can subtract 1 from the natural result of an enemy's d20 roll.

Final Verse: The GM chooses an icon relevant to the situation; you choose the PC who will make an icon relationship check. That player makes the check and joins the GM in a duet of improvisation as to how the icon relationship roll has some impact on the current battle.

9th Level Spells

Inspire Legends

Close-quarters spell

Special: Escalation die must be 4+.

Daily

Targets: You and all nearby allies

Effect: Each target can roll a d20 for each of its expended daily, recharge, and per battle powers and spells other than inspire legends. If the roll is 11+, the character regains the use of that power or spell.

Chaos Mage

Ability Scores

Chaos Mages gain a +2 class bonus to Intelligence or Charisma, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds

Possible backgrounds include: blossoming witch, jester, fireworks exhibitionist, no-longer-frustrated librarian, stirge wrangler, living spell, living dungeon denizen, wandering musician, hero from another world.

Gear

At 1st level, chaos mages start with adventuring clothes, a simple dagger (or a uniquely weird but similarly powerful weapon befitting to their background), and any other minor (and unusual) elements of gear their backgrounds suggest.

Gold Pieces

Chaos Mages may start with either 25 gp or 1d6 x 10 gp.

Armor

Armor Type	Base AC	Atk Penalty
<i>None</i>	10	—
<i>Light</i>	10	—
Heavy	11	-2
Shield	+1	-2

Melee Weapons

	One-Handed	Two-Handed
Small	1d4 dagger, pronged fork	1d6 club, staff
Light or Simple	1d6 (-2 atk) mace, shortsword	1d8 (-4 atk) spear
Heavy or Martial	1d8 (-5 atk) scimitar, warhammer	1d10 (-6 atk) greatsword

Ranged Weapons

	Thrown	Crossbow	Bow
Small	1d4 dagger, star	1d4 hand crossbow	—
Light or Simple	1d6 (-2 atk) javelin	1d6 (-1 atk) light crossbow	1d6 (-2 atk) shortbow
Heavy or Martial	—	1d8 (-4 atk) heavy crossbow	1d8 (-5 atk) longbow

Level Progression

Chaos Mage Level	Total Hit Points	Total Feats	Daily Spells (M)	Once-per-Battle Spells (M)	Spell Level (M)	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1 Multiclass	(Avg. of both classes) x 3	As 1 st level PC	1	1	1 st level	<i>Not affected</i>	ability modifier
Level 1	(6 + CON mod) x 3	1 adventurer	2	1	1 st level	—	ability modifier
Level 2	(6 + CON mod) x 4	2 adventurer	3	1	1 st level	—	ability modifier
Level 3	(6 + CON mod) x 5	3 adventurer	3	1	3 rd level	—	ability modifier
Level 4	(6 + CON mod) x 6	4 adventurer	4	1	3 rd level	+1 to 3 abilities	ability modifier
Level 5	(6 + CON mod) x 8	4 adventurer 1 champion	4	1	5 th level	—	2 x ability modifier
Level 6	(6 + CON mod) x 10	4 adventurer 2 champion	4	2	5 th level	—	2 x ability modifier
Level 7	(6 + CON mod) x 12	4 adventurer 3 champion	4	2	7 th level	+1 to 3 abilities	2 x ability modifier
Level 8	(6 + CON mod) x 16	4 adventurer 3 champion 1 epic	5	2	7 th level	—	3 x ability modifier
Level 9	(6 + CON mod) x 20	4 adventurer 3 champion 2 epic	5	2	9 th level	—	3 x ability modifier
Level 10	(6 + CON mod) x 24	4 adventurer 3 champion 3 epic	6	2	9 th level	+1 to 3 abilities	3 x ability modifier

(M): Indicates columns in which multiclass characters lag one level behind.

Note: Although not listed on the table, this class gets three talents. It does not get more at higher levels.

Stats

Ability Bonus	+2 Intelligence or Charisma (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (heavy armor)	10 + middle mod of Con/Dex/Wis + Level
Armor Class (shield and heavy armor)	10 + middle mod of Str/Con/Dex + Level
Physical Defense	11 + middle mod of Int/Wis/Cha + Level
Mental Defense	(6 + Con mod) x Level modifier (see level progression chart)
Hit Points	8
Recoveries	(1d6 x Level) + Con mod
Recovery Dice	8 points, max 5 in any one background
Backgrounds	3 points (4 at 5 th level; 5 at 8 th level)

Icon Relationships	3
Talents	1 per Level

Basic Attacks

Melee Attack

At-Will

Target: One enemy

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength damage

Miss: —

Ranged Attack

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: —

Class Features

Chaos mages use arcane implements, such as wands and staffs, to improve their attacks. Unlike wizards and clerics, chaos mages don't choose the spells they know. Instead, a chaos mage of a given level can access all the spells in a category that are their level or lower.

The category of spell you'll cast on your turn is randomly decided, but you get to decide how many of your resources you'll use. You have a limited number of daily and once-per-battle spells, so each turn you must decide whether to use one of the powerful spells in the category you're casting from or whether you'll stick with an at-will spell.

Chaos mages are not allowed to cast rituals.

Chaos Magic

Chaos magic has three main categories of spells: attack, defense, and iconic.

Since the category of magic spells you'll cast is randomly chosen, you'll need 6 "stones" (gems, beads, poker chips, or whatever you like) of three different colors—two stones for each color. You'll also need a bag (or cup) to put them in and draw them from. Put two of each color into the bag, then assign one color to attack, one color to defense, and the last color to iconic.

If you'd rather use dice instead of stones in a bag, use a d6; 1-2 is attack, 3-4 is defense, 5-6 is iconic.

You draw a stone from the bag to determine the next type of spell you'll be able to cast. You usually do this when you roll initiative at the start of a battle, at the end of your turn (to set

up the spell you can cast during your next turn), or as required during your turn if you somehow get an extra standard action.

Each stone you draw should be set aside so that each turn you draw from a smaller pool of stones. When there is one stone left in the bag, don't draw it. Instead, refill the bag with the other six stones and draw. At the end of the battle, refill the bag.

If you draw...

- **Attack:** The next chaos mage spell you cast during the battle must be an attack spell, but you won't have to choose the spell until your turn.
- **Defense:** The next chaos mage spell you cast during the battle must be a defense spell, but you won't have to choose the spell until your turn.
- **Iconic:** The next chaos mage spell you cast during the battle must be an iconic spell. Immediately roll a die to determine which icon's spells you'll have to choose from. For example, if there are 12 icons in your game, assign a number to each icon and roll a d12. You don't have to choose the specific spell until your turn.

Whether you cast an at-will, per-battle, or daily spell, you cast it at the spell level shown on the spell progression table.

Adventurer Feat

Once per day when you cast an iconic daily or once-per-battle spell from an icon you have at least a one-point relationship with, roll a normal save. If you succeed, you don't expend that spell, allowing you to cast it again, or another daily/once-per-battle spell.

Champion Feat

Once per day when you draw an iconic spell, before rolling, choose an icon you have at least a one-point relationship with. The spell you cast next will be from that icon.

Epic Feat

You can use the champion feat power a second time, but only if you choose an icon that you have at least a two-point relationship with.

High Weirdness

Chaos mages usually display an uncanny weirdness that presents itself through their spellcasting, and sometimes even bleeds through to their general demeanor. This weirdness is represented in game mechanics through the High Weirdness table below.

When an enemy scores a critical hit against you, roll high weirdness and consult the table to see what effect applies. If you hate the effect you're experiencing, you can use a standard action to change it. Unless otherwise specified, the high weirdness effects last until the end of the battle.

Unless otherwise specified, the high weirdness effects last until the end of the battle.

Adventurer Feat

If you have one or more Warp talents, whenever you make a d6 roll for one, also roll for a new high weirdness effect. The new effect replaces the weirdness effect currently active, if any.

If you have no Warp talents, roll for a new high weirdness effect whenever you draw an iconic spell.

Champion Feat

Once per battle when you roll for a high weirdness effect, roll twice and use both results. Reroll duplicate results.

Epic Feat

One battle per day, each time you roll for a high weirdness effect, roll twice and use both results. Reroll duplicate results.

High Weirdness Table

d100 High Weirdness Effect

- 1-2 You accidentally summon 1d3 wibbles that either attack you or drift off to wreak a small amount of havoc elsewhere in the battle.
- 3-4 You're hit by a pulsing wrinkle in time. You move and speak ever-so-slightly slower than you should until you catch up. There's no effect this turn, but at the end of your turn, decrease your initiative 2d6 points, to a minimum of 1.
- 5-6 Each creature in the battle with temporary hit points loses half of them.
- 7-8 You can only speak by asking questions. If you or your character violates this requirement, your character takes 1 damage the first time, 2 damage the second time, and so on. (Have another player keep track.)
- 9-10 Your magic items' quirks take over. If you aren't doing a good enough job of roleplaying this personality fiasco, the GM and the rest of the players are authorized to suggest (in)appropriate behavior.
- 11 You leech personality traits from surrounding spirits, whatever those happen to be. These are only traits, not personality overrides.
- 12 You must speak in what you think could be the voice of the last creature your chaos mage attacked. If it doesn't seem to have a voice, invent one.
- 13 Small squeaking rodents erupt from any plausible cover that you go near. There's no real effect except they're somewhat noisy and rodents suddenly pop up in unexpected places.
- 14 Your (the PC) favorite song begins playing around you magically, getting louder and louder (tell the table what type of song it is, or maybe hum it). It might or might not interfere with bardic songs or monsters that need to be heard properly to get their dirty work done.
- 15 Your gender changes. At your discretion, the shift could be permanent when the weirdness ends. Or as permanent as things get for you.
- 16 You grow horns or other spikes all over. If you already have horns, then you lose them. Some of the horns, or lack thereof, persist after the weirdness ends.

- 17 One of your arms becomes a functional tentacle. It has no mechanical effects, but unless you're special or lucky it's probably not a very pretty tentacle. Your option on whether or not it remains after the weirdness ends.
- 18 A great gust of wind circles around the battlefield. It probably has no serious effect unless there's something happening that a great gust of wind could seriously affect.
- 19 All creatures leave colored trails behind them as they move, turning the battle scene into a strange glowing artwork. Images fade every ten seconds or so.
- 20 Some minor detail of your appearance changes hair color, gaps between teeth, handedness, and so on. The change is permanent-ish.
- 21- Grit, explosive dust, or other debris explodes into the air around you, dealing 1d4
22 damage per tier to each nearby creature.
- 23- There's tension in the air, or the rumble of distant thunder, or a sense of impending
24 disaster, and the next creature that misses with an attack this battle takes damage equal your Charisma modifier (double your Charisma modifier at 5th level; triple it at 8th level).
- 25- Quickly passing auras blur and shake across the battlefield, or cold winds whip
26 through and grow warmer as they pass, or the lights flicker . . . and the creature that has taken the most damage in the battle gains temporary hit points equal to 10% of its maximum hit points.
- 27- One random creature in the battle other than you teleports next to and is engaged
28 by one of its random enemies other than you.
- 29- (Global effect) Space seriously twists, affecting the spells and ranged attacks of
30 each creature in the battle creatures that are nearby count as if they were far away, and creatures that are far away count as if they are nearby.
- 31- The first spell you cast this battle has effects (not damage) like a spell two levels
32 higher than it, if possible.
- 33- (Global effect) All normal saves made by creatures in the battle are actually easy
34 saves (6+).
- 35- (Global effect) There's a blurring at the edge of all things. No creature can intercept
36 another. Disengage attempts automatically succeed.
- 37- (Global effect) The champions shall inherit the dirt! Until the end of your next turn,
38 saves that fail count as if they succeed, and saves that succeed count as if they fail!
- 39- Roll the escalation die and use the new result.
40
- 41- (Global effect) Each creature in the battle taking ongoing damage immediately takes
42 that damage. Then all ongoing damage effects end.

- 43- (Global effect) Each creature that makes an attack targeting PD targets MD instead.
44 Attacks against MD target PD instead.
- 45- Your shadow detaches and flits around you. Until the weirdness ends, you gain a +2
46 attack bonus but take a -2 penalty to saves. Your personality may or may not be
affected. It's up to you.
- 47- Choose yourself or one ally with temporary hit points and double those temporary
48 hit points.
- 49- There's a large magical special effect of your choice (non-mechanical), and each
50 creature in the battle ignores all resistances.
- 51- You gain an additional quick action during each of your turns while this weirdness is
55 in effect.
- 56- When one of your allies casts an arcane spell this battle, the spell gains a small
60 bonus effect chosen by the GM (something that suits the spell and the story).
- 61- You and your allies gain small halos, or celestial light pours in, or a subtle glow
65 illuminates each countenance. When one of your allies casts a divine spell this
battle, it gains a small bonus effect chosen by the GM, something that suits the spell
and the story.
- 66- Your features shift and settle into a temporary new pattern. You gain a random
70 racial ability until the end of your next turn. Ignore results that duplicate a racial
ability you already have. Roll a d8. 1: dwarf's that's your best shot; 2: dark elf's
cruel; 3: high elf's highblood teleport; 4: gnome's confounding; 5: half-elf's
surprising; 6: halfling's evasive; 7: holy one's halo; 8: tieflings's curse of chaos.
- 71- If one of your allies is at 0 hit points or below, that ally can roll a free death save
75 that won't count against their missed death save total.
- 76- Choose one creature (including you) that has already rallied this battle. It can rally
80 again this battle (using the same action it normally would) as if it hadn't already
rallied (no roll if the first use).
- 81- Your presence blurs through space, spirit, and time, and you can fight in spirit on
85 your turn (see Combat Rules, Special Action) in addition to taking your normal turn.
- 86- You shift, you waver, or you go transparent. You don't take any miss damage while
90 this weirdness is affecting you.
- 91- The magic items in the area all start talking at once. You or one ally of your choice
95 can roll to recharge one magic item (affected creature's choice).
- 96- Something related to your one unique thing goes very right for you. This is on you
97 and the GM to work out together. The GM has the final say, though.
- 98 If you and your allies flee RIGHT NOW, you don't take a campaign loss for your
discretion. This may take some explaining. It's all about the chaos magic.

- 99 Roll twice more on this table. If you wish you can ignore one of the rolled results but must stick with the other. If you roll the same result twice, you get that weirdness just once.
- 100 You gain an extra standard action during the next turn after this weirdness goes into effect.

Class Talents

Choose three of the following class talents.

Warp Talents

There are three separate Warp talents that you may choose from. They provide random powers or features that surface unpredictably during battles (and perhaps during non-combat moments of high tension).

If a warp talent gives you access to a spell from another class, associate it with chaos magic's attack category or defense category. You can then cast it if that spell type comes up for you.

Attacking Warp

Your magic provides you with a random warp effect when the next spell you cast will be an attack spell. This talent works best for chaos mages with a high Dexterity.

When your random spell choice indicates an attack spell, roll a d6 to determine the effect you'll gain from the elemental warp. Even though you can't cast the spell until your next turn, the warp effect applies now.

d6 Effect

- 1 *Air*: You gain *flight* until the end of your next turn.
- 2 *Earth*: Until the end of your next turn, each enemy that misses you with a melee attack is stuck until the end of its next turn.
- 3 *Fire*: Until the end of your next turn, you can pop free from staggered enemies as a quick action.
- 4 *Water*: You gain a bonus to disengage checks until the end of your next turn equal to your Dexterity modifier
- 5 *Metal*: Until the end of your next turn, when an enemy disengages from you, it takes damage equal to your Dexterity modifier (double your Dexterity modifier at 5th level; triple it at 8th level).
- 6 *Void*: During your next turn, you can use a move action to teleport to a nearby location you can see.

Adventurer Feat

When you roll a successful disengage check, you gain temporary hit points equal to your Dexterity modifier (double your Dexterity modifier at 5th level; triple it at 8th level).

Champion Feat

While you are flying due to any effect, you gain a bonus to disengage checks equal to your Dexterity modifier.

Epic Feat

When one of your spells or powers lets you teleport to a nearby location, you can instead teleport to a far away location you can see.

Defensive Warp

Your magic provides you with a random warp effect when the next spell you cast will be a defense spell. This talent works best for chaos mages with a high Wisdom.

When your random spell choice indicates a defense spell, roll a d6 to determine the effect you'll gain from the elemental warp. Even though you can't cast the spell until your next turn, the warp effect applies now.

d6 Effect

- 1 *Air*: Once before the end of your next turn, you can heal using a recovery as a quick action.
- 2 *Earth*: You gain temporary hit points equal to your Wisdom modifier (double your Wisdom modifier at 5th level; triple it at 8th level).
- 3 *Fire*: Until the end of your next turn, when an enemy moves to engage you, it takes fire damage equal to your Wisdom modifier (double your Wisdom modifier at 5th level; triple it at 8th level).
- 4 *Water*: Until the end of your next turn, when you heal using a recovery, add hit points equal to your Wisdom modifier to that healing (double your Wisdom modifier at 5th level; triple it at 8th level).
- 5 *Metal*: Until the end of your next turn, you gain a +2 bonus to AC.
- 6 *Void*: Until the end of your next turn, the first time an attack hits you, as a free action you can choose to lose hit points equal to your level to force the attacker to reroll the attack.

Adventurer Feat

When you heal using a recovery, add hit points equal to the escalation die to that healing.

Champion Feat

While you are at maximum hit points, you gain a +1 bonus to all defenses.

Epic Feat

When an attacker rerolls an attack against you, it takes an attack penalty equal to your Wisdom modifier.

Iconic Warp

Your magic provides you with a random warp effect when the next spell you cast will be an iconic spell. This talent works best for chaos mages with a high Intelligence.

When your random spell choice indicates an iconic spell, roll a d6 to determine the effect you'll gain from the elemental warp. Even though you can't cast the spell until your next turn, the warp effect applies now.

d6 Effect

- 1 *Air*: Randomly determine two icon associations for the spell you'll cast instead of one. Choose one of those associations to use for that spell.
- 2 *Earth*: Until the end of your next turn, you gain a bonus to PD and MD equal to your Intelligence modifier.
- 3 *Fire*: Until the end of your next turn, you gain the once-per-battle racial power of a random nearby ally; ignore this benefit if it duplicates your own racial power or if it doesn't make sense during the battle (human, for example).
- 4 *Water*: Until the end of your next turn, you gain a bonus to saves equal to your Intelligence modifier.
- 5 *Metal*: Until the end of your next turn, critical hits scored against you only count as normal hits.
- 6 *Void*: When you roll a natural 20 with an attack, the critical hit range of your attacks expands by 2 until the end of the battle (cumulative).

Adventurer Feat

Once per battle when you roll for an iconic warp effect, roll the d6 twice and choose the result you want.

Champion Feat

When you roll a natural 18-20 on a save, a nearby ally of your choice can roll a save against a save ends effect.

Epic Feat

When an attacker rerolls an attack against you, it takes an attack penalty equal to your Wisdom modifier.

Separate Existence

You are ever-so-slightly detached from normal physical reality. Play the story side of that as you like; the game mechanics side is that you can cast ranged spells while engaged with enemies without taking opportunity attacks.

Adventurer Feat

While you have an *air* or *void* warp effect active, you take no damage from missed attacks.

Champion Feat

When you teleport, you can heal using a recovery.

Stench of Necromancy

You gain a random spell from the necromancer class. Whenever you take a full heal-up, randomly choose a necromancer spell of the highest level you can cast. For the rest of the day, you know this necromancer spell and can cast it according to its normal usage pattern—

at-will, once per battle, recharge, or daily—when that option comes up during your chaos mage spellcasting sequence.

If the necromancer spell refers to Intelligence, you can replace that ability score with references to Charisma.

Adventurer Feat

One battle per day, you can gain the Cackling Soliloquist talent from the necromancer class.

Champion Feat

While you have an *earth* or *metal* warp effect active, when an enemy in the battle drops to 0 hp, you gain temporary hit points equal to your Charisma modifier (double your Charisma modifier at 5th level; triple it at 8th level).

Epic Feat

If you don't like the first random necromancer spell you select for the day, you can determine another random necromancer spell. You're stuck with the second one.

Touch of Wizardry

You gain a random spell from the wizard class. Whenever you take a full heal-up, randomly choose a wizard spell of the highest level you can cast. For the rest of the day, you know this wizard spell and can cast it according to its normal usage pattern—at-will, cyclic, once per battle, recharge, or daily—when that option comes up during your chaos mage spellcasting sequence.

If the wizard spell refers to Intelligence, you can replace that ability score with references to Charisma.

Adventurer Feat

You gain a random wizard talent at the start of each day. Roll a d3. 1: Abjuration; 2: Evocation; 3: High Arcana (*counter magic*). Replace references to “wizard” in these talents with “chaos mage” and Intelligence with Charisma.

Champion Feat

You gain a single daily use of the wizard's *utility spell*, cast at your level or lower.

Epic Feat

If you don't like the first random wizard spell you select for the day, you can determine another random wizard spell. You're stuck with the second one.

Trace of the Divine

You gain a random spell from the cleric class. Whenever you take a full heal-up, randomly choose a cleric spell of the highest level you can cast. For the rest of the day, you know this cleric spell and can cast it according to its normal usage pattern—at-will, once per battle, recharge, or daily—when that option comes up during your chaos mage spellcasting sequence.

If the cleric spell refers to Wisdom, you can replace that ability score with references to Charisma.

Adventurer Feat

At the start of the day, choose a random cleric invocation, excepting those from the healing domain. You can use that invocation as if you were a cleric once this day as a quick action.

Champion Feat

While you have an *air* or *water* warp effect active, when you heal using a recovery or cast a spell that lets an ally heal using a recovery, add an extra recovery die to the healing.

Epic Feat

In addition to the random invocation you gain at the start of the day, you also get the talent/domain powers that go with it.

Whiff of Sorcery

You gain a random spell from the sorcerer class. Whenever you take a full heal-up, randomly choose a sorcerer spell of the highest level you can cast. For the rest of the day, you know this sorcerer spell and can cast it according to its normal usage pattern—at-will, once per battle, recharge, or daily—when that option comes up during your chaos mage spellcasting sequence.

Adventurer Feat

Twice per day, you can gather power as if you were a sorcerer in order to deal double damage with either a sorcerer spell or a chaos mage spell the next time you cast a spell. You also gain the chaotic benefit for gathering power. (Note that you should have already determined the type of spell you will be casting, since you select a spell type when you roll initiative and at the end of each turn, so you're generally better off waiting to gather power when you know you have an attack or iconic spell coming.)

Champion Feat

While you have an *air* or *fire* warp effect active, add fire damage equal to your Charisma modifier to your miss damage (double your Charisma modifier at 5th level; triple it at 8th level).

Epic Feat

If you don't like the first random sorcerer spell you select for the day, you can determine another random sorcerer spell. You're stuck with the second one.

Attack Spells (1st Level+)

Force Tentacle

Ranged spell

At-Will

Target: One random nearby enemy

Attack: Charisma + Level vs. PD

Hit: 1d10 + Charisma force damage.

Miss: Damage equal to your level.

3rd level spell: 3d10 damage.

5th level spell: 5d10 damage.

7th level spell: 7d10 damage.

9th level spell: 9d10 damage.

Adventurer Feat

You can now also target far away enemies.

Champion Feat

This spell's damage dice increase by one size to d12s.

Epic Feat

One battle per day, you can deal half damage on a natural even miss with this spell.

Chaos Ray

Ranged spell

Once per battle

Target: One nearby or far away enemy

Attack: Charisma + Level vs. PD

Hit: 1d8 + Charisma damage.

Natural Even Hit: As a hit, plus another nearby enemy takes half damage.

Miss: 1d6 damage to a different nearby enemy.

3rd level spell 4d6 damage: 1d10 damage on a miss.

5th level spell 6d6 damage: 2d12 damage on a miss.

7th level spell 6d10 damage: 3d12 damage on a miss.

9th level spell 8d10 damage: 5d12 damage on a miss.

Blarrrrgh!

Ranged spell

Daily

Targets: 1d6 nearby enemies

Attack: Charisma + Level vs. PD

Hit: 3d6 + Charisma damage, and roll a d4 for the effect (same damage for all targets but a separate effect for each one).

d4 Effect

- 1 The target is dazed (save ends).
- 2 The target is weakened (save ends).
- 3 The target is hampered until the end of your next turn.
- 4 The target is confused until the end of your next turn.

Miss: Damage equal to your level.

- 3rd level spell: 6d6 damage.
- 5th level spell: 6d10 damage.
- 7th level spell: 10d10 damage.
- 9th level spell: 2d8 x 10 damage.

Defense Spells (1st Level+)

Chaos Blessing

Close-quarters spell

At-Will

Effect: Roll a d20 to determine which effect the blessing grants. Higher-level versions of the spell improve the first three blessings, but you still get only the blessing you roll.

d20 Effect

- 1-4 *Gift*—You or one of your nearby allies gains 7 temporary hit points.
- 5-8 *Resilience*—You gain 7 temporary hit points.
- 9-12 *Aura/tentacles*—The next enemy that moves to engage you this battle takes 2d6 damage.
- 13-16 *Defense bonus*—You gain a +2 bonus to the defense of your choice (AC, PD, or MD) until an attack against that defense misses you or until the end of the battle.
- 17-20 *Healing*—You or your nearby ally with the fewest hit points can heal using a recovery. (If you're the one with the fewest hit points among you and your nearby allies, it's you.)

3rd level spell: *gift* and *resilience* now grant 12 temporary hit points; *aura/tentacles* damage is 2d10.

5th level spell: *gift* and *resilience* now grant 20 temporary hit points; *aura/tentacles* damage is 4d10.

7th level spell: *gift* and *resilience* now grant 35 temporary hit points; *aura/tentacles* damage is 6d8.

9th level spell: *gift* and *resilience* now grant 60 temporary hit points; *aura/tentacles* damage is 10d8.

Adventurer Feat

The *defense bonus* effect now applies to all the target's defenses (and therefore ends as soon as the target is missed by an attack).

Champion Feat

A number of times per day equal to your highest non-Charisma modifier, you can roll twice when you cast *chaos blessing* and gain both effects (reroll a duplicate result).

Epic Feat

The damage dice for the *aura/tentacles* effect increase by one size (for example, d8s to d10s).

Warped Healing

Close-quarters spell

Once per battle

Targets: Two nearby allies, or you and one nearby ally

Effect: Randomly choose one of the targets. That target can heal using a recovery. The other target gains 10 temporary hit points and grows a strange eye, limb, or other physical feature that lasts as long as the temporary hit points do.

3rd level spell: 20 temporary hit points.

5th level spell: 30 temporary hit points.

7th level spell: 45 temporary hit points.

9th level spell: 70 temporary hit points.

Iconic Spells & Feats

In setting up your game universe, you should have a set of icons. Distribute them more or less evenly into the spell groups below according to the theme that matches best (*Blood of Warriors*, *Light of the High Ones*, *Twisted Path*). When the chaos mage rolls a particular icon, they can choose any spell associate that that icon's group of spells.

Multiple icons should belong to each group. Each group should have at-will spells and at least one per-battle and daily spell.

Blood of Warriors

Castigation (1st level+)

Close-quarters spell

At-Will

Target: One enemy you are engaged with if possible; if not, then one nearby enemy

Attack: Charisma + Level vs. MD

Hit: 1d8 + Charisma psychic damage

Hit vs. a Staggered Target: As a hit, except there is no damage roll; the target takes maximum damage.

Miss: Damage equal to your level.

3rd level spell: 3d6 damage.

5th level spell: 5d6 damage.

7th level spell: 5d8 damage.

9th level spell: 6d10 damage.

Adventurer Feat

When you hit a demon with this spell, it's also hampered (save ends).

Champion Feat

The damage dice for the spell increase by one size (for example, d6s to d8s).

Epic Feat

The spell now deals half damage on a miss.

Terribly Spiky Armor (3rd level+)

Ranged spell

Daily

Effect: Until the end of the battle, you gain a +3 bonus to AC and when an enemy engaged with you misses you with an attack, it takes 3d6 + Charisma damage.

5th level spell: 5d6 damage.

7th level spell: 5d8 damage.

9th level spell: 7d10 damage.

Yours! (1st level+)

Ranged spell

At-Will

Target: You or one ally in the battle, chosen randomly

Effect: Roll a d20.

1-10: The target can heal using a recovery.

11-20: The target can make a basic attack as a free action.

Adventurer Feat

When this spell allows a target to attack, the attack deals half damage on a miss instead of normal miss damage.

Champion Feat

The target can move as a free action before using a recovery or attacking.

Epic Feat

When the target heals using a recovery, it adds hit points equal to 1d10 x the escalation die to that healing.

Ours! (1st level+)

Ranged spell

Daily

Target: One nearby ally

Effect: The target can heal using a free recovery, adding hit points equal to 1d6 x the escalation die to that healing. Unless you or the target is a dwarf, randomly choose one of the target's true magic items. You actively gain that item's quirk until the end of the day.

Fiery Claw (1st level+)

Ranged spell

At-Will

Special: This spell attack ignores all the target's resistances.

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: 1d8 + Charisma fire damage, and the target loses its *resist damage* abilities, if any (hard save ends, 16+).

Miss: Damage equal to your level.

3rd level spell 3d8 damage.

5th level spell 5d8 damage.

7th level spell 7d8 damage.

9th level spell 9d8 damage.

Adventurer Feat

This spell can now deal holy damage instead of fire damage.

Champion Feat

The damage dice for this spell increase from d8s to d10s.

Epic Feat

This spell now deals half damage on a miss.

Final Wrath (5th level+)

Ranged spell

Daily

Targets: 1d4 nearby enemies in a group

Attack: Charisma + Level vs. PD

Hit: 7d6 + Charisma fire damage.

Natural Even Hit: As a hit, plus if the target is staggered after the attack, it's also stunned until the end of its next turn.

Miss: Damage equal to your level.

7th level spell: 9d10 damage.

9th level spell: 2d6 x 10 damage.

Champion Feat

This spell now deals half damage on a miss.

Epic Feat

This spell now targets 2d3 enemies in a group.

War Drums (1st level+)

Ranged spell

At-Will

Effect: The next natural odd attack roll you or one of your allies makes this battle that hits an enemy deals 13 extra damage.

3rd level spell: 23 extra damage.

5th level spell: 33 extra damage.

7th level spell: 53 extra damage.

9th level spell: 83 extra damage.

Adventurer Feat

Add your Charisma modifier to the extra damage (double your Charisma modifier at 5th level; triple it at 8th level).

Champion Feat

When you cast this spell, each nearby enemy that's staggered also takes 2d6 thunder damage (4d6 thunder damage at 8th level).

Epic Feat

When this spell's effect deals the extra damage, you can roll a hard save (16+). If you succeed, the *war drums* keep beating and the effect extends to the next natural odd hit this battle! (And so on if you keep succeeding.)

Savage Endings (3rd level+)

Ranged spell

Daily

Targets: Each nearby creature that's staggered (yes, including allies, even those who are dying)

Effect: Each target takes 5d6 + Charisma damage.

5th level spell: 5d8 damage.

7th level spell: 7d10 damage.

9th level spell: 10d10 damage.

Adventurer Feat

The spell no longer targets your allies.

Champion Feat

The spell's damage dice increase by one size (for example, d10s to d12s).

Epic Feat

When you drop one or more non-mook creatures to 0 hp with this spell, you can heal using a free recovery.

Light of the High Ones

Silver Arrows (1st level+)

Ranged spell

At-Will

Targets: 1d3 nearby enemies

Effect: The target takes 4 force damage.

3rd level spell: 7 damage.

5th level spell: 10 damage.

7th level spell: 14 damage.

9th level spell: 27 damage.

Adventurer Feat

This spell now targets 1d4 nearby or far away enemies.

Champion Feat

This spell now targets 1d6 nearby or far away enemies.

Epic Feat

This spell now targets a number of nearby or far away enemies equal to the escalation die.

Cascading Power (5th level+)

Ranged spell

Daily

Targets: A number of random nearby creatures equal to the escalation die

Effect: The targets are embroiled in silver fire! Each targeted ally can roll an immediate easy save (6+); if that ally succeeds, they regain one daily or recharge power of their choice. Then each targeted enemy takes damage equal to 1d10 x the escalation die.

After the damage, roll the escalation die and use the new result.

7th level spell: Damage equal to 2d6 x the escalation die.

9th level spell: Damage equal to 2d12 x the escalation die.

Shards of Magic (1st level+)

Ranged spell

At-Will

Target: One nearby or far away enemy

Attack: Charisma + Level vs. PD

Natural Even Hit: 1d6 + Charisma force damage, and you can roll a hard save (16+). If you succeed, you get an extra standard action this turn.

Natural Odd Hit: 7 ongoing damage.

Natural Even Miss: You can teleport to a nearby location you can see as a free action.

3rd level spell: Even hit: 3d6 damage; Odd hit: 10 ongoing damage.

5th level spell: Even hit: 5d6 damage; Odd hit: 18 ongoing damage.

7th level spell: Even hit: 5d8 damage; Odd hit: 28 ongoing damage.

9th level spell: Even hit: 7d10 damage; Odd hit: 40 ongoing damage.

Adventurer Feat

A natural odd miss now deals damage equal to your level.

Champion Feat

A natural odd miss now deals half the force damage an even hit would have dealt.

Epic Feat

A natural even miss now allows you to teleport to a far away location you can see as a free action.

Coronation (3rd level+)

Close-quarters spell

Daily

Effect: Until the end of the battle, when a staggered enemy hits you with an attack, you can make the following attack against that enemy as a free action after the attack.

Attack: Charisma + Level vs. MD

Hit: The target is confused until the end of its next turn.

Champion Feat

Once per battle when a staggered enemy misses you with an attack while this spell's effect is active, you can make the attack against that enemy.

Epic Feat

When you make a natural even roll with a *coronation* attack, you can have the target become confused (save ends) instead of taking damage.

Bolt and Thunder (1st level+)

Ranged spell

At-Will

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: 1d4 + Charisma lightning damage, and a different random nearby enemy takes the same amount of thunder damage.

3rd level spell: 2d6 damage.

5th level spell: 3d6 damage.

7th level spell: 5d6 damage.

9th level spell: 5d8 damage.

Adventurer Feat

This spell now deals damage equal to your level on a miss.

Champion Feat

The damage dice for this spell increase by one size (for example, from 3d6 to 3d8).

Epic Feat

This spell now deals half damage on a miss.

The Final Surge (3rd level+)

Ranged spell

Daily

Effect: You and each of your nearby allies each heal hit points equal to 1d6 x the number of recoveries that character has expended this day. (And no, free recoveries don't count; this spell only counts the resources you've expended.)

5th level spell: 1d10 x the number of recoveries.

7th level spell: 2d6 x the number of recoveries.

9th level spell: 2d10 x the number of recoveries.

Twisted Path

Tortured Scream (1st level+)

Ranged spell

At-Will

Target: One nearby enemy

Special: When you cast the spell, you or a willing nearby ally of your choice loses 1d6 hit points.

Attack: Charisma + Level vs. MD

Hit: 3d6 + Charisma psychic damage.

Miss: Damage equal to your level.

3rd level spell: 6d6 damage, you or ally loses 2d6 hit points.

5th level spell: 6d10 damage, you or ally loses 4d6 hit points.

7th level spell: 10d10 damage, you or ally loses 6d6 hit points.

9th level spell: 2d8 x 10 damage, you or ally loses 8d6 hit points.

Adventurer Feat

The spell now deals half damage on a miss.

Champion Feat

You or an ally now lose one less die of hit points (for example, 3d6 instead of 4d6).

Epic Feat

The first time each battle you miss with this spell, if the escalation die is 3+, you can reroll the attack by having you or your ally lose the same amount of hit points again.

Trace of Corruption (1st level+)

Ranged spell

Daily

Target: You or one nearby ally; the target must have a positive or conflicted relationship with a villainous icon

Effect: The target rolls a save against each save ends effect affecting it. Then the target can heal using a recovery from a nearby ally (target's choice, even if that ally isn't willing).

Evil Touch (1st level+)

Close-quarters spell

At-Will

Target: One enemy engaged with you

Attack: Charisma + Level vs. PD

Hit: 1d10 + Charisma negative energy damage.

Natural Even Hit: As a hit, plus you gain 5 temporary hit points if the target drops to 0 hp during the battle.

Miss: Damage equal to your level.

3rd level spell: 3d10 damage, 8 temporary hit points.

5th level spell: 5d10 damage, 10 temporary hit points.

7th level spell: 7d10 damage, 15 temporary hit points.

9th level spell: 9d10 damage, 25 temporary hit points.

Adventurer Feat

This spell now deals half damage on a miss.

Champion Feat

When the target drops to 0 hp, instead of gaining temporary hit points, you can choose to deal that amount of negative energy damage to one nearby enemy as a free action.

Epic Feat

This spell can now target a nearby enemy.

Unsummoning (7th level+)

Ranged spell

Daily

Target: One nearby non-undead enemy that the GM hasn't given a proper name, or that doesn't play a key role in the current storyline

Attack: Charisma + Level vs. MD

Hit: The target is sent elsewhere, possibly to a location that's close enough for the PCs to have to deal with it in a subsequent battle. It might also go somewhere "interesting."

Replace the target with the GM's choice of an undamaged and hostile undead creature that is one level lower than the original target. If the target was a large or double-strength creature, the replacement must be large or double-strength, or perhaps two normal undead instead of one show up. Ditto for huge/triple-strength targets. Therefore you're only slightly reducing the raw power of the opposition; the advantage of using the spell is that you're getting rid of an enemy you match up badly against and dropping the level of the opposition by one. The disadvantage, of course, is that you'll probably have to face that enemy again.

Miss: 7d10 + Charisma psychic damage.

9th level spell: 8d10 + Charisma psychic damage on a miss.

Champion Feat

This spell can now also target an entire mob of mooks. If the attack hits, replace them with a mob of undead mooks that is one level lower.

Epic Feat

You don't expend the spell when you miss with it.

Holy Spark (1st level+)

Ranged spell

At-Will

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: 1d8 + Charisma holy damage, and one nearby ally gains 3 temporary hit points.

Miss: Damage equal to your level.

3rd level spell: 3d8 damage, 5 temporary hit points.

5th level spell: 5d8 damage, 8 temporary hit points.

7th level spell: 7d8 damage, 10 temporary hit points.

9th level spell: 9d8 damage, 15 temporary hit points.

Adventurer Feat

When you miss with the spell, one of your nearby allies now gains the temporary hit points.

Champion Feat

This spell now deals half damage on a miss.

Epic Feat

You can now target a far away enemy with this spell. In addition, the spell's damage dice increase by one size from d8s to d10s.

Temple Bells (1st level+)

Ranged spell

Daily

Targets: You and each nearby ally that has 10 hp or fewer

Effect: The target can heal using a recovery.

3rd level spell: Target with 20 hp or fewer.

5th level spell: Target with 40 hp or fewer.

7th level spell: Target with 60 hp or fewer.

9th level spell: Target with 100 hp or fewer.

Adventurer Feat

One target that heals can also roll a save against a save ends effect.

Champion Feat

The recovery is now free.

Epic Feat

Add 50 hp to the hit point threshold for targets that can be affected.

Shadow Dance (1st level+)

Ranged spell

At-Will

Targets: Two nearby creatures, enemies or allies (including you)

Effect: The targets teleport and swap places. Each teleported enemy takes 1d6 damage. You and your allies don't take damage from teleporting.

3rd level spell: 2d6 damage.

5th level spell: 2d10 damage.

7th level spell: 3d12 damage.

9th level spell: 4d12 damage.

Adventurer Feat

Once per day, one or more targets of the spell can be far away.

Champion Feat

The damage increases by one die (for example, 2d10 becomes 3d10).

Epic Feat

The spell can now target up to three nearby creatures.

Step into Shadow (3rd level+)

Close-quarters spell

Once per battle

Effect: Remove yourself from the battle (you can't be targeted by attacks or effects while in the shadows). At the start of your next turn, return to the battle nearby your previous location and roll a d6 to determine a random benefit you gain from coming out of the shadows.

1-4: You can heal using a recovery.

5+: You deal double damage to the first target you hit with a chaos mage spell this turn.

Champion Feat

You can choose to add +1 to the d6 roll after seeing it.

Epic Feat

If you roll 6+, you gain both effects.

Twisted beam (1st level+)

Ranged spell

At-Will

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Natural Even Hit: 1d6 + Charisma fire damage.

Natural Odd Hit: Lightning damage equal to half the damage from a natural even hit, and you can roll another *twisted beam* attack against an enemy you haven't targeted with it this turn.

Natural Even Miss: 3 ongoing acid damage.

3rd level spell: 3d6 damage, 6 ongoing damage.

5th level spell: 5d6 damage, 9 ongoing damage.

7th level spell: 7d8 damage, 12 ongoing damage.

9th level spell: 9d8 damage, 18 ongoing damage.

Adventurer Feat

This spell can now target far away enemies.

Champion Feat

A natural odd miss now deals half natural even hit damage.

Epic Feat

The first save against the ongoing damage from a natural even miss is a hard save (16+). The second and subsequent saves are normal.

Ancient Scales (3rd level+)

Ranged spell

Daily

Effect: Until the end of the battle, you have *flight* while the escalation die is even. While the escalation die is odd, you can cast *twisted beam* once during your turn as a quick action.

Cleric

Ability Scores

Clerics gain a +2 class bonus to Wisdom or Strength, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds

Possible backgrounds include: healer, archivist, military chaplain, temple guard, bartender, reformed thief, dwarven hierophant, initiate, and bishop.

Gear

At 1st level, a cleric starts with a melee weapon, decent armor, a holy symbol, and other minor possessions suggested by their backgrounds. They might even have a crossbow.

Gold Pieces

Clerics may start with either 25 gp or 1d6 x 10 gp.

Armor

Armor Type	Base AC	Atk Penalty
None	10	—
Light	12	—
<i>Heavy</i>	14	—
<i>Shield</i>	+1	—

Melee Weapons

	One-Handed	Two-Handed
Small	1d4 dagger	1d6 club
Light or Simple	1d6 mace, shortsword	1d8 spear

Heavy or Martial 1d8 (-2 atk) longsword, warhammer 1d10 (-2 atk) greatsword, dire flail

Ranged Weapons

	Thrown	Crossbow	Bow
Small	1d4 dagger	1d4 hand crossbow	—
Light or Simple	1d6 javelin, axe	1d6 light crossbow	1d6 (-2 atk) shortbow
Heavy or Martial	—	1d8 (-1 atk) heavy crossbow	1d8 (-5 atk) longbow

Level Progression

Cleric Level	Total Hit Points	Total Feats	1 st level spell (M)	3 rd level spell (M)	5 th level spell (M)	7 th level spell (M)	9 th level spell (M)	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1 Multiclass	(Avg. of both classes) x 3	1 adventurer	4	—	—	—	—	<i>Not affected</i>	ability modifier
Level 1	(7 + CON mod) x 3	1 adventurer	4	—	—	—	—	—	ability modifier
Level 2	(7 + CON mod) x 4	2 adventurer	5	—	—	—	—	—	ability modifier
Level 3	(7 + CON mod) x 5	3 adventurer	2	3	—	—	—	—	ability modifier
Level 4	(7 + CON mod) x 6	4 adventurer	1	5	—	—	—	+1 to 3 abilities	ability modifier
Level 5	(7 + CON mod) x 8	4 adventurer 1 champion	—	2	4	—	—	—	2 x ability modifier
Level 6	(7 + CON mod) x 10	4 adventurer 2 champion	—	1	6	—	—	—	2 x ability modifier
Level 7	(7 + CON mod) x 12	4 adventurer 3 champion	—	—	2	5	—	+1 to 3 abilities	2 x ability modifier
Level 8	(7 + CON mod) x 16	4 adventurer 3 champion 1 epic	—	—	1	7	—	—	3 x ability modifier
Level 9	(7 + CON mod) x 20	4 adventurer 3 champion 2 epic	—	—	—	2	6	—	3 x ability modifier
Level 10	(7 + CON mod) x 24	4 adventurer 3 champion 3 epic	—	—	—	1	8	+1 to 3 abilities	3 x ability modifier

Although not listed on the table, this class gets three talents. It does not gain more at higher levels.

(M): Indicates columns in which multiclass characters lag one level behind.

Stats

Ability Bonus +2 Strength or Wisdom (different from racial bonus)

Initiative Dex mod + Level

Armor Class (heavy armor)	14 + middle mod of Con/Dex/Wis + Level
Armor Class (shield and heavy armor)	15 + middle mod of Con/Dex/Wis + Level
Physical Defense	11 + middle mod of Str/Con/Dex + Level
Mental Defense	11 + middle mod of Int/Wis/Cha + Level
Hit Points	(7 + Con mod) x Level modifier (see level progression chart)
Recoveries	8
Recovery Dice	(1d8 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points
Talents	3

Basic Attacks

Melee Attack

At-Will

Target: One enemy

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength damage

Miss: Damage equal to your level

Ranged Attack

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: —

Class Features

All clerics have the Ritual Magic class feature. They also receive a bonus spell: *heal*.

There are certain abilities specific to the cleric that can affect their powers:

- *Cast for power and cast for broad effect:* The spell can be used one of two ways—either as a more powerful effect on one target (power) or as a weaker effect on multiple targets (broad). Spells cast for power cannot target the caster. Spells cast for broad effect can.

- *Free recovery*: The cleric can recover hit points as if they were using a recovery (without actually spending the recovery).
- *Heal using a recovery*: The character targeted with a healing effect uses one of their recoveries and rolls their own recovery dice.
- *Invocation*: A quick action that offers advantages in battle. It can be made once a day. More than one cleric in a party cannot use the same invocation during a battle.

Heal

Close-quarters spell

Special: You can use this spell twice per battle.

Quick action to cast (1/round)

Target: You or one ally you are next to

Effect: The target can heal using a recovery.

Adventurer Feat

The target can now be a nearby ally instead of an ally you are next to.

Champion Feat

If the target of your heal spell is an ally with 0 hp or below, that ally also adds hit points equal to 1d10 x your Charisma modifier to the recovery.

Epic Feat

When you cast *heal* on an ally you are next to, that ally adds +30 hp to the recovery.

Ritual Magic

Clerics can cast their spells as rituals. (See Rituals.)

Class Talents

Choose three cleric talents/domains. Each talent/domain provides an ability that can be improved by feats. It also provides an invocation you can use as a quick action once per day, per battle, per party.

Domain: Healing

When you cast a spell that lets you or an ally heal using a recovery, the target also adds hit points equal to double your level to the recovery.

Invocation of Healing: This battle, you gain an additional use of the *heal* spell. The first *heal* spell you cast after using this invocation allows the target to heal using a free recovery instead of spending a recovery.

Adventurer Feat

When you cast a spell that allows an ally to heal using a recovery, you can let them use one of your recoveries instead. (If you also have the Protection/Community domain, any nearby ally can expend the recovery instead of you.)

Champion Feat

The *invocation of healing* gives you two additional uses of *heal* this battle instead of only one.

Epic Feat

Increase the additional hit points the target heals to triple your level.

Domain: Justice/Vengeance

Once per turn when an enemy scores a critical hit against you or a nearby ally, or drops you or a nearby ally to 0 hp or below, you gain an attack-reroll blessing. Immediately choose a nearby ally and give them the blessing as a free action.

An ally with this blessing can use it to reroll an attack as a free action this battle. An ally can only have one such blessing on them at a time.

Invocation of Justice/Vengeance: This battle, add double your level to the miss damage of your attacks and the attacks of your nearby allies. (For example, your basic melee attack as a cleric will deal triple your level as miss damage while this invocation is active.)

Adventurer Feat

You can take the attack-reroll blessing yourself.

Champion Feat

When you gain an attack-reroll blessing to distribute, you gain two blessings to distribute instead.

Epic Feat

Attacks rolls from your reroll blessings gain a +4 bonus.

Domain: Knowledge/Lore

You gain 4 additional background points that must be used somehow in relation to knowledge or lore.

Invocation of Knowledge/Lore: You must use this invocation during your first round of a battle. When you do, you get a quick glimpse of the battle's future. Roll a d6; as a free action at any point after the escalation die equals the number you rolled, you can allow one of your allies to reroll a single attack roll with a +2 bonus thanks to your vision of this future.

Adventurer Feat

Once per day, you can change one of your skill checks involving knowledge to a natural 20 instead. Interpret the word "knowledge" as loosely as your GM allows. GMs, be generous.

Champion Feat

You now roll a d4 for the invocation, not a d6.

Epic Feat

You gain a different positive relationship point each day with a random icon, purely because the icon has realized you know something they need to know. It changes every day and it might contradict your usual icon relationships.

Domain: Life/Death

You and your nearby allies gain a +1 bonus to death saves.

Invocation of Life/Death: This battle, you and each of your allies can each separately add the escalation die to a single save made by that character. In addition, you and your allies do not

die from hit point damage when your negative hit points equal half your normal hit points. Instead, you die when your negative hit points equal your full hit points.

Adventurer Feat

The death save bonus increases to +2.

Champion Feat

Each battle, the first time an ally near you becomes staggered, that ally immediately heals hit points equal to twice your level.

Epic Feat

Your first use of the *resurrection* spell is free, and doesn't count against your total.

Domain: Love/Beauty

Once per level, you can generate a one-point conflicted relationship with a heroic or ambiguous icon you do not already have a relationship with. The relationship point remains with you until you gain a level, and then it's time for another one-level relationship.

Champion Feat

You gain two points in the relationship instead.

Invocation of Love/Beauty: As a free action, at some dramatic moment, you or an ally of your choice can roll for one icon relationship that might have an effect on the battle. Rolls of 5 and 6 are beneficial as usual, though the GM will have to improvise what that means in the middle of combat. The invocation's advantage does not occur the moment you roll initiative; wait for a dramatic moment instead.

Domain: Protection/Community

Once per battle, you can affect two additional allies when you cast a spell for broad effect.

Adventurer Feat

Whenever you target one or more allies with a spell, one ally of your choice can roll a save against a save ends effect.

Invocation of Protection/Community: This battle, critical hits against you and your nearby allies deal normal damage instead of critical damage.

Domain: Strength

You can wield heavy/martial weapons without an attack penalty.

Adventurer Feat

Once per battle, you can deal extra damage to one target you hit with a melee attack as a free action. The damage bonus is a number of d4 equal to your Strength modifier or to your level, whichever is higher.

Champion Feat

You can use d8s instead of d4s for the bonus damage dice.

Epic Feat

Once per day, you can use d20s instead of d8s for the bonus damage dice.

Invocation of Strength: This battle, you and your nearby allies deal triple damage instead of double damage on critical hits with melee attacks.

Domain: Sun/Anti-Undead

Every attack you make deals holy damage instead of other types of damage unless you choose otherwise for a specific attack.

Adventurer Feat

If your attack already deals holy damage, it gains the following bonus damage—adventurer tier: +1 damage; champion tier: +2 damage; epic tier: +3 damage.

Champion Feat

You gain a +2 bonus to all defenses against attacks by undead.

Epic Feat

The invocation also affects your allies' daily spells.

Invocation of Sun/Anti-Undead: When you cast a daily cleric spell this battle, roll a d6. If you roll less than or equal to the escalation die, you regain the use of that daily spell after the battle.

Domain: Trickery/Illusion

Once per battle, as a quick action when you are engaged with an enemy, roll a d20 (your “trick die”).

As a free action before the start of your next turn, give your trick die to a nearby ally or enemy who is about to make an attack roll. The trick die result becomes the natural result of their roll instead.

Champion Feat

Your trick die can be used for any one d20 roll, not just an attack.

Epic Feat

You get another trick die roll to use each battle the first time the escalation die reaches 3+.

Invocation of Trickery/Illusion: This battle, attacks against you by enemies that moved to engage you during their turn miss on natural odd rolls.

Domain: War/Leadership

Once per turn when you make a melee attack against an enemy, hit or miss, your allies gain a +1 attack bonus against that enemy until the start of your next turn.

Adventurer Feat

The attack no longer has to be a melee attack, close and ranged attacks also work.

Champion Feat

The bonus now applies against all enemies you attack; you no longer have to single out one foe if you use a spell that attacks multiple enemies.

Epic Feat

Allies now also get a damage bonus against such enemies equal to double your Charisma modifier.

Invocation of War/Leadership: Increase the escalation die by 1.

1st Level Spells

Bless

Ranged spell

Daily

Quick action to cast

Effect: You can cast this spell for power or for broad effect.

Cast for power: One nearby ally gains a +2 attack bonus until the end of the battle.

Cast for broad Effect: Choose up to three nearby creatures (including you); each target gains a +1 attack bonus until the end of the battle.

3rd level spell: Each target also gains 1d10 temporary hit points per point of the attack bonus.

5th level spell: Each target also gains 2d10 temporary hit points instead of 1d10 per point of the attack bonus.

7th level spell: All attack bonuses granted by the spell increase by +1.

9th level spell: Each target also gains 3d10 temporary hit points instead of 2d10 per point of the attack bonus.

Cure Wounds

Ranged spell

Daily

Quick action to cast

Effect: You or a nearby ally can heal using a free recovery.

3rd level spell: The target can also roll a save against each save ends effect.

5th level spell: This spell is now recharge 16+ after battle instead of daily.

7th level spell: The target can heal using two free recoveries instead of one.

9th level spell: This spell is now recharge 11+ instead.

Hammer of Faith

Close-quarters spell

Daily

Effect: Until the end of the battle, your basic melee attacks use d12s as their base weapon damage dice.

3rd level spell: The spell now requires only a quick action to cast.

5th level spell: You deal half damage on misses with basic melee attacks this battle.

7th level spell: Once during the battle, you can reroll a basic melee attack.

9th level spell: For the rest of the battle, change any of your basic melee attack damage dice rolls that are less than the escalation die to the escalation die value.

Javelin of Faith

Ranged spell

At-Will

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 1d6 + Wisdom holy damage.

Miss: Damage equal to your level.

3rd level spell: 3d6 damage.

5th level spell: 6d6 damage.

7th level spell: 6d10 damage.

9th level spell: 8d10 damage.

Adventurer Feat

The spell also deals +1d6 damage against an undamaged target. At 5th level that increases to +2d6 damage; at 8th level it increases to +4d6 damage.

Champion Feat

You can now target a far away enemy with the spell at a -2 attack penalty.

Epic Feat

If your natural attack roll is an 18+, make the attack a second time against a different target as a free action.

Shield of Faith

Ranged spell

Daily

Quick action to cast

Effect: You can cast this spell for power or for broad effect.

Cast for power: One nearby ally gains a +2 bonus to AC this battle.

Cast for broad Effect: Choose up to three nearby creatures (including you); each target gains a +1 bonus to AC this battle.

3rd level spell: The bonus also applies to PD.

5th level spell: The bonus increases by +1 while the target is staggered.

7th level spell: The bonus also applies to MD.

9th level spell: The bonus when cast for power increases to +4. The bonus when cast for broad effect increases to +2.

Spirits of the Righteous

Ranged spell

Once per battle

Target: One nearby enemy

Attack: Wisdom + Level vs. MD

Hit: 4d6 + Wisdom holy damage, and your nearby ally with the fewest hit points gains a +4 bonus to AC until the end of your next turn.

Miss: Your nearby ally with the fewest hit points gains a +2 bonus to AC until the end of your next turn.

3rd level spell: 7d6 damage.

5th level spell: 7d10 damage.

7th level spell: 10d12 damage.

9th level spell: 2d8 x 10 damage.

Champion Feat

You also gain the bonus to AC until the end of your next turn on a hit.

Turn Undead

Close-quarters spell

Daily

Target: 1d4 nearby undead creatures, each with 55 hp or fewer.

Attack: Wisdom + Charisma + Level vs. MD

Hit: The target is dazed until end of your next turn.

Hit by 4+: 1d10 x your level holy damage, and the target is dazed until end of your next turn.

Hit by 8+: Against non-mooks, holy damage equal to half the target's maximum hit points, and the target is dazed (save ends). Against mooks, the +8 result now deals 4d10 x your level holy damage.

Hit by 12+ or Natural 20: Against non-mooks, the target is destroyed. Against mooks, the +12 result now deals 4d20 x your level holy damage

3rd level spell: Target with 90 hp or fewer.

5th level spell: Target with 150 hp or fewer.

7th level spell: Target with 240 hp or fewer.

9th level spell: Target with 400 hp or fewer.

Adventurer Feat

You can expend your daily use of *turn undead* to gain an additional use of *heal* in one battle.

Champion Feat

You can choose to target either demons or undead with the spell (but not both with the same casting).

Epic Feat

Increase the targeting limit by 100 hp.

3rd Level Spells

Cause Fear

Ranged spell

Daily

Target: One nearby enemy with 75 hp or fewer

Attack: Wisdom + Level vs. MD

Hit: The target is weakened until the end of its next turn. On its next turn, if it's unengaged, it does not attack and moves away from you. If it's engaged, the target attempts to disengage as its first action, and moves away if it succeeds. If it fails, it moves away as its second action (drawing opportunity attacks). In either case, it will not attack unless it has no options for escape.

Miss: The target hates you for having tried to scare it, and it wants to hurt you most of all, but it won't be any stupider than usual in pursuing that goal.

5th level spell: Target with 120 hp or fewer.

7th level spell: Target with 190 hp or fewer.

9th level spell: Target with 300 hp or fewer.

Combat Boon

Close-quarters spell

At-Will

Effect: Make a basic melee attack. If the attack hits, you or one conscious nearby ally can roll a save against a save ends effect.

5th level spell: The save gains a +1 bonus.

7th level spell: If the attack hits, you and your nearby conscious allies can roll a total of two saves (one per character).

9th level spell: The save bonus increases to +2.

Adventurer Feat

If you score a critical hit with the combat boon attack, the subsequent save automatically succeeds.

Champion Feat

One nearby conscious ally can roll a save even if your attack misses.

Divine Endurance

Ranged spell

Daily

Quick action to cast

Effect: You can cast this spell for power or for broad effect.

Cast for power: One nearby ally gains 40 temporary hit points.

Cast for broad Effect: Choose up to three nearby creatures (including you); each target gains 20 temporary hit points.

5th level spell: Temporary hp = 60/30.

7th level spell: Temporary hp = 80/40.

9th level spell: Temporary hp = 100/50.

Judgment

Ranged spell

Daily

Targets: All nearby staggered enemies

Attack: Wisdom + Level vs. MD

Hit: 5d10 + Wisdom holy damage.

Miss: Holy damage equal to your level.

5th level spell: 8d10 damage.

7th level spell: 2d6 x 10 damage.

9th level spell: 2d10 x 10 damage.

Champion Feat

The spell now deals half damage on a miss.

Epic Feat

The spell is now recharge 16+ after battle instead of daily.

Mighty Healing

Ranged spell

Daily

Effect: You can cast this spell for power or for broad effect.

Cast for power: One nearby ally can heal using a single recovery and regain double the usual number of hit points.

Cast for broad Effect: Choose up to three nearby creatures (including you); each target can heal using a recovery.

5th level spell: The spell can now target far away allies.

7th level spell: Power equals triple the usual hp for one recovery; broad equals 150% the usual hp per recovery.

9th level spell: Recoveries provided by the spell are now free.

Champion Feat

This spell is now a close-quarters spell.

Strength of the Gods

Ranged spell

Daily

Quick action to cast

Effect: You can cast this spell for power or for broad effect.

Cast for power: One nearby ally deals +2d8 damage with melee attacks this battle.

Cast for broad Effect: Choose up to three nearby creatures (including you); each target deals +1d8 damage with melee attacks this battle.

5th level spell: Power +4d6, Broad +2d6.

7th level spell: Power +4d10, Broad +2d10.

9th level spell: Power +6d10, Broad +3d10.

5th Level Spells

Crisis of Faith

Close-quarters spell

Daily

Quick action to cast

Effect: For the rest of this battle, all enemies near you with 100 hp or fewer take a penalty to their Mental Defense equal to your Charisma modifier. Whenever one of those enemies misses with an attack roll, it takes holy damage equal to double your level.

7th level spell: 160 hp or fewer.

9th level spell: 250 hp or fewer.

Sanctuary

Close-quarters spell

Daily

Effect: Choose yourself or a nearby ally. Enemies with 100 hp or fewer cannot attack the chosen target until that creature attacks or the escalation die reaches 6+.

7th level spell: 160 hp or fewer.

9th level spell: 250 hp or fewer.

Sphere of Radiance

Close-quarters spell

Daily

Effect: You or one nearby ally can heal using a free recovery. Then make the following attack.

Target: Up to two nearby enemies

Attack: Wisdom + Level vs. MD

Hit: 7d8 + Charisma holy damage.

Miss: Half damage.

7th level spell: 8d12 damage.

9th level spell: 2d8 x 10 damage.

7th Level Spells

Circle of Protection

Close-quarters spell

Daily

Quick action to cast

Effect: Choose a defense: AC, PD, or MD. For the rest of the battle while you are conscious, you and each ally near you gains a +1 bonus to that defense. Each enemy that misses you or one of your nearby allies with an attack against the defense you chose is hampered until the end of its next turn.

9th level spell: Attacks against the chosen defense cannot score critical hits.

Epic Feat

The spell is now (recharge 16+) after battle instead of daily.

Resurrection

Ranged spell

Special: You can cast this spell only once per level, and a limited number of times in your life. You must have most of the corpse available to cast the spell. There's no time limit on resurrecting a dead PC, so long as you have the corpse.

Effect: You can bring a creature back to life in more or less normal condition, with varying levels of recovery.

Limited Casting: The first time in your life that you use the spell, you can cast it with a single standard action. Using the spell removes one of your spell slots until you gain a level. (You get one less spell per full heal-up.) The person you are resurrecting comes back at roughly

half strength, e.g. expending half their recoveries, being dazed (save ends), and, for each ability, having a 50% chance that it is expended.

The second time in your life you cast the spell, it takes at least three or four rounds and costs you roughly half your hit points and daily powers/spells. The person you are resurrecting comes back at something like one-quarter strength.

The third time you cast the spell it has to be as a ritual. The spell chews you up and leaves you with only a few hit points, then gnaws at the person you have resurrected, who takes days to recover well enough to qualify as an adventurer or combatant.

The fourth time you cast the spell it nearly kills you. The resurrection succeeds but the person you've resurrected is going to be a mess for a month or more, regardless of any other magic you use.

The fifth time you resurrect someone, that's the end of your story and you die. There's only a 50% chance that the resurrection spell works on the target. You've used up your quota of resurrection magic. You're not coming back via this spell, either.

Limited Resurrection: If the target of your resurrection spell has been resurrected more times than you have cast the spell, there is a 50% chance that the experience will play out using *their* higher number of resurrections instead of the number of times you have cast the spell.

9th level spell: You no longer need to have most of the corpse to perform this spell.

9th Level Spells

Overworld Travel

Close-quarters spell

Daily

Special: You must cast this spell outdoors. It enables you and a group of nearby allies to travel to most any location in the world that you can name.

Travel takes between an hour and a day, depending on distance and the amount of effort the exerted.

The destination can be in the overworld or in the land. It can't be in the underworld.

Prayer for Readiness

Close-quarters spell

Daily

Targets: Up to 5 allies

Effect: You utter a powerful prayer upon your comrades, giving each a special blessing. At any point later this battle, each blessed ally can acknowledge the blessing by saying "thank you" to your god, gods, or pantheon as a free action to reroll a d20 roll. That ally must take the reroll result.

Note that you are giving the blessing and don't receive it yourself.

Epic Feat

This spell is now a quick action to cast.

Commander

Ability Scores

Commanders gain a +2 class bonus to Strength or Charisma, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds

Possible backgrounds include: historical re-enactor, sergeant of the city guard, street gang survivor, ex-gladiator, wilderness scout, cobbler, bouncer, exotic dancer, wargame veteran, squad leader, reformed drunk, and officer of the guard.

Gear

At 1st level, commanders start with a melee weapon or two, a ranged weapon, a shield, light armor of some type (or heavy armor if they chose the Armor Skills talent), and other minor odds-and-ends suggested by their backgrounds.

Gold Pieces

Commanders may start with either 25 gp or 1d6 x 10 gp.

Armor

Armor Type	Base AC	Atk Penalty
<i>None</i>	10	—
<i>Light</i>	12	—
Heavy	14	-2
Shield	+1	—

Melee Weapons

	One-Handed	Two-Handed
Small	1d4 dagger	1d6 club
Light or Simple	1d6 mace, shortsword	1d8 spear
Heavy or Martial	1d8 (-2 atk) longsword, warhammer	1d10 (-2 atk) greatsword

Ranged Weapons

	Thrown	Crossbow	Bow
Small	1d4 dagger, star	1d4 hand crossbow	—
Light or Simple	1d6 javelin	1d6 light crossbow	1d6 shortbow
Heavy or Martial	—	1d8 (-2 atk) heavy crossbow	1d8 (-2 atk) longbow

Level Progression

Commander Level	Total Hit Points	Total Feats	Class Talents (M)	Commands & Tactics (m)	Pool available (M)	Level-up Ability	Damage Bonus From Ability Score
Level 1 Multiclass	(Avg. of both classes) x 3	As 1 st level PC	1 or 2 (3 total)	3	1 st level	<i>Not affected</i>	ability modifier
Level 1	(7 + CON mod) x 3	1 adventurer	3	4	1 st level		ability modifier
Level 2	(7 + CON mod) x 4	2 adventurer	3	5	1 st level		ability modifier
Level 3	(7 + CON mod) x 5	3 adventurer	3	6	3 rd level		ability modifier
Level 4	(7 + CON mod) x 6	4 adventurer	3	7	3 rd level	+1 to 3 abilities	ability modifier
Level 5	(7 + CON mod) x 8	4 adventurer 1 champion	4	7	5 th level		2 x ability modifier
Level 6	(7 + CON mod) x 10	4 adventurer 2 champion	4	8	5 th level		2 x ability modifier
Level 7	(7 + CON mod) x 12	4 adventurer 3 champion	4	8	7 th level	+1 to 3 abilities	2 x ability modifier
Level 8	(7 + CON mod) x 16	4 adventurer 3 champion 1 epic	4	9	7 th level		3 x ability modifier
Level 9	(7 + CON mod) x 20	4 adventurer 3 champion 2 epic	4	9	9 th level		3 x ability modifier
Level 10	(7 + CON mod) x 24	4 adventurer 3 champion 3 epic	4	10	9 th level	+1 to 3 abilities	3 x ability modifier

(M): Indicates columns in which multiclass characters lag one level behind.

Stats

Ability Bonus	+2 Strength or Charisma (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (light armor)	12 + middle mod of Con/Dex/Wis + Level
Physical Defense	10 + middle mod of Str/Con/Dex + Level
Mental Defense	12 + middle mod of Int/Wis/Cha + Level
Hit Points	(7 + Con mod) x Level modifier (see level progression chart)
Recoveries	8
Recovery Dice	(1d8 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points (4 at 5 th level; 5 at 8 th level)
Talents	3 (see level progression chart)
Feats	1 per Level

Basic Attacks

Melee Attack

At-Will

Target: One enemy

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength damage

Miss: Damage equal to your level

Ranged Attack

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: —

Class Features

All commanders have class features associated with *commands* and *tactics*.

Commands allow you to help your allies fight better. You issue them as interrupt actions during their turn. To issue a command, the ally must be conscious, but line of sight isn't required.

All commands are at-will powers, though they do cost command points, and are usually limited to once per round (as an interrupt). You start each battle with 1 command point and generally gain more via the two standard commander features: *Fight from the Front* and *Weigh the Odds*. Excess command points go away at the end of the battle.

Your powers also include tactics that have immediate effect during your turn. Tactics, as opposed to commands, don't use command points. You also don't have to wait around for an ally's turn to use them. However, tactics don't always recharge after a battle.

You can choose the commands and tactics you want to use. A 1st-level commander starts with a total of 4 commands and tactics. An effective commander should choose a good balance of commands and tactics.

Fight from the Front

When you hit with a commander melee attack during your turn, gain 1d3 command points.

Adventurer Feat

You now gain 1d4 command points when you hit with a melee attack during your turn instead of 1d3.

Champion Feat

When you make a melee attack during your turn and miss with a natural even roll, gain 1 command point.

Epic Feat

Twice per day when you hit with a melee attack, you can gain additional command points equal to double your Strength modifier.

Weigh the Odds

Standard action

Effect: Gain 1d4 command points.

Adventurer Feat

Once per day, add your Charisma modifier to the number of command points you gain when you use this action.

Champion Feat

Once per battle while the escalation die is 3+, you can gain 1d4 command points as a quick action.

Epic Feat

You now gain 1d6 command points instead of 1d4 when you use this action.

Class Talents

Choose three of the following class talents. You get an additional commander talent at 5th level.

Armor Skills

Unlike other commanders, you take no attack penalties for fighting in heavy armor. (As indicated on your class chart, your base AC in heavy armor is 14.)

Adventurer Feat

When an enemy misses you with a melee attack and rolls a natural 1 or 2, you gain 1 command point.

Champion Feat

Once per day as a free action when you are hit by an attack that targets AC, you can take half damage from that attack instead.

Epic Feat

Once per day as a free action, you can gain a bonus to AC equal to the *current* escalation die until the end of the battle. (The AC bonus increases or decreases as the escalation die increases or decreases.) This bonus can't be higher than the number of icon relationship points you have with warrior or leader icons in your game.

Battle Captain

Once per battle when you have 2 or more command points left after giving a command, you can use another interrupt action on a different ally's turn before the start of your next turn.

Adventurer Feat

You now only need to have 1 or more command points left instead of 2.

Champion Feat

You can use this talent twice per battle.

Epic Feat

You gain an additional command point at the start of each round while the escalation die is 4+.

Combat Maneuver

Choose a fighter maneuver of your level or lower. You can use it like a fighter. You can also switch it for a different maneuver each time you level up.

Adventurer Feat

You gain the adventurer feat for the maneuver you chose, if any.

Champion Feat

Choose a second fighter maneuver of your level or lower to use.

Epic Feat

You gain the adventurer and champion tier feats, if any, for both your fighter maneuvers.

Destined to Lead

When you roll a 5 or 6 on an icon relationship die, you gain 2 bonus command points that last until the end of the current game session, no matter what events occur due to the advantage gained with that icon.

When you use one or more of these bonus command points, tell a story about how something related to the icon (or icons!) comes into play to make you a better/luckier/destined commander.

Adventurer Feat

You now gain the 2 bonus command points when you roll a 4 with an icon relationship die as well.

Champion Feat

Once per session when you roll icon relationship dice, you can reroll one die that isn't a 5 or a 6.

Epic Feat

When you roll icon relationship dice, for each 6 you get, you and each nearby ally gain a +1 bonus to death saves until the next full heal-up.

Forceful Command

When you give a command that lets an ally roll a d20 (an attack, a save, etc.), you can spend additional command points before the roll up to the escalation die value, or 1 point if the escalation die is still 0. That ally gains a +2 bonus to the roll for each point you spend this way.

Adventurer Feat

You begin each battle with 1 additional command point.

Champion Feat

Once per battle, you can use a command on a far away ally.

Epic Feat

Once per day when you use this talent to grant an ally a bonus to a d20 roll, you can also allow that ally to reroll that roll once as a free action.

Into the Fray

At the start of each battle before you and your allies roll initiative, roll a d4. A number of your allies equal to the roll gain the following benefit of your choice: a +4 bonus to initiative that battle; OR a +2 bonus to AC until the end of the first round.

Adventurer Feat

You also gain the chosen bonus.

Champion Feat

The +2 bonus to AC also applies to PD and MD.

Epic Feat

The chosen allies now gain both bonuses (+2 to all defenses for the first round and +4 to initiative this battle).

Martial Training

Unlike other commanders, you don't take a -2 attack penalty when fighting with heavy or martial weapons.

Adventurer Feat

You gain 1 command point whenever you roll a natural 19 or 20 with a melee attack.

Champion Feat

Twice per day as a free action (once per turn), you can reroll one of your melee attack rolls.

Epic Feat

Twice per day as free action (once per turn) when you hit with a melee attack, you can deal 1d10 extra damage to the target for each positive or conflicted icon relationship point you have with warrior or leader icons in your game.

Moment of Glory

When you roll initiative, also roll a d4 and record the result. As a free action, you can add the result to a single attack roll made by one of your nearby allies later this battle. (It's a free action, so you can add the result after seeing the roll.)

Adventurer Feat

You can also add the d4 result to a save or dicey-move roll made by an ally.

Champion Feat

Roll a d6 instead of a d4.

Epic Feat

In addition to the d6 you roll with initiative, roll a d4. You can also use that roll the same way, but not during the same turn you use the d6 result.

Never Say Die

Once per battle when an enemy scores a critical hit against you or a nearby ally, you can increase the escalation die by 1.

Adventurer Feat

Once per day, you can use this talent twice in the same battle.

Champion Feat

When you use this talent, the target of the critical hit can heal using a recovery.

Epic Feat

When you use this talent, you and each of your nearby allies gains a +2 bonus to all defenses until the end of your next turn.

Strategist

You rely on planning, teamwork, and calm execution of orders as a commander instead of charismatic presence. Any time an element of the commander class refers to Charisma, you can replace that element with a reference to Intelligence.

In addition, you start every battle with 1 additional command point.

Adventurer Feat

You gain 1 additional point in a background related to military history, strategy, command, or warfare. You can use this background point to raise that background beyond the normal maximum of 5.

Champion Feat

When you roll a die to find out how many allies one of your commands or tactics targets, add +1 to the result.

Epic Feat

Once per day as a free action, you can gain a number of command points equal to your Intelligence modifier.

Sword of Victory

When your melee attack drops a non-mook enemy to 0 hp, or drops three or more mooks, you gain 1 command point.

Adventurer Feat

You only have to drop 2 or more mooks instead of 3 to gain the command point.

Champion Feat

You gain 2 command points instead of 1 when you drop a non-mook enemy to 0 hp.

Epic Feat

Once per day as a quick action, you can gain command points equal to the number of icon relationship points you have with the any one icon associated with battle or victory.

Tactician

You rely on perception, intuition, and common sense as a commander instead of charismatic presence. Any time an element of the commander class refers to Charisma, you can replace that element with a reference to Wisdom.

In addition, one battle per day, you can reroll your initiative if you don't like the first result. You must take the re-rolled result.

Adventurer Feat

You gain 1 additional point in a background related to military history, strategy, command, or warfare. You can use this background point to raise that background beyond the normal maximum of 5.

Champion Feat

Once per day after a battle, you can gain a bonus to all recharge rolls you make for your expended tactics equal to your Wisdom modifier.

Epic Feat

Once per day as a free action, you can choose a tactic you don't normally possess and use it as if you did (you don't get any feats associated with it).

1st Level Commands

Get Out of There!

Interrupt action

Cost: 1 command point

Target: One nearby ally (on the ally's turn)

Effect: The target can use a quick action this turn to pop free from one enemy.

Adventurer Feat

If you spend an additional command point, the target (or targets) can pop free from all enemies instead of only one enemy.

Champion Feat

If you spend an additional command point, you can now target one additional nearby ally with this command.

Epic Feat

When targets of this command are stuck, that condition ends on them.

Rally Now

Interrupt action

Cost: 1 command point

Target: One nearby ally (on the ally's turn)

Special: If you spend an additional command point on this command, you can target an unconscious ally with it.

Effect: The target can rally as a free action this turn. (If it's their second or a subsequent rally, they still need to succeed on the save.)

Adventurer Feat

The target also adds hit points equal to your Charisma modifier to the recovery. (Double your Charisma modifier at 5th level; triple it at 8th level.)

Champion Feat

When the target has to roll a save to rally, you can grant them a +2 bonus to the roll as a free action after seeing it for each additional command point you spend on the command.

Epic Feat

The target of this command also gains a +2 bonus to all defenses until the end of its next turn.

Save Now!

Interrupt action

Cost: 1 command point

Target: One nearby ally (on the ally's turn)

Effect: The target can roll a save against a save ends effect.

Adventurer Feat

For each additional 2 command points you spend when you make the command (before the save roll), the target can roll another d20 for the save, choosing the best result.

Champion Feat

If the save fails, you gain 1 command point.

Epic Feat

Whether or not the save succeeds, the target of your command heals hit points equal to 3d10 + triple your Charisma modifier.

Try Again

Interrupt action

Cost: 2 command points

Target: One nearby ally that made an attack roll (on that ally's turn)

Effect: The target can reroll the attack but must use the new result.

Adventurer Feat

If the escalation die is 3+, the target gains a bonus to the reroll equal to your Charisma modifier.

Champion Feat

If the rerolled attack scores a critical hit, you gain 1 command point.

Epic Feat

You can use this command before an ally makes an attack roll for 3 command points (instead of 2) for an entirely different effect: The target can make an additional basic attack this turn as a free action if the attack hits.

You Set Them Up, I Finish

Interrupt action

Cost: 4 command points

Target: One nearby ally (on the ally's turn) that hits an enemy you can see with an attack this turn

Effect: Add your Charisma modifier to the damage dealt by your ally (double your Charisma modifier at 5th level; triple it at 8th level). In addition, during your next turn, you gain a +2 attack bonus with melee attacks against the enemy that your ally hit.

Adventurer Feat

The target ally also gains the damage bonus with any other attacks it makes against the same enemy this turn.

Champion Feat

The command now costs 3 command points to use.

Epic Feat

Your attacks that benefit from the +2 attack bonus against that enemy also add triple your Charisma modifier to your damage on a hit.

1st Level Tactics

Basic Tactical Strike

Quick action

Recharge 11+ after battle

Target: One nearby ally

Effect: The target can make a basic attack as a free action.

Adventurer Feat

On a hit, the attack gains a damage bonus equal to your Charisma modifier.

Champion Feat

The target gains an attack bonus equal to your Charisma modifier with that attack.

Epic Feat

The recharge roll is now 6+.

Enforce Clarity

Quick action

Recharge 16+ after battle

Target: One nearby ally

Effect: One non-last gasp effect on the target ends (including effects that don't require a save).

Adventurer Feat

The recharge roll is now 11+.

Champion Feat

You can now target one additional nearby ally with this tactic.

Epic Feat

The recharge roll is now 6+.

Just Stay Calm

Quick action, when the escalation die is 2+

Recharge 16+ after battle

Effect: Decrease the escalation die by 1. Then 1d3 of your nearby allies can heal using a recovery.

Adventurer Feat

The tactic now affects 1d3 + 1 nearby allies.

Champion Feat

You can include yourself as one of the targets.

Epic Feat

When you use this tactic, you can spend an additional command point to avoid decreasing the escalation die.

Outmaneuver

Quick action, once per round

Close-quarters attack

At-Will

Limited Use: You can only use this tactic when you have 0 command points.

Target: The nearby enemy with the highest Mental Defense

Attack: Charisma + Level vs. MD

Hit: You gain 1 command point.

Adventurer Feat

When you are engaged with one or more enemies, you can target the enemy with the highest MD you are engaged with instead of the nearest enemy.

Champion Feat

When you attack with this tactic and roll a natural even hit, you gain 2 command points instead of 1.

Epic Feat

Once per battle as a free action when you hit with this tactic, the target also takes 1d10 psychic damage for each point on the escalation die.

3rd Level Commands

Charge!

Interrupt action

Cost: 1 command point

Target: One nearby ally (on the ally's turn)

Effect: As a standard action this turn, the target can both move and make a basic attack.

Adventurer Feat

If you spend an additional command point, the target can use a melee attack instead of a basic attack.

Champion Feat

The target gains a bonus to the melee attack it makes from this command equal to your Charisma modifier.

Epic Feat

This turn, if the target moves to attack an enemy you are also engaged with, that enemy is vulnerable to the attack.

Hit Harder

Interrupt action

Cost: 1 command point

Target: One nearby ally who hits with an attack (on the ally's turn)

Effect: The target can reroll any of the damage dice. They must accept the rerolled result.

Adventurer Feat

The target gains a bonus to the damage roll equal to your Charisma modifier (double your Charisma modifier at 5th level; triple it at 8th level).

Champion Feat

You can spend an additional command point (1 max) to add another damage die of the same type to the damage roll when you reroll damage dice. (You only roll the extra damage die once.)

Epic Feat

You can also use this command as a free action (instead of as an interrupt action) when an ally hits with an opportunity attack.

You Are A Precious Snowflake!

Interrupt action

Cost: 1 command point

Target: One nearby non-human ally using a once-per-battle racial power (on the ally's turn)

Effect: Roll a d20. On a 11+, the target doesn't expend the use of its racial power and can use it again later this battle.

3rd Level Tactics

Finish This!

Quick action, when the escalation die is 4+

Recharge 16+ after battle

Limited Use: You can only use this tactic when one enemy is left in the battle.

Effect: You can spend between 1 and 3 command points. The crit range of your allies' attacks against the remaining enemy expands by the number of command points you spent. This effect lasts until the end of the battle or until the *enemy* scores two critical hits.

Adventurer Feat

You can now use this tactic when the escalation die is 3+.

Champion Feat

You can now use this tactic when one or two enemies are left in the battle.

Epic Feat

You can now spend between 1 and 5 command points on the effect.

Scramble

Quick action

Recharge 16+ after battle

Targets: You and 1d3 nearby allies

Effect: Each target can take a move action as a free action, starting with you and proceeding in the order of your choice.

Adventurer Feat

Disengage checks made using this free action gain a +5 bonus.

Champion Feat

The recharge roll is now 11+.

Epic Feat

Each target can also make a basic attack as a free action after taking the move action.

Swordwork

Free action, when the escalation die is 4+

Recharge 16+ after battle

Effect: You can make a basic melee attack as a quick action once each turn until the end of the battle.

You can't gain command points from your Fight from the Front class feature using *swordwork* attacks.

Adventurer Feat

You can now use this tactic when the escalation die is 3+.

Champion Feat

You can now gain command points from your Fight from the Front class feature using *swordwork* attacks.

Epic Feat

The recharge roll is now 11+.

5th Level Commands

Hit 'Em From Here!

Interrupt action

Cost: 1 command point

Target: One nearby ally (on the ally's turn)

Effect: This turn, the target ally can target one far away enemy with a power, spell, or attack that normally only targets or affects nearby enemies.

Champion Feat

The target can now be a far away ally.

Epic Feat

The target ally's power, spell, or attack can now target multiple far away creatures (if it can target multiple creatures normally).

Strike Here!

Interrupt action

Cost: 4 command points

Target: One ally engaged with an enemy you are engaged with (on the ally's turn)

Effect: The target can take an extra standard action this turn.

Champion Feat

This command costs 3 command points instead of 4.

Epic Feat

If the extra standard action is an attack, the crit range of that attack expands by an amount equal to the escalation die.

We've Got Your Back!

Interrupt action

Cost: 1 command point

Target: One nearby confused, dazed, or weakened ally (at the start of the ally's turn)

Effect: Roll a d20. On a 11+, the target ignores the effects of one of those conditions (confused, dazed, weakened) this turn. On a 16+, the condition ends instead.

Champion Feat

After the first time in a round you use this command as an interrupt action, you can use it as a free action until the start of your next turn if you have the command points for the cost. You can still only use the command once per ally's turn.

Epic Feat

Add hampered and stunned to the list of conditions the effect includes.

5th Level Tactics

Advanced Tactical Strike

Quick action

Recharge 16+ after battle

Target: One nearby ally

Effect: The target can make an at-will attack as a free action.

Champion Feat

The first time you use this tactic each battle, make a recharge roll for it at the start of your next turn, adding the escalation die to the roll. The recharge roll after the battle, if any, doesn't gain a bonus from the escalation die.

Epic Feat

The recharge roll is now 11+.

Buck Up!

Quick action

Recharge 16+ after battle

Targets: You and 1d4 nearby allies

Effect: Each target gains temporary hit points equal to the average number of hit points it gains when it heals using a recovery.

Champion Feat

Add twice your Charisma modifier to the temporary hit points each target gains.

Epic Feat

One of the targets can also heal using a recovery.

7th Level Commands

Chain of Commands

Free action

Cost: 1 command point

Target: You

Effect: The next interrupt action you use to make a command doesn't prevent you from using another interrupt action later in the round.

You Know What to Do!

Interrupt action

Cost: 4 command points

Target: One nearby ally (on that ally's turn)

Effect: The target can take an extra standard action this turn.

Champion Feat

This command costs 3 command points instead of 4.

Epic Feat

The target also gains temporary hit points equal to 3d10 + triple your Charisma modifier.

7th Level Tactics

Climactic Battle

Quick action

Recharge 16+ after battle

Effect: Until the end of the battle, the escalation die becomes a d8 instead of a d6. Then roll a d20. If you roll 11+, increase the escalation die by 1.

Champion Feat

If the d20 roll is 16+, increase the escalation die by 2 instead of 1.

Epic Feat

When the escalation die reaches 8, you gain 1d6 command points and can make recharge rolls for all your tactics.

On Your Feet, Maggots!

Quick action

Recharge 16+ after battle

Targets: Up to two allies who are staggered or at 0 hit points or below.

Effect: The target can heal using two recoveries but is dazed until the end of its next turn.

Champion Feat

If the escalation die is 3+, there is no dazed effect.

Epic Feat

This tactic now targets up to 1d4 + 1 allies.

Saving Will

Quick action

Recharge 16+ after battle

Target: One nearby ally

Effect: The target gains a +5 bonus to all saves until the end of your next turn.

Champion Feat

This tactic can now be used as a free action.

Epic Feat

You can now target a far away ally.

9th Level Commands

Natural Command

Interrupt action

Cost: 2 command points

Target: One nearby ally (on the ally's turn)

Effect: Count a natural odd roll the target rolls as natural even, or count a natural even roll the target rolls as natural odd (without actually changing the numerical result).

Epic Feat

This command costs 1 command point instead of 2 while the escalation die is 3+.

You'll Die When I Tell You to Die!

Interrupt action

Cost: Your remaining command points

Target: One nearby ally about to roll a death save (on the ally's turn)

Effect: The target gains a +2 bonus to the death save for each command point spent on this command.

Epic Feat

If the target succeeds on its death save, it can take its turn normally as if it rolled a natural 20.

9th Level Tactics

Force a Conclusion

Free action

Recharge 16+ after battle

Effect: If the escalation die is 2+, roll the escalation die and use the new result.

Epic Feat

You gain command points equal to the newly rolled escalation die value.

Now, Not Later

Free action

Recharge 16+ after battle

Target: One nearby ally using a recharge power

Effect: The target can make a recharge roll for that power immediately after using the power. (If the recharge roll fails, the target can still make a recharge roll for it after the battle.)

Epic Feat

The target gains a bonus to the recharge roll equal to your Charisma modifier.

Supreme Tactical Strike

Quick action

Recharge 16+ after battle

Target: One nearby ally

Effect: The target can make a standard action attack as a free action.

Epic Feat

If the attack hits, it's a critical hit.

Druid

Ability Scores

Druids gain a +2 class bonus to Strength, Dexterity, or Wisdom, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds

Possible backgrounds include: orc-tribe hunter/gatherer, avalanche prophet, cult zealot, river guide, tribe healer, failed shaman, wild temple priest, mystic waterfall guardian, and raised by wolverines.

Gear

At 1st level, druids start with a melee weapon, light armor, possibly a staff, perhaps a bow or other ranged weapon, and other minor possessions suggested by their backgrounds.

Gold Pieces

Druids may start with either 25 gp or 1d6 x 10 gp.

Armor

Armor Type	Base AC	Atk Penalty
<i>None</i>	10	—
<i>Light</i>	10*	—

Heavy	14	-2
Shield	+1	-2*

Melee Weapons

	One-Handed	Two-Handed
Small	1d4 dagger	1d6 club, staff
Light or Simple	1d6 mace, axe, shell blade	1d8 spear
Heavy or Martial	1d8 (-2 atk)* warhammer, flail	1d10 (-2 atk) dire flail, greataxe

*Warrior druid talent choices can change shield and one-handed weapon stats.

Ranged Weapons

	Thrown	Crossbow	Bow
Small	1d4 dagger	1d4 (-2 atk) hand crossbow	—
Light or Simple	1d6 javelin, axe	1d6 (-2 atk) light crossbow	1d6 shortbow
Heavy or Martial	—	1d8 (-5 atk) heavy crossbow	1d8 (-2 atk) longbow

Level Progression

Druid Level	Total Hit Points*	Total Feats	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1 Multiclass	(Avg. of both classes) x 3	As 1 st level PC	Not affected	ability modifier
Level 1	(6 + CON mod) x 3	1 adventurer		ability modifier
Level 2	(6 + CON mod) x 4	2 adventurer		ability modifier
Level 3	(6 + CON mod) x 5	3 adventurer		ability modifier
Level 4	(6 + CON mod) x 6	4 adventurer	+1 to 3 abilities	ability modifier
Level 5	(6 + CON mod) x 8	4 adventurer 1 champion		2 x ability modifier
Level 6	(6 + CON mod) x 10	4 adventurer 2 champion		2 x ability modifier
Level 7	(6 + CON mod) x 12	4 adventurer 3 champion	+1 to 3 abilities	2 x ability modifier
Level 8	(6 + CON mod) x 16	4 adventurer 3 champion 1 epic		3 x ability modifier

Level 9	(6 + CON mod) x 20	4 adventurer 3 champion 2 epic		3 x ability modifier
Level 10	(6 + CON mod) x 24	4 adventurer 3 champion 3 epic	+1 to 3 abilities	3 x ability modifier

Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus	+2 Strength, Dexterity, or Wisdom (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (light armor)	10 + middle mod of Con/Dex/Wis + Level
Physical Defense	11 + middle mod of Str/Con/Dex + Level
Mental Defense	11 + middle mod of Int/Wis/Cha + Level
Hit Points	(6 + Con mod) x Level modifier (see level progression chart)
Recoveries	(probably) 8
Recovery Dice	(1d6 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 (4 at 5 th level; 5 at 8 th level)
Talents	3
Feats	1 per Level

Basic Attacks

Melee Attack

At-Will

Target: One enemy

Attack: Strength or Dexterity + Level vs. AC

Hit: WEAPON + Strength or Dexterity damage

Miss: Damage equal to your level

Ranged Attack

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: —

Class Features

Druids use divine implements, such as symbols and staffs, to improve their spellcasting. They can choose up to three talents to have many useful aptitudes, or they can specialize by putting two points into one talent (and the other into another talent). A druid who chooses three separate talents is an *initiate* in each one. Investing two points into a single talent allows the druid to become *adept* in that talent, thereby gaining more power at the expense of options, and an *initiate* in another talent.

As a druid, you choose whether you want to use Strength or Dexterity as the ability score you will use to determine attack and damage for your basic attacks. Choosing Strength as your melee attack ability score provides one significant benefit: your recovery dice become d10s instead of the d6s used by other druids. Choosing Dexterity as your melee attack ability score works well because Dexterity already boosts your initiative and ranged weapon attacks and might help your AC.

You never suffer from natural weather-related cold, heat, or exposure. You can go longer than most people without eating or drinking, but only a couple days longer.

You can also talk to plants and animals. If there is useful information to gain, roll a skill check that's appropriate for the tier. Talking to animals requires a hard DC, and plants usually require a ridiculously hard DC. A druid gains a +1 bonus when talking with animals for every talent spent on the Shifter or Animal Companion talents. A druid gains a +1 bonus when talking with plants for every talent spent on the Terrain Caster talent.

Adventurer Feat

You can talk with plants and animals pretty much as often you like, and you gain a +5 bonus to any skill checks involved.

Druid Talents

Each of your talents unlocks pools of spells and powers that are not available to characters who lack the talent. Druids who choose to be an adept with a talent gain additional benefits and powers in that talent.

Animal Companion: As an initiate talent, it's based on the ranger's Animal Companion talent, but it's only useful in half your battles instead of all the time. If you choose to be an Animal Companion adept, your animal companion will be with you every battle and you also learn spells that make your animal companion more effective.

Elemental Caster: This talent is one of the druid's two main spellcasting options. As an initiate talent, it grants access to a wide range of daily spells associated with air, earth, fire, and water. Becoming an Elemental Caster adept increases the number of spells you know and provides greater access to summoned elementals. As either an initiate or an adept, you can use adventurer-tier elemental mastery feats to gain at-will spell attacks.

Shifter: This talent enables you to shift your form in two ways: scout form transformations into quick-moving animals for out of combat reconnaissance, and beast form transformations into combat-ready predators. Adepts gain more benefits while fighting in beast form.

Terrain Caster: This talent is the druid’s other major spellcasting option. As an initiate, you gain access to daily spells that you can only cast in one of the eight specific types of terrain. Adepts get twice as many daily spells. Feats provide at-will spell attacks that can be used regardless of what terrain you are in.

Warrior Druid: This talent lets a druid use once-per-battle flexible attacks that enable them to fight as a serious melee combatant in humanoid form. Generally, this talent makes druids into weapon and shield users, but the talent can integrate with the Shifter talent while a druid fights in beast form.

Wild Healer: As an initiate talent, it gives you access to *regeneration* spells and eventually a *wild heal* spell. Adepts get enough *regeneration* spells, *wild heal* spells, and *greater regeneration* spells to be a primary healer in any adventuring group.

Animal Companion

You have a normal-sized animal companion that fights alongside you in battle. See Animal Companion Rules.

Elemental Caster

As an elemental caster, you can summon elementals and draw on the raw magic of nature, providing many powerful daily spells. Like a wizard or cleric, you choose the Elemental Caster spells you will be able to cast after each full heal-up.

You can choose as many feats as you wish from feat trees related to mastering the four elements: air, earth, fire and water. The adventurer-tier feats for the elemental masteries provide access to at-will attack spells. You cast these at-will spells at your current level or one level below (when you’re at even levels).

Elemental caster initiates can cast fewer daily spells than adepts. Adepts are also able to use two different *summon elemental* spells each day, to the initiate’s one.

Elemental Caster Initiate Level Progression

Druid Level	1 st level	3 rd level	5 th level	7 th level	9 th level
Level 1 Multiclass	1	—	—	—	—
Level 1	1	—	—	—	—
Level 2	1	—	—	—	—
Level 3	—	1	—	—	—
Level 4	1	1	—	—	—
Level 5	—	1	1	—	—
Level 6	—	—	2	—	—
Level 7	—	—	1	1	—
Level 8	—	—	1	2	—
Level 9	—	—	—	2	1

Level 10	—	—	—	1	2
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Elemental Caster Adept Level Progression

Druid Level	1 st level	3 rd level	5 th level	7 th level	9 th level
Level 1 Multiclass	1	—	—	—	—
Level 1	1	—	—	—	—
Level 2	2	—	—	—	—
Level 3	1	2	—	—	—
Level 4	—	3	—	—	—
Level 5	—	2	2	—	—
Level 6	—	1	3	—	—
Level 7	—	—	3	2	—
Level 8	—	—	1	4	—
Level 9	—	—	—	3	3
Level 10	—	—	—	2	4

Air Mastery

Adventurer Feat

You gain the *hail hail* spell below.

Champion Feat

All elementals you summon gain a bonus to disengage checks equal to your Strength or Dexterity modifier.

Epic Feat

The first daily Air spell you cast each day is now a recharge 16+ after battle spell for the rest of the day.

Hail Hail

Ranged spell

At-Will

Target: The nearby or far away enemy you can see that has the most hit points

Attack: Wisdom + Level vs. PD

Natural Even Hit: 1d6 + Wisdom cold damage, and a different nearby enemy takes cold damage equal to your level.

Natural Odd Hit: 1d6 + Wisdom cold damage, and each nearby mook takes 1d3 damage.

Miss: Damage equal to your level.

3rd level spell: 3d6 damage, 1d6 mook damage on odd hit.

5th level spell: 5d6 damage, 1d10 mook damage on odd hit.

7th level spell: 5d8 damage, 2d8 mook damage on odd hit.

9th level spell: 7d10 damage, 4d6 mook damage on odd hit.

Earth Mastery

Adventurer Feat

You gain the *ripping vines* spell below.

Champion Feat

Enemies roll two d20 when they attempt to disengage from elementals you summon, and must take the lower result.

Epic Feat

The first daily Earth spell you cast each day is now a recharge 16+ after battle spell for the rest of the day.

Ripping Vines

Ranged spell

At-Will

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 1d8 + Wisdom damage.

Natural Odd Hit: As a hit, plus ongoing damage equal to your Strength or Dexterity modifier, whichever is higher.

Crit: As a hit, plus the target is stuck (save ends).

3rd level spell: 3d6 damage.

5th level spell: 5d6 damage, ongoing damage equal to double your Strength or Dexterity modifier on a natural odd hit.

7th level spell: 5d8 damage.

9th level spell: 7d10 damage, ongoing damage equal to triple your Strength or Dexterity modifier on a natural odd hit.

Fire Mastery

Adventurer Feat

You gain the *flame spear* spell below.

Champion Feat

When an elemental you have summoned drops to 0 hp, one enemy engaged with it takes damage equal to your level + double your Wisdom modifier.

Epic Feat

The first daily Fire spell you cast each day is now a recharge 16+ after battle spell for the rest of the day.

Flame Spear

Ranged spell

At-Will

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 1d12 + Wisdom fire damage.

Natural Odd Hit: As a hit, plus one of your allies engaged with the target, if any, takes 1d6 fire damage.

3rd level spell: 5d6 damage, 2d6 damage on odd hit.

5th level spell: 5d8 damage, 2d8 damage on odd hit.

7th level spell: 7d10 damage, 3d10 damage on odd hit.

9th level spell: 10d10 damage, 4d6 damage on odd hit.

Water Mastery

Adventurer Feat

You gain the *deeper waters* spell below.

Champion Feat

Each elemental you summon gains temporary hit points equal to your level the first time each turn it rolls a natural even attack roll.

Epic Feat

The first daily Water spell you cast each day is now a recharge 16+ after battle spell for the rest of the day.

Deeper Waters

Ranged spell

At-Will

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 1d10 + Wisdom damage.

Natural Even Hit: As a hit, plus the target takes ongoing damage equal to your level or increases an already existing ongoing damage effect by your level (your choice).

3rd level spell: 4d6 damage.

5th level spell: 6d6 damage.

7th level spell: 6d10 damage.

9th level spell: 8d10 damage.

1st Level Spells

Spells that include the name of the elemental domain in their title, such as *earth strength* and *faerie fire*, don't require domain markers. Spells whose names aren't self-explanatory are marked with their domain in parentheses.

Earth Strength

Ranged spell

Daily

Quick action to cast

Targets: One nearby ally you choose and one other random nearby ally. Both targets must be touching the ground.

Effect: The effect depends on the target's status.

Unstaggered target: The target gains a bonus to its attacks and damage equal to your Strength or Dexterity modifier until the target ends its turn staggered or until the end of the battle.

Staggered target: The target can heal using a recovery.

3rd level spell: You can now be the chosen target.

5th level spell: An unstaggered target also gains the bonus to saves.

7th level spell: A staggered target can heal using a free recovery instead.

9th level spell: The spell targets two random nearby allies instead of one.

Faerie Fire

Ranged spell

Daily

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 3d6 + Wisdom fire damage, and the target is vulnerable (hard save ends, 16+).

Miss: Half damage, and the target is vulnerable until the end of your next turn.

3rd level spell: 6d6 damage, and in addition to being vulnerable, the target can't turn invisible or hide from you or your allies (save ends both).

5th level spell: 6d10 damage, and the target also can't teleport (save ends all).

7th level spell: 10d10 damage.

9th level spell: 2d8 x 10 damage.

Gust (Air)

Close-quarters spell

Daily

Target: One nearby enemy

Always: Before rolling the attack, you can attempt to disengage as a free action.

Attack: Wisdom + Level vs. PD

Hit: 3d6 damage, and 5 ongoing cold damage.

Miss: You don't expend the spell.

3rd level spell: 6d6 damage.

5th level spell: 6d10 damage and 10 ongoing cold damage, and you gain *flight* until the end of your next turn.

7th level spell: 10d10 damage and 10 ongoing cold damage, and you gain *flight* until the end of the battle.

9th level spell: 2d8 x 10 damage, and 15 ongoing cold damage.

Water Breathing

Ranged spell

Daily

Quick action to cast

Effect: You can breathe underwater until the end of the battle, or for five minutes.

3rd level spell: The spell now targets up to five nearby allies as well as you.

5th level spell: The effect lasts for about five hours.

7th level spell: The effect lasts for about ten hours.

9th level spell: The effect lasts until your next full heal-up.

3rd Level Spells

The 3rd level Elemental Caster spells are the four elemental summoning spells: *summon air elemental*, *summon earth elemental*, *summon fire elemental*, and *summon water elemental*. Each summoning spell summons an elemental of the same level as the spell.

Summoned elementals start battles with half the hit points of standard elementals.

Each elemental that's at least 5th level has a transformation ability that greatly improves its effectiveness in battle. Free elementals transform the first time they succeed with their transformation rolls, but summoned elementals have to succeed with their transformation rolls *twice* before their transformation takes effect.

Initiates can choose only one *summon elemental* spell each day, while adepts can choose up to two.

(See Summoning Rules for the basic summoning rules.)

These feats apply to the following summoning spells.

Adventurer Feat

Your summoned creatures can arrive anywhere you can see nearby, instead of needing to appear beside you.

Champion Feat

When you summon a non-mook creature, roll 2d10 and add double your Strength modifier or Dexterity modifier, whichever is higher. Your summoned creature increases its base hit points by that amount. (At 8th level, roll 3d10 and add triple the modifier.)

Epic Feat

Once per day when you heal using a recovery, a creature you summoned can heal the same amount, ignoring the usual restrictions on limited healing for summoned creatures.

Summon Air Elemental (3rd level+)

Ranged spell

Daily

Effect: You summon a 3rd level small air elemental (20 hp).

5th level spell: You now summon a 5th level air elemental (33 hp).

7th level spell: You now summon a 7th level big air elemental (47 hp).

9th level spell: You now summon a 9th level epic air elemental (85 hp).

Summon Earth Elemental (3rd level+)

Ranged spell

Daily

Effect: You summon a 3rd level small earth elemental (17 hp).

5th level spell: You now summon a 5th level earth elemental (26 hp).

7th level spell: You now summon a 7th level big earth elemental (44 hp).

9th level spell: You now summon a 9th level epic earth elemental (70 hp).

Summon Fire Elemental (3rd level+)

Ranged spell

Daily

Effect: You summon a 3rd level small fire elemental (21 hp).

5th level spell: You can now summon a 5th level fire elemental (33 hp).

7th level spell: You can now summon a 7th level big fire elemental (48 hp).

9th level spell: You can now summon a 9th level epic fire elemental (83 hp).

Summon Water Elemental (3rd level+)

Ranged spell

Daily

Effect: You summon a 3rd level small water elemental (18 hp).

5th level spell: You summon a 5th level water elemental (30 hp).

7th level spell: You summon a 7th level big water elemental (45 hp).

9th level spell: You summon a 9th level epic water elemental (80 hp).

5th Level Spells

Flame Seeds (Fire)

Ranged spell

Daily

Targets: 1d3 + 1 nearby enemies

Attack: Wisdom + Level vs. PD

Hit: 3d12 + Wisdom fire damage, and 5 ongoing fire damage (hard save ends, 16+).

Effect: Until the end of the battle, you can use a quick action once per turn to increase the *flame seeds* ongoing fire damage by 5 for each target that hasn't saved. (Yes, you can use a quick action the same turn that you cast the spell.)

7th level spell: 5d12 damage.

9th level spell: 8d12 damage.

Fog Bank (Water)

Ranged spell

Daily

Targets: Each creature in the battle, including you

Effect: Until the start of your next turn, when a target attempts to attack, ready an action, or delay, it must roll a hard save (16+). If the target fails, it expends that action to no effect.

9th level spell: You can now choose which creatures in the battle the spell targets.

7th Level Spells

Lightning Strikes (Air)

Ranged spell

Daily

Target: One nearby or far away enemy

Attack: Wisdom + Level vs. PD

Hit: 10d8 + Wisdom lightning damage.

Miss: 15 lightning damage.

Effect: Until the end of the battle, when the escalation die is odd at the start of your turn, repeat this attack once that turn against one random nearby enemy as a free action, even if you don't have line of sight to that creature.

9th level spell: 10d12 damage; 25 miss damage.

9th Level Spells

Wall of Stone (Earth)

Ranged spell

Daily

Effect: You create a more or less impenetrable wall of stone that's pretty big. You can't drop it on top of enemies or bend it after creating it, but it can form natural flowing shapes like a river of stone that's at most 40 feet high, 120 feet long, and 10 feet thick. If you're straining to come up with nasty ways to use the wall, you're breaking the spirit of the spell, since it's just supposed to be a stone wall that blocks most other creatures' movements.

You, the spellcasting druid, can move through the wall at will, but you can't end your turn inside it.

The wall isn't permanent: walls of stone generally disappear at sunrise or sunset.

Summoning Rules

These general rules also apply to the necromancer's Summoning class feature.

Standard action spells

Casting a summoning spell generally requires a standard action. The creature(s) you summon appears next to you, though feats or powers might enable you to summon it nearby instead.

Duration

A summoned creature fights for you until the end of the battle or until it drops to 0 hit points. At 0 hp, summoned creatures are slain and removed from the battle.

One summoning spell at a time

Each spellcaster can have only a single summoning spell active at a time. If all the creatures from an earlier summoning spell have been slain, you're free to cast another. Alternatively, you can dismiss your own previously summoned creatures as a quick action to clear the way for a new summoning spell.

Halfway there

Summoned creatures are not the same as real creatures. They're partly real, partly magical. Their abilities don't always match the capabilities of the creatures that the adventurers encounter *for real*. Sometimes this is reflected in a summoned creature's attacks or abilities. It's always reflected in a summoned creature's hit points.

Hit points

Each summoned creature stat block indicates its base hit points. Starting hit points for summoned creatures are nearly always lower than hit points for non-summoned versions of the same creature. Some class feats might increase the hit points of summoned creatures.

Actions on arrival

The turn you summon a creature, that creature takes its turn immediately after your turn in initiative order. During its turn, the summoned creature can act like any other creature, taking a standard, move, and quick action. The summoned creature continues to take its turn immediately after you (even if your initiative order changes) until the end of the battle.

Escalation die

As a rule, summoned creatures don't benefit from the escalation die. A summoned creature can add the escalation die to attacks, however, if *you use a quick action* to give it orders or magical reinforcement. The summoned creature then gets to use the escalation die until the start of your next turn, including for opportunity attacks and other attacks that it gets to make during other creatures' turns.

For example, during the turn you summon the creature, you use a quick action afterward to give it orders, allowing it to use the escalation die bonus. At the start of your next turn, the creature no longer gets to use the escalation die, so you'll have to use another quick action again during that turn for the creature to keep getting the benefit.

If you've summoned a mob of mooks, a single quick action lets every member of the mob use the escalation die.

Allies

Summoned creatures generally count as your allies (for roleplaying as well as for resolving effects).

No recoveries, bad healing

Summoned creatures don't have recoveries. If you cast a healing spell on a summoned creature that requires the use of a recovery, the summoned creature heals hit points equal to your level. If you use an effect that would heal a summoned creature without using a recovery, the summoned creature only heals half the normal hit points of the effect. Temporary hit points still work normally.

No nastier specials

Creatures you summon don't use nastier specials.

Spell or creature

When a summoning spell is cast, it's definitely a spell. After casting the spell, a summoned creature is a creature.

Shifter

You glory in shifting into the forms of animals that nature blessed with keen eyes, swift wings, and terrible fangs. You also gain a number of aspects that you can assume while battling in beast form to improve your capabilities.

Shifter Initiate Level Progression

Druid Level	Daily Scout Form Shifts	Daily Beast Form Shifts	Daily Beast Form Aspects
Level 1 Multiclass	1	—	—

Level 1	1	1	—
Level 2	1	1	—
Level 3	1	1	1
Level 4	1	1	1
Level 5	1	1	1
Level 6	1	2	1
Level 7	1	2	1
Level 8	2	2	2
Level 9	2	2	2
Level 10	2	2	2

Shifter Adept Level Progression

Druid Level	Daily Scout Form Shifts	Daily Beast Form Shifts	Daily Beast Form Aspects
Level 1 Multiclass	1	At-will	—
Level 1	1	At-will	1
Level 2	1	At-will	2
Level 3	1	At-will	3
Level 4	1	At-will	3
Level 5	2	At-will	4
Level 6	2	At-will	4
Level 7	2	At-will	4
Level 8	3	At-will	5
Level 9	3	At-will	5
Level 10	3	At-will	5

Scout Form

Scout forms are magical versions of normal, smaller animals that are useful for scouting, such as bobcats, coyotes, owls, lizards, dire rats, giant spiders, and so on. In scout form, you shouldn't have any problem slipping through the world without being troubled by any but the most serious defenses. However, you don't look like a natural animal; there's something extremely magical about you.

Becoming a small animal isn't a perfect translation of self. Your humanoid brain doesn't work the same when you've shifted into scout form. You don't talk. You can't cast spells. Your magical items and possessions change shape with you, but you don't get to use them in scout form. You maintain your identity and know who your allies are, but you're as much an animal as a person while in the form.

Fighting in Scout Form

Fighting in scout form should be avoided unless you're fighting a mundane animal. If you do attempt to fight, your attacker hits you unless he rolls a natural 1, and taking damage this way transforms you back into humanoid form.

Shifting Into Scout Form and Back

Transforming from humanoid or beast form into scout form requires a standard action. To transform back to human form from scout form requires a quick action. A Shifter adept can transform directly from scout to beast form (as a quick action), but a Shifter initiate must transform to human form first. You can only shift once per round. You can stay in scout form as long as you like, or switch back to humanoid form and then back again the next round.

Using Scout Form Shifts

Shifting into scout form is a daily, but you can do it at will. You can shift for roleplaying reasons, or for combat reconnaissance. To gain an advantage for an upcoming battle (or one just about to start), using your scout form requires a skill check.

Before rolling initiative, you expend one daily scout form use and roll a skill check to see how successful you were with your combat recon. Depending on the terrain, the weather, and the particular enemies or dangers, the GM will ask you to use an ability score that makes sense for the situation just like any other check, though Wisdom, Dexterity, and Strength are often common choices.

You'll normally roll against the standard difficulty of the current environment. While in scout form in an adventurer-tier area, the normal check starts at DC 15, a hard check is DC 20, and a ridiculously hard check is DC 25. Champion tier increases the DC by 5, and epic tier by 5 more. Note that a successful check that qualifies for a higher DC gains you the information/advantage for that result, plus any lower results. A normal success or better probably negates any chance of an ambush or surprise by the enemy you've scouted.

Failure: Nothing came of your scouting.

Normal success: You gain a +4 bonus to initiative this battle.

Hard success: As a free action at some point during the battle, you can grant one of your allies a reroll on an attack roll or save. That ally must take the new result. You must explain how something that happened while you were scouting contributed to this benefit.

Ridiculously hard success: The GM chooses between giving *you* a reroll at some point during the battle, or giving you a floating story-guide icon relationship result of 6 with a random icon.

You only need to take one of the two adventurer-tier feats to access the champion-tier feat. You can also take both adventurer-tier feats, if you wish.

Adventurer Feat

Your temporary animal background roll is a 1d6 instead of 1d4 + 1, and count a 1 rolled as a 2.

Adventurer Feat

A normal success with your combat recon skill check also grants your allies a +2 bonus to initiative this battle.

Champion Feat

Rerolls from your combat recon exploits gain a +2 bonus.

Epic Feat

You now get two benefits instead of one when you succeed at a ridiculously hard skill check with your scout form.

Beast Form

Shifter initiates have a certain number of uses of beast form each day, allowing them to fight one or more battles in the shape of powerful predators. Since beast form transformations are like other daily powers, lasting no more than five minutes, Shifter initiates seldom stay in beast form, instead moving around in humanoid form or scout form.

Shifter adepts can use beast form at-will.

Beast Form

Daily for Shifter initiates (1 or 2 uses)

At-Will for Shifter adepts

Quick action

Effect: You leave your humanoid form behind and assume the form of a deadly predator such as a wolf, panther, tiger, bear, wolverine, lion, or another animal that you are naturally connected to.

The choice of what type of animal you become is up to you. You don't always have to change into the same thing—your choices can suit the story. Stick to four-legged natural predators, not creatures with supernatural abilities or the ability to fly.

Shifter adepts can speak in growly voices and cast spells while in beast form. Shifter initiates can speak in beast form but can't cast spells unless they take the champion-tier feat below.

Magic items: Your magic items stick with you and you get the benefit of their default bonuses. Yes, this means the bonuses from your magic axe translate to your beast form. Shifter adepts can use their magic item powers while in beast form. Shifter initiates can't, but see the champion-tier feat below.

Beast form actions: Shifter adepts can shift freely between humanoid form and beast form during a battle. Shifter initiates who shift into beast form use up one of their daily beast form shifts, but they can shift between beast form and humanoid form without using a daily shift for the rest of that battle.

For both adepts and initiates, shifting to humanoid form during your turn is a quick action. So is shifting back to beast form.

Beast aspects: While in beast form, you can take on aspects of different beasts to help you in battle (see below). You don't have to use the aspects; they're an option to improve your beast form attacks and powers, not a requirement.

While in beast form, you attack in melee using a *beast form attack*.

Beast Form Attack

Melee attack

At-Will

Attack: Strength or Dexterity + Level vs. AC

Natural Even Hit: 1d10 damage per level + Strength or Dexterity damage.

Natural Odd Hit: 1d6 damage per level + Strength or Dexterity damage.

Miss: Repeat the attack against the same or a different target. This second attack has no *miss* effect.

Adventurer Feat

For both initiates and adepts, your second beast form attack (the one you roll when the first attack misses) now deals miss damage equal to your level. If you are a Shifter adept, you can have two beast aspects active at the same time. If you start using a third aspect, one of the two previous aspects of your choice ends.

Champion Feat

If you are a Shifter initiate, you can now cast spells and use magic item powers while in beast form. If you are a Shifter adept, you can have three beast aspects active at the same time. If you start using a fourth aspect, one of the two previous aspects of your choice ends.

Epic Feat

If you are a Shifter adept, your beast form can now be a lycanthropic form when you wish—furred, deadly, and possessing a new power that you can use only while in lycanthropic form: *shake it off*.

Shake It Off

Special: You gain access to this power by taking the epic feat for *beast form attack*. To use it, you must be using at least one beast aspect.

Recharge 16+ after battle

Free action

Trigger: You take damage while fighting in beast form

Effect: You end a beast aspect power that you are using and then take only 6d6 damage from the triggering attack and ignore the rest of the damage. You still suffer any other effects of the attack (including ongoing damage).

Beast Aspect

Beast aspects are powers you can use while in beast form to help you in battle. You must choose the aspects you know at each full heal-up. You can select any of the following aspects beginning at 1st level.

Normally you can use only one beast aspect at a time and using another aspect ends the previous one. The *beast form attack* feats change that for the Shifter adept.

Beast aspect bonuses: Many beast aspects provide bonuses to defenses or attacks. Shifter adepts can combine bonuses to the same stats from two aspects they are using simultaneously, an exception to the general rule that bonuses don't stack. For example, a Shifter adept using *bear aspect* with its champion feat would have a +2 AC, and if the adept was also using *behemoth aspect* with its champion feat, the total defensive bonuses for the adept would be +5 AC and +3 PD.

Effects: Beast aspects only affect you while you are in beast form, which means that every aspect should be understood to read "while in beast form" for all its effects and powers.

Shifting out of beast form to humanoid form prevents a beast aspect from having any effect, but it doesn't end the aspect. When you shift back to beast form, the aspect is in effect again. Aspects last until the end of the battle.

Appearances: The names of the aspects are a guide to what you might look like when channeling that beast, but it's also possible to decide that your usual beast form is, for example, wolf-like, and that using bear aspect or behemoth aspect merely adds bear-like or behemoth-like qualities to your standard wolf-shape.

Bear Aspect

Beast aspect

Daily, or recharge 16+ for adepts

Quick action

Initiate Effect: Until the end of the battle, while in beast form you gain a +2 bonus to attacks and damage against lower level enemies and mooks of any level (damage bonus increases to 2 + double your Strength or Dexterity modifier at 5th level; damage bonus increases to 2 + triple your Strength or Dexterity modifier at 8th level).

Adept Effect: As the initiate effect, and when you first shift into this aspect, roll your recovery dice as if you were healing, but you instead gain that many temporary hit points. You don't spend a recovery.

Adventurer Feat

The initiate effect's attack bonus is now +4 instead of +2.

Champion Feat

Adepts also gain a +2 AC bonus while using this aspect.

Epic Feat

Until the first time it recharges each day, *bear aspect* is recharge 11+ instead of recharge 16+ for adepts.

Behemoth Aspect

Beast aspect

Daily, or recharge 16+ for adepts

Quick action

Initiate Effect: You gain a +2 bonus to AC and PD.

Adept Effect: As the initiate effect, and the first time you become staggered this battle, roll a hard save (16+). If you fail, choose one of the two following benefits. If you succeed, you get both.

Endurance: You can heal using a recovery.

Wrath: Begin rolling 2d20 for each of your melee attacks and choose the result you prefer until the end of the battle or until you make both rolls for a melee attack and each roll is a natural 10 or less.

Adventurer Feat

The recovery from the adept's *endurance* effect is now free.

Champion Feat

For adepts, the bonus to AC and PD is now +3 instead of +2.

Epic Feat

The save that determines the adept's benefit(s) is now a normal save.

Mantis Aspect

Beast aspect

Daily, or recharge 16+ for adepts

Quick action

Initiate Effect: Until the end of the battle, when an enemy engaged with you fails a disengage check, you can make an opportunity attack against it. In addition, your natural even beast form attack rolls that would normally deal damage equal to your level deal half damage instead.

Adept Effect: As the initiate effect, and you gain a +1d3 bonus to AC and a +1d3 bonus to PD (two separate rolls). Insects are unpredictable.

Adventurer Feat

When an enemy attempts to disengage from you while you are using this aspect, it takes a penalty to the check equal to your Strength or Dexterity modifier.

Champion Feat

Adept effect bonuses are now d4s instead of d3s.

Epic Feat

Until the first time it recharges each day, *mantis aspect* is recharge 11+ instead of recharge 16+ for adepts.

Leopard Aspect

Beast aspect

Daily, or recharge 16+ for adepts

Quick action

Initiate Effect: Until the end of the battle, when an enemy misses you with a melee attack and rolls a natural 1-4, you gain an additional standard action during your next turn. You can only gain one additional standard action a turn this way. Powers like *elven grace* or a command won't stack with this effect either.

Adept Effect: As the initiate effect, and you gain a +2 bonus to AC. You also gain a +5 bonus to disengage checks and to saves against being stuck, dazed, or stunned.

Owlbear Aspect

Beast aspect

Daily, or recharge 16+ for adepts

Quick action

Initiate Effect: Until the end of the battle, your crit range with melee attacks expands by 2.

Adept Effect: As the initiate effect, and you gain a +1 bonus to melee attacks and a +2 bonus to AC and PD.

Adventurer Feat

When you score a critical hit, you heal hit points equal to your level + your Wisdom modifier (double your Wisdom modifier at 5th level; triple it at 8th level).

Champion Feat

While you are in this aspect, your critical hits with melee attacks deal triple damage instead of double damage.

Epic Feat

Until the first time it recharges each day, *owlbear aspect* is recharge 11+ instead of recharge 16+ for adepts.

Tiger Aspect

Beast aspect

Daily, or recharge 16+ for adepts

Quick action

Initiate Effect: Until the end of the battle, you gain the benefits of two-weapon fighting: if your attack roll is a natural 2, you can reroll the attack, but must use the reroll. In addition, the crit range of attacks you reroll this way expands by 4.

Adept Effect: As the initiate effect, and increase the size of your beast form melee attack damage dice by one size (for example, d6s become d8s, and d10s become 12s).

Adventurer Feat

You also gain a +2 attack bonus with any attack you reroll while using this aspect.

Champion Feat

When you move and then attack an enemy you were not engaged with at the start of your turn, you can reroll your first natural odd attack roll each turn, but must use the reroll. (The initiate effect bonuses don't apply to this reroll.)

Epic Feat

Until the first time it recharges each day, *tiger aspect* is recharge 11+ instead of recharge 16+ for adepts.

Wolverine Aspect

Beast aspect

Daily, or recharge 16+ for adepts

Quick action

Initiate Effect: Until the end of the battle, when your melee attacks hit an enemy that has more hit points than you, the target takes 1d6 extra damage from the hit.

Adept Effect: As the initiate effect, and you gain a +2 bonus to all defenses. You can also rally once this battle as a quick action instead of a standard action.

Adventurer Feat

Your extra melee damage while using this aspect increases according to your level:

2nd level druid: +1d8 damage.

4th level druid: +1d10 damage.

6th level druid: +2d6 damage.

8th level druid: +3d6 damage.

10th level druid: +3d12 damage.

Champion Feat

You can use the damage bonus against an enemy that started the battle with more hit points than you, but no longer does.

Epic Feat

Until the first time it recharges each day, *wolverine aspect* is recharge 11+ instead of recharge 16+ for adepts.

Terrain Caster

There are eight different ranges of terrain that are relevant to druidic magic:

1. cave, dungeon, underworld
2. forest, woods
3. ice, snowfields, tundra
4. migration route (large herd animal)
5. mountains

6. plains, overworld
7. ruins
8. swamp, lake, river

At-will or once-per-battle spells provided by terrain caster adventurer feats can be cast in any terrain you like. Daily spells must match the type of terrain you're in, though you don't have to memorize them like a wizard, and the spell level you cast them at is your current character level.

Terrains need not be exclusive; ruins can exist on mountains, and the terrain caster can draw upon each. Any ambiguity should be decided by the GM.

Terrain Caster Initiate Level Progression

Druid Level	Daily Spells	Level the Spells are Cast At
Level 1 Multiclass	1	1 st level
Level 1	1	1 st level
Level 2	1	1 st level
Level 3	2	3 rd level
Level 4	2	3 rd level
Level 5	2	5 th level
Level 6	3	5 th level
Level 7	3	7 th level
Level 8	3	7 th level
Level 9	3	9 th level
Level 10	3	9 th level

Terrain Caster Adept Level Progression

Druid Level	Daily Spells	Level the Spells are Cast At
Level 1 Multiclass	1	1 st level
Level 1	1	1 st level
Level 2	2	1 st level
Level 3	3	3 rd level
Level 4	4	3 rd level
Level 5	5	5 th level
Level 6	5	5 th level
Level 7	6	7 th level

Level 8	6	7 th level
Level 9	7	9 th level
Level 10	7	9 th level

Cave, Dungeon, Underworld

Adventurer Feat

You gain the *ways of the dark* spell below.

Champion Feat

Once per battle, when an attack targeting MD hits you while you're not fighting in bright sunlight, you can force the attacker to reroll that attack, but you must accept the reroll.

Epic Feat

You can now cast one bonus daily cave/dungeon/underworld spell that doesn't count against your total daily spells, but you still can't cast a specific daily spell of that type more than once per day.

Ways of the Dark (Terrain Feat Spell)

At-Will (in any terrain)

Ranged spell

Target: One nearby enemy

Attack: Wisdom + Level vs. MD

Hit: 1d8 psychic damage (don't add your ability score modifier).

Natural Even Hit: As a hit, plus the target can't attack the druid until the end of its next turn unless the druid moves to engage the target.

Miss: Damage equal to your level.

3rd level spell: 2d8 damage.

5th level spell: 3d8 damage.

7th level spell: 5d8 damage.

9th level spell: 7d8 damage.

Spider Climb (1st level)

Ranged spell

Daily

Quick action to cast

Target: You

Effect: Until the end of the battle or for five minutes, you can climb up sheer surfaces and stick to ceilings as if you were a spider. You can fight and cast spells normally while climbing.

3rd level spell: If you're fighting while standing upside down on a ceiling or sideways on a wall, you can reroll the first natural odd attack roll you get if you tell a fun story about how the *spider climb* effect is letting you fight better than you ordinarily would!

5th level spell: While the spell is in effect, you can fall up to 100 feet without taking damage.

7th level spell: The effect lasts up to an hour and you can also target a nearby ally.

9th level spell: The spell now targets you and 1d4 + 1 nearby allies.

Fungal Ambuscade (3rd level)

Ranged spell

Daily

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: The target takes 15 ongoing poison damage (two saves ends).

Miss: The target takes 5 ongoing poison damage (two saves ends).

5th level spell: 25 ongoing damage on a hit, 10 ongoing damage on a miss.

7th level spell: 50 ongoing damage on a hit, 20 ongoing damage on a miss.

9th level spell: 90 ongoing damage on a hit, 40 ongoing damage on a miss.

Spikestones (5th level)

Ranged spell

Daily

Effect: Until the end of the battle, the area the battle is occurring in is dangerous to move in. When an enemy moves through the area on the ground (enemies using *teleport* or similar powers aren't affected), it must roll a normal save that turn. On a failure, that creature takes 7d6 damage. If they move again that turn, they don't have to roll a save.

You can move normally in the area. Your allies must roll an easy save (6+); if they fail they take half damage when they move.

Since the spell normally only works underground, it affects creatures with *flight* because it's assumed that nasty stalactites jut out from the ceiling as well as the walls and floors. If you're in a *giant* cavern when you cast it, fliers could probably zip around away from surfaces without too much trouble (GM's call).

7th level spell: 7d10 damage.

9th level spell: 9d10 damage.

Forest, Woods

Adventurer Feat

You gain the *rain of acorns* spell below.

Champion Feat

Once per battle when you hit an enemy that's a beast with *rain of acorns*, the target is also confused until the end of your next turn.

Epic Feat

You can now cast one bonus daily forest/woods spell that doesn't count against your total daily spells, but you still can't cast a specific daily spell of that type more than once per day.

Rain of Acorns (Terrain Feat Spell)

Ranged spell

At-Will (in any terrain)

Targets: 1d3 nearby enemies in a group

Attack: Wisdom + Level vs. PD

Hit: 1d4 damage + Wisdom damage.

Miss: Damage equal to your level.

3rd level spell: 2d4 damage.

5th level spell: 2d6 damage.

7th level spell: 4d6 damage.

9th level spell: 6d6 damage.

Champion Feat

This spell now targets 1d4 enemies in a group.

Barkskin (1st level)

Ranged spell

Daily

Quick action to cast

Target: You or one nearby ally wearing light armor or no armor

Effect: Until the end of the battle, the target gains a +3 bonus to AC except against attacks that deal fire damage.

5th level spell: The +3 bonus also applies to PD except against attacks that deal fire damage.

9th level spell: You can now choose two targets.

Entangle (3rd level)

Ranged spell

Daily

Target: 1d3 nearby creatures

Attack: Wisdom + Level vs. PD

Hit: 5d6 + Wisdom damage, and if the target has 80 hp or fewer after the damage, it's stuck (save ends).

Miss: Damage equal to your level, if the target has 80 hp or fewer after the damage, it's stuck (easy save ends, 6+).

5th level spell: 5d10 damage; hit/miss effect affects targets with 135 hp or fewer.

7th level spell: 6d10 damage; hit/miss effect affects targets with 220 hp or fewer.

9th level spell: 10d10 damage; hit/miss effect affects targets with 350 hp or fewer.

Plantwalk (5th level)

Ranged spell

Daily

Quick action to cast

Target: You

Effect: Until the end of the turn, you can teleport once as a move action by moving into a tree or other large plant and emerging from another plant or tree of the same species you can see or out of your line of sight. If you go beyond your line of sight, the GM chooses how far you can go, up to a mile.

Once per level when you cast this spell, you also summon a 5th level earth elemental beside one of the trees or plants involved in your teleport. Use the elemental caster's *summon earth elemental* spell.

7th level spell: The once per level summoning now summons a 7th level earth elemental.

9th level spell: You can now use the spell to teleport virtually unlimited distances as long as you travel to a grove or forest and emerge from a tree or plant well-known to you. The once per level summoning now summons a 9th level earth elemental.

Ice, Tundra, Deep Snow

Adventurer Feat

You gain the *frost touch* spell below.

Champion Feat

You gain *resist cold 16+* and your spells ignore the *resist cold* abilities that the targets of your spells have.

Epic Feat

You can now cast one bonus daily ice/tundra/deep snow spell that doesn't count against your total daily spells, but you still can't cast a specific daily spell of that type more than once per day.

Frost Touch (Terrain Feat Spell)

Close-quarters spell

Once per battle (in any terrain)

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 2d6 + Wisdom cold damage, or 3d6 + Wisdom cold damage to an enemy you are engaged with.

Natural Even Miss: Half damage.

Natural Odd Miss: Damage equal to your level.

3rd level spell: 4d6 damage, or 6d6 to an enemy you are engaged with.

5th level spell: 5d10 damage, or 6d10 to an enemy you are engaged with.

7th level spell: 8d10 damage, or 10d10 to an enemy you are engaged with.

9th level spell: 2d6 x 10 damage, or 2d8 x 10 to an enemy you are engaged with.

Ice Shield (1st level)

Close-quarters spell

Daily

Quick action to cast

Target: You

Effect: Until the end of the battle, when an enemy engaged with you attacks you and rolls a natural 1-15, it takes 1d10 cold damage after the attack.

3rd level spell: 4d6 damage.

5th level spell: 6d6 damage.

7th level spell: 6d10 damage.

9th level spell: 10d10 damage.

Icicle (3rd level)

Ranged spell

Daily

Target: One nearby or far away creature

Attack: Wisdom + Level vs. PD

Natural Even Hit: 5d10 + Wisdom cold damage, and the target is hampered (easy save ends, 6+).

Natural Odd Hit: 5d10 + Wisdom cold damage, and the target is stuck (easy save ends, 6+).

Miss: Half damage, and the target is stuck until the end of its next turn.

5th level spell: 7d10 damage.

7th level spell: 10d12 damage.

9th level spell: 2d10 x 10 damage.

Cone of Cold (5th level)

Ranged spell

Daily

Targets: 1d4 nearby enemies in a group

Attack: Wisdom + Level vs. PD

Hit: 10d6 + Wisdom cold damage.

Natural Even Hit: As a hit, plus the target is stuck (save ends).

Miss: Half damage.

7th level spell: 10d10 damage.

9th level spell: 2d8 x 10 damage.

Migration Route (Large Herd Animal)

Adventurer Feat

You gain the *whoomph* spell below.

Champion Feat

When you cast *whoomph* during a battle, you can cast *the beast shrugs* later in that battle even if you are not on migration route terrain.

Epic Feat

You can now cast one bonus daily migration route spell that doesn't count against your total daily spells, but you still can't cast a specific daily spell of that type more than once per day.

Whoomph (Terrain Feat Spell)

Close-quarters spell

At-Will (in any terrain)

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 1d8 + Wisdom damage; or 2d8 + Wisdom damage against a mook.

Miss: Damage equal to your level against a non-mook; no effect against a mook.

3rd level spell: 3d6 damage, or 6d6 against a mook.

5th level spell: 5d6 damage, or 6d10 against a mook.

7th level spell: 5d8 damage, or 10d8 against a mook.

9th level spell: 8d10 damage, or 3d6 x 10 against a mook.

The Beast Shrugs (3rd level)

Ranged spell

Quick action to cast

Daily

Target: You or one nearby ally

Effect: Until the end of the battle, the target can use a quick action (once per turn) to heal 4d6 hit points. The target can take this action only when it's not staggered.

5th level spell: Heal 6d6 hit points.

7th level spell: Heal 7d10 hit points.

9th level spell: Heal 10d10 hit points.

Stomp! (5th level)

Ranged spell

Daily

Target: One nearby large, huge, or even bigger enemy

Attack: Wisdom + Level vs. PD

Hit: 7d12 + Wisdom damage.

Miss: You don't expend the spell, but must cast it again with your next standard action. If you don't, you take damage from the spell as if you had been hit and the spell is expended.

7th level spell: 3d4 x 10 damage.

9th level spell: 3d8 x 10 damage.

Migratory Teleport (7th level)

Ranged spell

Daily

Effect: You and up to 4 allies next to you can teleport to the site of any migratory beast herd in the world.

When you teleport, roll a d20. If you roll a 1, something unusual intervened and you arrive at a different herd site than you had intended (GM's choice). Otherwise, you and your allies arrive somewhere near the desired herd. Unlike the wizard's 9th level *teleport* spell, this spell doesn't allow you to choose your precise destination.

Any effects of spells or items cast/created before teleporting are canceled and no longer function on arrival, so it's best to wait and use such spells after you arrive.

9th level spell: You can now try to teleport to any location along the migration route. Stabbing your finger on the world map suffices, but your aim won't be perfect. Attempts to teleport to places off the map to the north or west usually don't work.

Mountains

Adventurer Feat

You gain the *spark* spell below.

Champion Feat

Once per day, you can heal using a second recovery when some other effect has enabled you to heal using a single recovery. This bonus recovery is a free recovery, but it doesn't benefit from any bonuses the first recovery gains.

Epic Feat

You can now cast one bonus daily mountains spell that doesn't count against your total daily spells, but you still can't cast a specific daily spell of that type more than once per day.

Spark (Terrain Feat Spell)

Close-quarters spell

At-Will (in any terrain)

Target: One nearby or far away enemy

Attack: Wisdom + Level vs. PD

Hit: 1d8 + Wisdom lightning damage, or 2d8 + Wisdom lightning damage against a creature that is flying.

Miss: Damage equal to your level.

3rd level spell: 3d6 damage, or 6d6 against a flying creature.

5th level spell: 5d6 damage, or 6d10 against a flying creature.

7th level spell: 5d8 damage, or 10d8 against a flying creature.

9th level spell: 8d10 damage, or 3d6 x 10 against a flying creature.

Rumble (1st level)

Close-quarters spell

Daily

Quick action to cast

Effect: Until the end of the battle, when you end your turn engaged with one or more enemies, each of those creatures takes thunder damage equal to your Wisdom modifier.

3rd level spell: 1d6 + Wisdom modifier damage.

5th level spell: 2d6 + Wisdom modifier damage.

7th level spell: 3d6 + Wisdom modifier damage.

9th level spell: 4d6 + Wisdom modifier damage.

Stoneskin (3rd level)

Ranged spell

Daily

Quick action to cast

Target: You or one nearby ally

Effect: The target gains *resist damage 16+* against attacks targeting AC until the end of the battle or until two natural 16+ attack rolls against AC hit the target.

5th level spell: *Resist damage* now also applies to attacks targeting PD.

9th level spell: *Resist damage* increases to 18+.

Call Lightning (7th level)

Ranged spell

Daily

Targets: This spell generates a number of attacks equal to the escalation die. Each attack targets a random enemy. Determine the target of each attack just before rolling the attack, so that an enemy that drops to 0 hp won't be targeted again.

Attack: Wisdom + Level vs. PD

Hit: 5d12 + Wisdom lightning damage.

Miss: Damage equal to your level.

9th level spell: 7d12 damage.

Plains, Overworld

Adventurer Feat

You gain the *sunbeams* spell below.

Champion Feat

Once per battle as a free action, you can choose a spell that targets nearby creatures or enemies. That spell can target far away creatures or enemies this battle.

Epic Feat

You can now cast one bonus daily plains/overworld spell that doesn't count against your total daily spells, but you still can't cast a specific daily spell of that type more than once per day.

Sunbeams (Terrain Feat Spell)

Ranged spell

At-Will (in any terrain)

Targets: Up to two nearby or far away enemies

Attack: Wisdom + Level vs. PD

Hit: 1d4 + Wisdom fire damage.

3rd level spell: 3d4 damage.

5th level spell: 2d8 damage.

7th level spell: 4d6 damage.

9th level spell: 4d12 damage.

Heat Metal (1st level)

Ranged spell

Daily

Target: One nearby enemy in heavy armor, wearing metal armor, or using metal weapons

Attack: Wisdom + Level vs. PD

Hit: 3d6 + Wisdom fire damage, and 10 ongoing fire damage and dazed (save ends both).

Miss: 10 ongoing fire damage.

3rd level spell: 5d6 damage, and 15 ongoing damage (hit and miss).

5th level spell: 5d10 damage, and 25 ongoing damage (hit and miss).

7th level spell: 9d10 damage, and 40 ongoing damage (hit and miss).

9th level spell: 10d12 damage, and 50 ongoing damage (hit and miss).

Air & Fire (3rd level)

Ranged spell

Daily

Quick action to cast

Effect: During your next turn, you can cast a 3rd level daily Air or Fire spell from the Elemental Caster's spell list even if you don't ordinarily know that spell. The only limitation is that the spell can't be a *summon elemental* spell. Casting that spell neither counts against your daily Elemental Caster spell limit if you have that talent, nor does it count against your daily Terrain Caster spell limit.

If something prevents you from casting the spell during your next turn, you still expend this daily spell.

5th level spell: Now you can cast a 5th level daily Air or Fire spell.

7th level spell: Now you can cast a 7th level daily Air or Fire spell.

9th level spell: Now you can cast a 9th level daily Air or Fire spell.

Harmony (5th level)

Ranged spell

Daily

Quick action to cast

Targets: Two willing nearby allies (possibly including you).

Effect: Until the end of the battle, when one of the targets takes damage, the target with the most hit points takes that damage instead (your choice on ties).

The effect doesn't work while a target is at 0 hit points or below. Temporary hit points also don't count.

7th level spell: The spell can now target up to three willing allies.

9th level spell: The spell can now target up to four willing allies.

Ruins

Adventurer Feat

You gain the *ruination* spell below.

Champion Feat

Once per day when you drop to 0 hit points or below, you can roll a normal save. If you succeed, heal using a recovery before going unconscious. If you fail, it counts as a failed death check.

Epic Feat

You can now cast one bonus daily ruins spell that doesn't count against your total daily spells, but you still can't cast a specific daily spell of that type more than once per day.

Ruination (Terrain Feat Spell)

Ranged spell

Once per battle (in any terrain)

Target: The nearby enemy with the highest MD (you don't have to be able to see the enemy)

Attack: Wisdom + Level vs. MD

Hit: Each nearby enemy takes 2d6 damage (don't add your ability score modifier). For mooks, deal the damage once to the mob, not to each member of it.

3rd level spell: 4d6 damage.

5th level spell: 6d6 damage.

7th level spell: 9d6 damage.

9th level spell: 6d12 damage.

Inevitable Collapse (1st level)

Ranged spell

Daily

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 2d6 + Wisdom damage, and 10 special ongoing damage.

special ongoing damage: The target can't start rolling saves against this damage until you or your allies attack it, or until it starts its turn staggered.

Miss: 5 special ongoing damage (as above).

3rd level spell: 5d6 damage, and 15 ongoing damage; 5 ongoing on a miss.

5th level spell: 5d10 damage, and 20 ongoing damage; 10 ongoing on a miss.

7th level spell: 8d10 damage, and 25 ongoing damage; 15 ongoing on a miss.

9th level spell: 10d12 damage, and 40 ongoing damage; 20 ongoing on a miss.

How Things End (5th level)

Ranged spell

Daily

Targets: Up to 3 nearby staggered enemies

Attack: Wisdom + Level vs. MD

Hit: 6d10 + Wisdom psychic damage.

Natural Even Hit: As a hit, plus the target can't attack you during its next turn.

Miss: Half damage.

7th level spell: 10d10 damage.

9th level spell: 2d8 x 10 damage.

Devastation (9th level)

Ranged spell

Daily

Special: You can cast this spell only once per level.

Target: One structure constructed by mortals that isn't in the overworld, in the underworld, or under an icon's personal magical protection.

Skill Check: To gain the effect, you must succeed on a skill check corresponding to the tier of the structure and the GM's assessment of the difficulty: normal, hard, or ridiculously hard.

Effect: The structure begins to come down as if it aged centuries in minutes. It may take up to an hour to collapse entirely. Supremely magical structures may have their own ways of regenerating.

Swamp, Lake, River

Adventurer Feat

You gain the *poison thorns* spell below.

Champion Feat

You gain *resist poison 16+*.

Epic Feat

You can now cast one bonus daily swamp/lake/river spell that doesn't count against your total daily spells, but you still can't cast a specific daily spell of that type more than once per day.

Poison Thorns (Terrain Feat Spell)

Ranged spell

At-Will (in any terrain)

Target: One random nearby enemy (you don't have to be able to see that enemy)

Attack: Wisdom + Level vs. PD

Hit: 5 damage, and 5 ongoing poison damage.

3rd level spell: 8 damage, and 8 ongoing poison damage.

5th level spell: 13 damage, and 13 ongoing poison damage.

7th level spell: 20 damage, and 20 ongoing poison damage.

9th level spell: 30 damage, and 30 ongoing poison damage.

The Big Muddy (1st level)

Ranged spell

Daily

Targets: Each nearby enemy with 50 hit points or fewer that is touching the ground or the water and doesn't have the *flight* ability

Attack: Wisdom + Level vs. PD

Hit: The target is stuck (save ends).

3rd level spell: Targets with 80 hit points or fewer.

5th level spell: Targets with 140 hit points or fewer.

7th level spell: Targets with 200 hit points or fewer.

9th level spell: Targets with 320 hit points or fewer.

Reclamation (3rd level)

Ranged spell

Daily

Targets: Up to two nearby non-mook enemies with the fewest hit points (you don't have to be able to see those enemies)

Attack: Wisdom + Level vs. MD

Hit: 5d6 + Wisdom damage, and the target can't heal (hard save ends, 16+).

Miss: Half damage.

5th level spell: 6d8 damage.

7th level spell: 10d8 damage.

9th level spell: 2d8 x 10 damage.

Purification Chant (7th level)

Ranged spell

Daily

Target: One nearby enemy

Attack: Wisdom + Level vs. MD

Hit: 2d6 x 10 + Wisdom psychic damage, and you and each of your nearby allies can roll a save with a +5 bonus against any save ends effect created by the target.

Miss: Half damage, and you and 1d3 of your nearby allies can each roll a save against any save ends effect created by the target.

9th level spell: 2d10 x 10 damage.

Warrior Druid

Choose this talent if you want to fight well in melee with your normal weapons and armor.

Spending a single talent on Warrior Druid lets you choose *one* of the three following benefits:

- Your AC in light armor is 12 instead of 10 like most other druids.
- You don't take opportunity attacks from enemies engaged with you when you cast ranged druid spells.
- Your base hit points are 7 + CON mod instead of 6 + CON mod.

If you use two talents to become a Warrior Druid adept, choose *three* of the following benefits:

- Your AC in light armor is 12 instead of 10 like most other druids.
- You don't take opportunity attacks from enemies engaged with you when you cast ranged druid spells.
- Your base hit points are 7 + CON mod instead of 6 + CON mod.
- You can use one-handed 1d8 martial weapons without taking the -2 attack penalty that other druids suffer.
- You can use a shield (in human form) without taking an attack penalty like other druids.

Like the fighter class, you gain access to flexible attacks when you make basic melee attacks during your turn. Roll your attack, then choose one of the flexible attacks you know that can be triggered by your natural attack roll. Unlike the fighter, you can usually use each of your flexible attacks only once per battle.

If you're also a Shifter initiate, you can use your Warrior Druid flexible attacks while in beast form, *but only* with your first beast form attack roll each turn. Adepts can use them freely.

Adventurer Feat

Choose another Warrior Druid benefit you weren't able to start with. Whether you're an initiate or an adept, you can take this feat twice to gain the two Warrior Druid benefits you are missing.

Warrior Druid Initiate Level Progression

Druid Level	Druid Flexible Attacks
Level 1 Multiclass	1
Level 1	1
Level 2	2
Level 3	2
Level 4	2
Level 5	3
Level 6	3
Level 7	3
Level 8	4
Level 9	4
Level 10	4

Warrior Druid Adept Level Progression

Druid Level	Druid Flexible Attacks
Level 1 Multiclass	1
Level 1	2
Level 2	3
Level 3	4
Level 4	4
Level 5	4
Level 6	5
Level 7	5
Level 8	6
Level 9	6

Flexible Attacks

Choose which flexible attacks you know. You can choose any of the following at 1st level, though some won't work as well depending on your choice of talents.

Ancestral Guidance

Flexible once-per battle melee attack

Triggering Roll: Natural odd roll

Effect: Add damage to the attack equal to your Wisdom modifier, hit or miss. (Double your Wisdom modifier at 5th level; triple it at 8th level.)

If you are a Warrior Druid adept and you use *ancestral guidance* while in humanoid form, you also regain all the once-per-battle flexible attacks you have expended this battle.

Adventurer Feat

Once per battle when you make an attack against AC, you can instead make that attack against the target's MD as the spirits guide your strike.

Champion Feat

When you use this flexible attack, you can roll a save against a save ends effect.

Beast Spirits

Flexible once-per-battle melee attack

Triggering Roll: Natural 19+, or Natural 18+ if you are a Shifter adept

Effect: After the attack, as a free action you can cast one of the four spells listed below this attack: *behemoth's endurance*, *bull's strength*, *cat's grace*, or *owl's wisdom*. You choose which spell to cast. Using *beast spirits* is normally the only way to access these spells.

Special: The four *beast spirits* spells last until the end of the battle or until the target falls unconscious. If the target already has a *beast spirits* spell effect on it, that spell is cancelled when a new *beast spirits* spell targets it.

Champion Feat

You can use the improved version of each spell as amended by the champion-tier feats listed underneath it.

Behemoth's Endurance

Close-quarters spell

Free action to cast when triggered

Target: You or one nearby ally

Effect: Until the end of the battle or until targeted with another *beast spirits* spell, the target gains a +2 bonus to PD and temporary hit points equal to your level + your Wisdom modifier.

Champion Feat

The target instead gains a +4 bonus to PD and temporary hit points equal to your level + double your Wisdom modifier (triple your Wisdom modifier at 8th level).

Bull's Strength

Close-quarters spell

Free action to cast when triggered

Target: You or one nearby ally

Effect: Until the end of the battle or until targeted with another *beast spirits* spell, the target gains a +1 bonus to melee attacks.

Champion Feat

The target gains a +2 bonus to melee attacks instead of +1.

Cat's Grace

Close-quarters spell

Free action to cast when triggered

Target: You or one nearby ally

Effect: Until the end of the battle or until targeted with another *beast spirits* spell, the target gains a +1 bonus to AC.

Champion Feat

The target also gains a +2 bonus to disengage checks and Dexterity skill checks.

Owl's Wisdom

Close-quarters spell

Free action to cast when triggered

Target: You or one nearby ally

Effect: Until the end of the battle or until targeted with another *beast spirits* spell, the target gains a +2 bonus to MD and a +1 bonus to saves.

Champion Feat

The target instead gains a +4 bonus to MD and a +2 bonus to saves.

Elemental Pivot

Flexible once-per-battle melee attack

Triggering Roll: Natural 18+

Effect: During your next turn, you can cast an elemental caster's Elemental Mastery at-will feat spell of your choice as a quick action, even if you don't normally know that spell.

Adventurer Feat

If you also have the Elemental Caster talent, you gain a +2 attack bonus with that spell.

Champion Feat

Any other Elemental Caster spell you cast during your next turn also gains a +2 attack bonus.

Greenmantle

Flexible once-per-battle melee attack

Triggering Roll: Natural 18+

Effect: You gain a +4 bonus to AC until an attack against AC misses you.

Adventurer Feat

If you are using a shield, *this* flexible attack instead triggers on a natural 16+.

Champion Feat

The bonus now also applies to PD (and attacks against PD that miss).

Epic Feat

You now gain a +6 AC bonus instead of +4.

Invoke the Storm

Flexible once-per-battle melee attack

Triggering Roll: Natural 5, 10, 15, or 20

Effect: Roll a d3. Deal lightning damage equal to five times the number you rolled to one nearby enemy other than the target of the triggering attack.

Adventurer Feat

Roll a d4 instead of a d3.

Champion Feat

Roll a d6 instead of a d4 and use whichever is higher, the escalation die or your d6 roll.

Epic Feat

Add the escalation die and your d6 roll together, then multiply by five for the damage you deal.

Nature's Fury

Flexible once-per-battle melee attack

Triggering Roll: Natural 2-5

Effect: The triggering attack deals half damage.

Adventurer Feat

Any allies engaged with the target can pop free from it if they wish.

Champion Feat

The flexible attack now also triggers on a natural odd miss.

Red Claw

Flexible once-per-battle melee attack

Triggering Roll: Natural odd hit or miss

Effect: Until the end of the battle, your animal companion gains a +1 attack bonus. If you use this flexible attack multiple times in the battle, the bonuses are cumulative.

Adventurer Feat

When you use this flexible attack, your animal companion's crit range also expands by 2.

Champion Feat

The attack bonus is now +2 instead of +1.

Epic Feat

When you use this flexible attack, your animal companion also heals hit points equal to triple your Strength or Dexterity modifier.

Resilience

Flexible once-per battle melee attack

Triggering Roll: Natural 1-5

Effect: You gain 5 temporary hit points and *resist damage 12+* against attacks that target AC until two attacks against you have had their damage halved from that resistance.

Adventurer Feat

The damage resistance also applies to attacks that target PD.

Champion Feat

You now gain 10 temporary hit points instead of 5, and the damage resistance increases to 14+.

Epic Feat

You now gain 15 temporary hit points instead of 10, and the damage resistance increases to 16+.

Shillelagh

Flexible once-per battle melee attack

Triggering Roll: Natural 13

Effect: If the target isn't staggered after the attack, the attack is a critical hit. If the target is staggered after the attack, you can heal using a recovery and the target is stuck until the end of its next turn.

Adventurer Feat

This flexible attack now also triggers on a natural 3.

Champion Feat

The stuck effect is now save ends.

Epic Feat

This flexible attack now also triggers on a natural 17.

Spirits of the Land

Flexible once-per-battle melee attack

Triggering Roll: Natural 18+

Effect: During your next turn, you can cast a Terrain Caster at-will feat spell of your choice once as a quick action, even if you don't normally know that spell. The spell must match a type of terrain you are in.

Adventurer Feat

If you also have the Terrain Caster talent, you gain a +2 attack bonus with that spell.

Champion Feat

Any other Terrain Caster spell you cast during your next turn also gains a +2 attack bonus.

Strength of Earth

Flexible once-per battle melee attack

Triggering Roll: Natural even roll

Effect: Each enemy engaged with you can't attempt to disengage (save ends). They can still move away and take opportunity attacks, if they wish.

Warrior's Blessing

Flexible once-per-battle melee attack

Triggering Roll: Any natural even roll

Effect: You heal hit points equal to your Strength or Dexterity modifier (double that modifier at 5th level; triple it at 8th level).

Adventurer Feat

Add 1d6 to the healing provided by this flexible attack.

Champion Feat

One nearby ally also gains the same amount of healing that you do from this flexible attack.

Epic Feat

Add 4d10 instead of 1d6 to the healing provided by this flexible attack, and you can use *warrior's blessing* twice per battle.

Wild Harmony

Flexible once-per battle melee attack

Triggering Roll: Natural 16+

Effect: If you cast a *regeneration* or *greater regeneration* spell before the start of your next turn, the target adds your Wisdom modifier to the healing they gain from their *first* recovery roll (not subsequent rolls). (Double your Wisdom modifier at 5th level; triple it at 8th level).

Adventurer Feat

The target now adds the healing bonus to each recovery roll from that spell.

Champion Feat

This flexible attack now also triggers on any natural even roll.

Epic Feat

When this flexible attack triggers, you or one nearby conscious ally heal hit points equal to double your Wisdom modifier.

Wild Healer

The Wild Healer talent provides you spell options as indicated on your level progression chart, with possible bonus spells provided by feats. *Regeneration* is your main healing spell; you start with both a per-battle and daily use, and gain more uses as you level up. Wild Healer initiates and adepts get access to the *wild heal* spell later in their career. *Greater regeneration* is only available to adepts.

The feats below are available to Wild Healer initiates and adepts.

Adventurer Feat

If you're a Wild Healer initiate, you gain a daily use of the *wild heal* spell. If you're a Wild Healer adept, you instead gain a once-per-battle use of the *wild heal* spell.

Champion Feat

You gain an additional daily use of *regeneration*.

Epic Feat

Once per day as a free action when a target of one of your *regeneration* spells (or *greater regeneration*) fails the save to continue its regeneration, the target succeeds instead.

Wild Healer Initiate Level Progression

Druid Level	Per-battle regeneration spells	Daily regeneration spells	Daily greater regeneration spells	Daily wild heal spells
Level 1 Multiclass	1	—	—	—
Level 1	1	1	—	—
Level 2	1	1	—	—
Level 3	1	1	—	—
Level 4	1	1	—	—
Level 5	1	1	—	1
Level 6	1	1	—	1
Level 7	1	2	—	1
Level 8	1	2	—	1
Level 9	1	2	—	2
Level 10	1	2	—	2

Wild Healer Adept Level Progression

Druid Level	Per-battle regeneration spells	Daily regeneration spells	Daily greater regeneration spells	Daily wild heal spells
Level 1 Multiclass	1	—	—	—
Level 1	1	1	—	1
Level 2	1	1	1	1
Level 3	2	1	1	1
Level 4	2	1	1	1
Level 5	2	2	1	1
Level 6	2	2	1	1
Level 7	2	2	1	2
Level 8	2	2	2	2
Level 9	2	3	2	2
Level 10	2	3	2	3

Regeneration

Close-quarters spell

Special: See level progression chart for usage per battle/day.

Interrupt action or quick action

Target: One nearby ally (with an interrupt action); or you (with a quick action)

Trigger (for targeted ally): One of your allies starts its turn

Effect: The target heals using a recovery, rolling recovery dice as normal, but heals only half (rounding down) the amount of healing rolled.

At the start of the target's *next* turn, the target heals using a free recovery, but heals only half (rounding down) the amount rolled—the first recovery spent continues to fuel the *regeneration* effect. After the target heals this second time, it rolls a normal save to see if the *regeneration* spell will continue.

If the save fails, the *regeneration* spell ends.

If the save succeeds, the *regeneration* spell continues and the target will heal using a free recovery for half hit points again at the start of its next turn, and then roll another save to see if the *regeneration* continues, and so on.

Special: The save to continue the *regeneration* effect becomes a hard save (16+) if the target is at maximum hit points or if the target has dropped to 0 hit points or below while the *regeneration* is in effect.

Special: You can only have one *regeneration* or *greater regeneration* spell on you at a time. A second spell cast on you cancels the first.

Greater Regeneration

Close-quarters spell

Special: See level progression chart for usage per battle/day.

Interrupt action or quick action

Target: One nearby ally (with an interrupt action); or you (with a quick action)

Trigger (for targeted ally): One of your allies starts its turn

Effect: The target heals using two recoveries but only rolls recovery dice as if it had used a single recovery.

At the start of the target's *next* turn, the target heals using a free recovery—the two recoveries spent continue to fuel the *greater regeneration* effect. After the target heals this second time, it rolls a normal save to see if the *greater regeneration* spell will continue.

If the save fails, the *greater regeneration* spell ends.

If the save succeeds, the *greater regeneration* spell continues and the target will heal using a free recovery again at the start of its next turn, and then roll another save to see if the *regeneration* continues, and so on.

Special: The save to continue the *regeneration* effect becomes a hard save (16+) if the target is at maximum hit points or if the target has dropped to 0 hit points or below while the *greater regeneration* is in effect.

Special: You can only have one *regeneration* or *greater regeneration* spell on you at a time. A second spell cast on you cancels the first.

Wild Heal

Close-quarters spell

Daily, see level progression chart for number of uses

Quick action

Target: You or one nearby ally, and one randomly chosen nearby ally that has taken damage

Effect: Each target heals using one of its recoveries.

Animal Companion Rules

You have a devoted animal companion who fights alongside you like a member of your adventuring party.

If you have a single talent invested into Animal Companion, you are an Animal Companion initiate. If you invested two talents into Animal Companion, you are an Animal Companion adept.

These are the same rules as for the ranger.

Calling to Battle

When you roll initiative, you may choose whether you want your animal companion to take part in the battle. You may also call your animal companion during the battle with a quick action.

Animal Companion initiates may only call their animal companion once every other battle. The animal companion may not fight in two battles in a row—even between full heal-ups, adventures, or gaining new levels. Animal Companion adepts don't have this limitation; their animal companion can fight in every battle if the adept so chooses.

Recoveries

As an initiate, add a recovery to your total recoveries. As an adept, add two recoveries to your total recoveries. You can use a recovery on yourself or your animal companion.

Actions

Your animal companion acts on your initiative turn, either immediately before or after you, depending on the animal type.

Your animal companion moves gets a move action and a standard action, but not a quick action.

If you have powers that care about the “first time you attack an enemy,” an attack by your animal companion counts as your attack.

Animal Harm

Your animal companion can be healed like an ally. If it gets healed without you being healed, it uses one of your recoveries. When you use a recovery while next to your animal companion (including being engaged with the same enemy), your animal companion is also healed using a free recovery.

Instead of dying like a monster or NPC at 0 hp, your animal companion follows PC rules for falling unconscious at 0 hp and dying after four failed death saves or when its negative hit points equal half its normal hit points. If your animal companion dies, it's gone for the battle, though you can call it (or another one) to fight in the next battle (as an adept) or the in the battle after that (as an initiate). That animal companion will be one level lower than an animal companion would normally be, i.e. two levels below you. At the start of the next battle, bump the animal companion up to its proper level, i.e. one below you.

Stats & Levels

Each animal companion has roughly the same base stats as listed below.

Your animal companion is always one level lower than you. As a 1st level druid, you'll have a level 0 animal companion. Once you gain a level, your animal companion rises to 1st level.

On top of the base stats, each type of animal has a zoologically appropriate power or advantage.

Companion Bonuses

Each type of animal companion is a little different.

Bear (also Giant Badger, Wolverine)

Acts: After druid

Advantage: The bear gains temporary hit points equal to its level each time it hits with an attack.

Champion Feat

The temporary hit points increase to double its level.

Boar (also Spiky Lizard)

Acts: Before druid

Advantage: The boar gains a +1 attack bonus when it moves before its attack during the same turn.

Eagle (also Falcon, Hawk, Owl, Vulture)

Acts: Before druid

Advantage: It flies! Its melee damage die is dropped by one size (d6 at level 0).

Panther (also Lion, Tiger)

Acts: Before druid

Advantage: The panther's crit range expands by 2 against enemies with lower initiative.

Snake (also Giant Spider, Poison Toad)

Acts: After druid

Advantage: The snake also deals ongoing poison damage equal to twice your level on a natural attack roll of 18+.

Champion Feat

The ongoing damage is three times your level instead.

Epic Feat

The ongoing damage is four times your level instead.

Wolf (also Big Dog, Coyote, Hyena, Jackal)

Acts: After druid

Advantage: The wolf gains a +1 attack bonus against enemies its master attacked the same turn, or against enemies engaged with its master.

Baseline Stats

Use the following stats as the baseline for your animal companion. Remember that your companion stays a level lower than you. Generally your companion's Physical Defense should be higher than its Mental Defense, but you could flip that if you have a good explanation.

Level	Attack	Damage	AC	PD (or MD)	MD (or PD)	HP
0	+5 vs. AC	d8	16	14	10	20 (10)
1	+6 vs. AC	d10	17	15	11	27 (13)

2	+7 vs. AC	2d6	18	16	12	36 (18)
3	+9 vs. AC	3d6	19	17	13	45 (22)
4	+10 vs. AC	4d6	21	19	15	54 (27)
5	+11 vs. AC	5d6	22	20	16	72 (36)
6	+13 vs. AC	6d6	23	21	17	90 (45)
7	+14 vs. AC	7d6	25	23	19	108 (54)
8	+15 vs. AC	8d6	26	24	20	144 (72)
9	+17 vs. AC	9d6	27	25	21	180 (90)
10	+18 vs. AC	10d6	28	26	22	216 (108)

Animal Companion Feats

Druid animal companion feats are designed so that they do not build on each other. Unlike other feats, you don't have to take animal companion feats progressively, one after the other as long as you qualify for the correct tier.

Adventurer Feats

- Once per day, your animal companion can attack twice in a round with a standard action.
- Once per battle, your animal companion can turn a disengage success by an enemy it is engaged with into a failure.
- Once per day, reroll one of your animal companion's missed attack rolls.
- Your animal companion adds the escalation die to its attacks.

Champion Feats

- Once per day, your animal companion can force an enemy to reroll an attack that hit it.
- Your Lethal Hunter talent also applies to your animal companion.
- Increase your animal companion's Physical Defense and Mental Defense by +1.

Epic Feats

- Increase your animal companion's damage die by one size (for example, from d6s to d8s, or d8s to d10s).
- Increase your animal companion's AC by +1.

Animal Companion Spells

As an Animal Companion adept, you gain a number of spells to help your animal companion—or another's—fight better. You don't have to choose the spells you know ahead of time. You can cast any spell of your level or lower, limited only by the number of daily spells you get. Once you cast a particular daily spell, no matter its level, you can't cast it again until you take your next full heal-up.

Animal Companion spells are not available to Animal Companion initiates.

Druid Level	Multiclass Level	Daily Spells	Spells are Cast At
1	1, 2	1	1 st level
2	3	2	1 st level
3	4	2	3 rd level

4	5	2	3 rd level
5	6	3	5 th level
6	7	3	5 th level
7	8	3	7 th level
8	9	4	7 th level
9	10	4	9 th level
10	-	4	9 th level

1st Level Spells

Pack Link

Ranged spell

Quick action to cast

Daily

Target: One nearby animal companion

Effect: Until the end of the battle, when the target attacks an enemy that is engaged with you, increase the target's melee attack damage dice for that attack by one size, up to a maximum of d12.

5th level spell: The target's basic melee attacks now deal half damage on a natural even miss.

7th level spell: The target's basic melee attacks now deal half damage on any miss.

Vitality

Ranged spell

Quick action to cast

Daily

Target: One nearby animal companion

Effect: The target heals using a free recovery.

3rd level spell: In addition, the target heals hit points equal to your Wisdom modifier at the start of each of its turns until the end of the battle or until it drops to 0 hit points.

5th level spell: The healing the target gains at the start of its turn is now double your Wisdom modifier.

7th level spell: The healing the target gains at the start of its turn is now triple your Wisdom modifier.

9th level spell: The first time this battle that the target drops to 0 hit points, you can roll a normal save. If you succeed, the target heals using one of your recoveries.

3rd Level Spells

Magic Fang

Ranged spell

Quick action to cast

Daily

Target: One nearby animal companion

Effect: If the target already adds the escalation die to its attacks, it gains a +2 attack bonus until the end of the battle. If not, it now adds the escalation die to its attacks until the end of the battle.

5th level spell: The target's crit range expands by 2.

9th level spell: The target's crit range expands by a total of 4.

5th Level Spells

Armor of Shell & Spirits

Ranged spell

Quick action to cast

Daily

Special: You must spend a recovery to cast this spell.

Target: One nearby animal companion

Effect: Until the end of the battle, the target gains *resist damage 12+* against attacks that target AC.

7th level spell: Resistance now includes attacks that target PD.

9th level spell: Resistance increases to *resist damage 14+*.

7th Level Spells

Blood is Strong

Ranged spell

Quick action to cast

Daily

Target: One nearby animal companion

Effect: Until the end of the battle, when the target hits with a melee attack, you heal hit points equal to 1d10 + your Wisdom modifier.

9th level spell: You now heal hit points equal to 2d10 + double your Wisdom modifier.

9th Level Spells

Spirit Guardian

Ranged spell

Free action to cast

Daily

Special Trigger: You drop to 0 hp or below while your animal companion is nearby and still above 0 hp.

Effect: Your spirit trades places with the spirit of your animal companion. You now occupy the body of your animal companion, using its current hit points, defenses, and attacks (and the effects of any spells cast upon it earlier).

You can't cast spells or use your normal humanoid powers and class features while in your companion's body. You can either keep fighting as your animal companion or you can roll a normal save as a quick action once during each of your turns; if you succeed, your body and your animal companion's body swap places while your spirits return to their proper bodies. You keep the hit points of the animal companion before you rolled the save, but can heal using a recovery when the swap is complete, if you wish. Returning to your own partially-healed body thanks to the successful save ends the spell's effect.

While your animal companion is in your body, it can roll death saves and be healed. If it becomes conscious it can attack using its basic melee attacks, but it doesn't have access to any of your spells or powers. Any failed death saves remain with the spirit that failed them, not the body.

Fighter

Ability Scores

Fighters gain a +2 class bonus to Strength or Constitution, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds

Possible backgrounds include: swordmaster, mercenary captain, sea raider, shieldwall spearman, explorer, bouncer, thug, city guardsman, former gladiator, former orc captive, bankrupt nobleman, duelist, and goblin-hunter.

Gear

At 1st level, a fighter starts with a melee weapon or two, a ranged weapon if they want it, armor, and standard non-magical gear that is suggested by the character's backgrounds.

Gold Pieces

Fighters may start with either 25 gp or 1d6 x 10 gp.

Armor

Armor Type	Base AC	Atk Penalty
None	10	—
Light	13	—
<i>Heavy</i>	15	—

Shield +1 —

Melee Weapons

	One-Handed	Two-Handed
Small	1d4 dagger	1d6 club
Light or Simple	1d6 shortsword, hand axe	1d8 spear
Heavy or Martial	1d8 longsword, warhammer	1d10 greatsword, greataxe

Ranged Weapons

	Thrown	Crossbow	Bow
Small	1d4 dagger	1d4 hand crossbow	—
Light or Simple	1d6 javelin, axe	1d6 light crossbow	1d6 shortbow
Heavy or Martial	—	1d8 heavy crossbow	1d8 longbow

Level Progression

Fighter Level	Total Hit Points	Total Feats	Maneuvers Known (M)	Maneuver Pool Available (M)	Class Talents	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1 Multiclass	(Avg. of both classes) x 3	1 adventurer	3	1 st level	3	<i>Not affected</i>	ability modifier
Level 1	(8 + CON mod) x 3	1 adventurer	3	1 st level	3		ability modifier
Level 2	(8 + CON mod) x 4	2 adventurer	4	1 st level	3		ability modifier
Level 3	(8 + CON mod) x 5	3 adventurer	4	3 rd level	3		ability modifier
Level 4	(8 + CON mod) x 6	4 adventurer	5	3 rd level	3	+1 to 3 abilities	ability modifier
Level 5	(8 + CON mod) x 8	4 adventurer 1 champion	5	5 th level	3		2 x ability modifier
Level 6	(8 + CON mod) x 10	4 adventurer 2 champion	6	5 th level	4		2 x ability modifier
Level 7	(8 + CON mod) x 12	4 adventurer 3 champion	6	7 th level	4	+1 to 3 abilities	2 x ability modifier
Level 8	(8 + CON mod) x 16	4 adventurer 3 champion 1 epic	7	7 th level	4		3 x ability modifier

			4 adventurer				
			3 champion				
Level 9	(8 + CON mod) x 20	2 epic	7	9 th level	4		3 x ability modifier
			4 adventurer				
			3 champion				
Level 10	(8 + CON mod) x 24	3 epic	8	9 th level	4	+1 to 3 abilities	3 x ability modifier

(M): Indicates columns in which multiclass characters lag one level behind.

Fighter weapon attack maneuvers deal damage based on the fighter's level. You also don't have to keep track of upgrading a 1st level maneuver into a 3rd level maneuver, because all the maneuvers function at your level. You can change which maneuvers you know and have ready whenever you gain a level.

Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus	+2 Strength or Constitution (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (heavy armor)	15 + middle mod of Con/Dex/Wis + Level
Armor Class (shield and heavy armor)	16 + middle mod of Con/Dex/Wis + Level
Physical Defense	10 + middle mod of Str/Con/Dex + Level
Mental Defense	10 + middle mod of Int/Wis/Cha + Level
Hit Points	(8 + Con mod) x Level modifier (see level progression chart)
Recoveries	9
Recovery Dice	(1d10 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points
Talents	3 (see level progression chart)
Feats	1 per Level
Ability Bonus	+2 Strength or Constitution (different from racial bonus)

Basic Attacks

Melee Attack

At-Will

Target: One enemy

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength damage

Miss: Damage equal to your level

Ranged Attack

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: —

Class Features

Fighters have two class features: Extra Tough and Threatening.

Extra Tough

You start with nine recoveries instead of the usual eight.

Adventurer Feat

Increase your total recoveries by 1.

Threatening

Whenever an enemy attempts to disengage from you, it takes a penalty to its check equal to your Dexterity or Constitution modifier, whichever is higher.

The penalty doesn't apply if you are stunned, grabbed, or otherwise incapable of making an opportunity attack.

Adventurer Feat

Whenever an enemy fails to disengage from you, you also deal damage to that enemy equal to your Dexterity or Constitution modifier. At 5th level, damage is double the modifier. At 8th level, it's triple.

Champion Feat

Whenever a non-mook enemy fails to disengage from you, it's vulnerable to your attacks for the rest of the battle.

Class Talents

Choose three of the following class talents.

You get an additional fighter class talent at 6th level.

Fighters have flexible attacks called maneuvers; you roll your attack and then choose which maneuver you want the attack to use. You only get to use one maneuver with each attack, so it's usually best to choose maneuvers with a few different triggering rolls

Cleave

Once per battle, make a fighter melee attack as a free action after one of your melee attacks drops an enemy to 0 hp.

Adventurer Feat

If you have your move action available, you can use it before making your Cleave attack to reach an enemy you are not already engaged with.

Champion Feat

You can use Cleave twice each battle, but only once a round.

Epic Feat

You gain a +4 attack bonus with your Cleave attacks.

Comeback Strike

Once per battle as a free action, make another attack with a -2 penalty after your first fighter attack during your turn misses.

Adventurer Feat

You no longer take the -2 penalty to your Comeback Strike attacks.

Champion Feat

Once per day, you can use Comeback Strike twice in a battle.

Epic Feat

You gain a +4 attack bonus with your Comeback Strike attacks.

Counter-Attack

Once per round when the escalation die is even and an enemy misses you with a natural odd melee attack roll, you can make a basic melee attack dealing half damage against that enemy as a free action. (The attack can't use any limited abilities or flexible attack maneuvers.)

Adventurer Feat

Your Counter-Attack attack now deals full damage.

Champion Feat

You can use Counter-Attack once per turn instead of once per round (in effect, you're free to Counter-Attack once per enemy turn).

Epic Feat

You can now use Counter-Attack when the escalation die is 3+.

Deadeye Archer

Your attacks with d8 ranged weapons (heavy crossbow, longbow) now deal d10 damage per level. Your attacks with d6 ranged weapons (light crossbow, shortbow) now deal d8 damage per level. In addition, your misses with basic ranged attacks deal damage equal to your level.

Adventurer Feat

If you spend a quick action to aim before making a ranged basic attack, add your Dexterity modifier to the damage if you miss.

Champion Feat

Once per battle, expand your crit range with a fighter ranged attack by 4 (usually to 16+) for that attack. Declare you're using this feat power before you roll the attack.

Epic Feat

Your crit range with ranged weapon attacks expands by 1 (usually to 19+).

Heavy Warrior

Once per battle while wearing heavy armor, when you are hit by an attack that targets AC, as a free action, you can take half damage from that attack instead.

Adventurer Feat

Once per day, you can use Heavy Warrior twice in a battle (against different attacks).

Champion Feat

You can also use the power against an attack that targets PD.

Epic Feat

Once per day, you can reroll a recharge roll for a magic armor power.

Power Attack

Once per battle before you roll an attack, you can declare you're using Power Attack to deal additional damage with that attack roll. If the attack hits, you deal the following additional damage:

Deal 1d4 additional damage per level if you are using a one-handed weapon.

Deal 1d6 additional damage per level if you are using a two-handed weapon.

Adventurer Feat

You deal the additional Power Attack damage even if the attack misses.

Champion Feat

One battle per day, you can use Power Attack twice in the battle.

Epic Feat

One-handed weapon damage using Power Attack increases to 1d6 per level; two-handed weapon damage using Power Attack increases to 1d8 per level.

Skilled Intercept

Once per round as a free action, roll a normal save (11+) to intercept an enemy who is moving to attack one of your nearby allies. You can pop free from one enemy to move and intercept the attack. If you are engaged with more than one enemy, the others can take opportunity attacks against you.

The moving enemy makes its attack with you as a target instead. If you're wearing heavy armor and the attack hits, you only take half damage.

Adventurer Feat

You can pop free from up to two enemies when using Skilled Intercept.

Champion Feat

You gain a bonus to your Skilled Intercept save equal to the escalation die.

Epic Feat

Enemies can't make opportunity attacks against you during your Skilled Intercept movement.

Tough as Iron

Once per battle, you can rally using a quick action instead of a standard action.

Adventurer Feat

Once per day, you can rally twice during a battle as a quick action, without needing to roll a save for the second rally.

Champion Feat

Increase your total number of recoveries by 2.

Epic Feat

When you roll a natural 20 with an attack, you gain an additional use of Tough As Iron this battle.

1st Level Maneuvers

Brace for It

Flexible melee attack

Triggering Roll: Any miss

Effect: Until the end of your next turn, the first critical hit you take from a melee attack becomes a normal hit instead.

Adventurer Feat

Brace for it now works against a critical hit from any type of attack.

Champion Feat

Brace for it works against any number of critical hits before your next turn.

Carve an Opening

Flexible melee attack

Triggering Roll: Any natural odd roll

Effect: Your crit range with melee attacks expands by a cumulative +1 this battle until you score a melee critical hit. When you score a melee critical hit, your crit range drops back to normal.

Champion Feat

The crit range bonus from *carve an opening* is +2 instead of +1.

Deadly Assault

Flexible melee or ranged attack

Triggering Roll: Any natural even hit

Effect: Reroll any 1s from your damage roll. You're stuck with the rerolls.

Adventurer Feat

Now you can reroll both 1s and 2s with deadly assault.

Champion Feat

Deadly assault now also triggers on a natural 17+.

Defensive Fighting

Flexible melee attack

Triggering Roll: Natural 16+; if you fight with a shield, also any natural even roll

Effect: Gain a +2 bonus to AC until the end of your next turn.

Adventurer Feat

You also gain the bonus to Physical Defense.

Champion Feat

The bonus increases to +3.

Epic Feat

You also gain the bonus to Mental Defense.

Grim Intent

Flexible melee attack

Triggering Roll: Any natural even miss

Effect: The next time you would deal miss damage with a melee attack, add a WEAPON die to that damage. At 5th level, instead add 2 total WEAPON dice; at 8th level, instead add 3 total WEAPON dice.

Heavy Blows

Flexible melee attack

Triggering Roll: Any natural even miss

Effect: You gain a bonus to your miss damage with that attack equal to the escalation die.

Champion Feat

If you attacked with a two-handed weapon, *heavy blows* can trigger on any miss, odd or even.

Epic Feat

The bonus instead equals double the escalation die with a one-handed weapon, or triple it with a two-handed weapon.

Precision Attack

Flexible melee attack

Triggering Roll: Any hit with a natural 16+

Effect: You gain a bonus to the damage roll equal to your Dexterity modifier. At 5th level, the damage bonus increases to double your Dexterity modifier; at 8th level the damage bonus increases to triple it.

Adventurer Feat

You can now use *precision attack* with a ranged attack.

Second Shot

Flexible ranged attack

Triggering Roll: Natural 16+

Effect: After this attack, you can make a basic ranged attack with the same weapon (as long as it's not a weapon that takes a quick action to reload or draw) with a -4 attack penalty.

You can't use any maneuvers with the second attack.

Champion Feat

The *second shot* attack penalty is -2 instead.

Shield Bash

Flexible melee attack

Special: You must be using a shield.

Triggering Roll: Any natural even roll

Effect: The target pops free from you after the attack (does not allow opportunity attacks).

Adventurer Feat

If the target is also engaged with any of your allies, you can have it pop free from them as well.

Champion Feat

Once per battle, you can also daze the target (save ends) of your shield bash attack, if that enemy is staggered.

Two-Weapon Pressure

Flexible melee attack

Special: You must be using a weapon in each hand.

Triggering Roll: Any miss

Effect: Until the end of your next turn, you gain a +2 melee attack bonus against the target.

Champion Feat

The bonus increases to +4.

3rd Level Maneuvers

Hack & Slash

Flexible melee attack

Special: You can use this maneuver only once per round.

Triggering Roll: Any natural even roll, when the escalation die is 2+

Effect: Make another melee weapon attack against a different target.

Make 'em Flinch

Flexible ranged attack

Triggering Roll: Any natural even miss

Effect: Add the higher modifier from your Strength or Dexterity to the miss damage. At 5th level the damage bonus increases to double your chosen modifier; at 8th level the damage bonus increases to triple it.

Punish Them

Flexible melee attack

Special: You can use this maneuver only when you make an opportunity attack.

Triggering Roll: Any hit with a natural 16+

Effect: The target is dazed until the end of its turn.

Adventurer Feat

If the target was moving, it stops moving and loses the rest of its move action.

Champion Feat

The dazed effect is now save ends.

Epic Feat

The target is now weakened (save ends) instead of dazed.

Steady Now

Flexible melee attack

Triggering Roll: Any natural even miss

Effect: You gain temporary hit points equal to your Constitution modifier.

Champion Feat

The temporary hit points increase to double your Constitution modifier.

Strong Guard

Flexible melee attack

Special: You must be using a shield.

Triggering Roll: Any miss

Effect: One ally next to you (including an ally engaged with the same enemy as you) gains a +2 AC bonus until the start of your next turn or until you are no longer next to them.

Champion Feat

Bonus also applies to PD.

Epic Feat

Bonus increases to +3.

5th Level Maneuvers

A Dozen Cuts

Flexible melee attack

Triggering Roll: Any natural even hit

Effect: The target also takes ongoing damage equal to double your Dexterity modifier, or triple it at 8th level.

Champion Feat

Once per battle, you can trigger *a dozen cuts* with a natural odd hit.

Hero's Skill

Flexible melee or ranged attack

Triggering Roll: Any natural even miss

Effect: Add +2 to the attack roll, then halve any damage dealt by the attack if it hits.

Champion Feat

Add +4 to the attack roll instead of +2.

Epic Feat

The damage is no longer halved on a hit after using *hero's skill*.

Sword Master's Anticipation

Flexible melee attack

Special: You must have the Skilled Intercept talent to use this maneuver.

Triggering Roll: Any natural even roll

Effect: The next time you use Skilled Intercept this battle, your Skilled Intercept save automatically succeeds.

7th Level Maneuvers

Never Surrender

Flexible melee attack

Triggering Roll: Any natural even roll

Effect: You can roll a save against a save ends effect.

Epic Feat

You gain a +2 bonus to the save.

Spinning Charge

Flexible melee attack

Special: You must have moved before the attack.

Triggering Roll: Any natural even hit

Effect: After dealing damage, you can pop free from the target, move to a different nearby enemy, and make a basic melee attack against that enemy.

You can't use any maneuvers with the second attack, and it deals only half damage.

Epic Feat

If the escalation die is 3+, the second *spinning charge* attack deals full damage.

Sword of Destiny

Flexible melee attack

Triggering Roll: Natural 20

Effect: You can heal using a free recovery.

Epic Feat

If the escalation die is 3+, you can now trigger *sword of destiny* with a natural 18+.

9th Level Maneuvers

Combat Mastery

Flexible melee attack

Special: You can use this maneuver only once per battle.

Triggering Roll: Natural 16+

Effect: Increase the escalation die by 1.

Epic Feat

Combat mastery now also triggers on any natural even hit.

Set 'em Up

Flexible melee attack

Triggering Roll: Any hit with a natural 16+

Effect: The crit range of your attacks against the target expands by 3 (generally 17+) until the end of the battle (cumulative).

Epic Feat

The crit range bonus from *set 'em up* now also applies to any ally who attacks the target while you are engaged with it.

Monk

Ability Scores

Monks gain a +2 class bonus to two of: Strength, Dexterity, or Wisdom, as long one of them isn't the same ability you increase with your +2 racial bonus.

Backgrounds

Possible backgrounds include: holy acolyte, mountain sanctuary guardsman, traveling circus acrobat, river guide, spider-cult assassin, tunnel vermin exterminator, bodyguard, farmer, hallucinogenic mushroom farmer, wild mountain ginseng harvester, traveling tournament organizer, civil rights organizer.

Gear

At 1st level, a monk may start with one or two weapons, a change of clothes, and perhaps a ranged weapon—or none of those.

Gold Pieces

Monks may start with either 25 gp or 1d6 x 10 gp.

Armor

Armor Type	Base AC	Atk Penalty
None	11	—
Light	11	—
Heavy	12	-4
Shield	+1	-2

Melee Weapons

A monk usually fights with his hands and feet (JAB, PUNCH, and KICK), though if he has traditional weapons from his training, he can use those. When a monk fights with weapons not from his tradition, he uses the fighter's weapon chart with a -2 atk penalty.

Ranged Weapons

	Thrown	Crossbow	Bow
Small	1d4 dagger, star	1d4 (-2 atk) hand crossbow	—
Light or Simple	1d6 javelin	1d6 (-3 atk) light crossbow	1d6 (-2 atk) shortbow
Heavy or Martial	—	1d8 (-4 atk) heavy crossbow	1d8 (-3 atk) longbow

Level Progression

Monk	Total Hit Points	Total Feats	Class Talents (M)	Forms (M)	Ki (M)	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1 Multiclass	(Avg. of both classes) x 3	As 1 st level PC	1 or 2 adventurer (3 total)	2 adventurer	0 + Wis mod	Not affected	ability modifier
Level 1	(7 + CON mod) x 3	1 adventurer	3 adventurer	2 adventurer	1 + Wis mod		ability modifier
Level 2	(7 + CON mod) x 4	2 adventurer	3 adventurer	2 adventurer	2 + Wis mod		ability modifier
Level 3	(7 + CON mod) x 5	3 adventurer	3 adventurer	3 adventurer	2 + Wis mod		ability modifier
Level 4	(7 + CON mod) x 6	4 adventurer	3 adventurer	3 adventurer	2 + Wis mod	+1 to 3 abilities	ability modifier
Level 5	(7 + CON mod) x 8	4 adventurer 1 champion	3 adventurer	3 adventurer, 1 champion	3 + Wis mod		2 x ability modifier

Level 6	(7 + CON mod) x 10	4 adventurer 2 champion	3 adventurer 1 champion	3 adventurer 1 champion	3 + Wis mod		2 x ability modifier
Level 7	(7 + CON mod) x 12	4 adventurer 3 champion	3 adventurer 1 champion	2 adventurer 2 champion	3 + Wis mod	+1 to 3 abilities	2 x ability modifier
Level 8	(7 + CON mod) x 16	4 adventurer 3 champion 1 epic	3 adventurer 1 champion	2 adventurer 2 champion 1 epic	3 + Wis mod		3 x ability modifier
Level 9	(7 + CON mod) x 20	4 adventurer 3 champion 2 epic	3 adventurer 1 champion	2 adventurer 2 champion 1 epic	3 + Wis mod		3 x ability modifier
Level 10	(7 + CON mod) x 24	4 adventurer 3 champion 3 epic	3 adventurer 1 champion	2 adventurer 2 champion 2 epic	3 + Wis mod	+1 to 3 abilities	3 x ability modifier

(M): Indicates columns in which multiclass characters lag one level behind.

Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus	+2 Strength, Dexterity, or Wisdom in two scores (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (no/light armor)	11 + middle mod of Con/Dex/Wis + Level
Physical Defense	11 + middle mod of Str/Con/Dex + Level
Mental Defense	11 + middle mod of Int/Wis/Cha + Level
Hit Points	(7 + Con mod) x Level modifier (see level progression chart)
Recoveries	8
Recovery Dice	(1d8 x level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points (4 at 5 th level; 5 at 8 th level)
Talents	3 (see level progression chart)
Feats	1 per Level

Basic Attacks

Melee Attack

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Strength damage

Miss: Damage equal to your level

Ranged Attack

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: —

Class Features

All monks have attacks dealing JAB, PUNCH, and KICK damage, use forms as the basis of their actions during each round, use ki points, and are considered to fight with two-weapons even when they're just fighting with their fists and feet. They also can take advantage of magical bracers.

JAB, PUNCH, and KICK Attacks

Under normal circumstances, melee weapons that are traditional in a monk's style function like special effects for monks. Most monk attacks are rated as JAB, PUNCH, or KICK attacks, in the same sense that most fighter attacks are WEAPON attacks.

- JAB attacks deal 1d6 damage per level.
- PUNCH attacks deal 1d8 damage per level.
- KICK attacks deal 1d10 damage per level.

Monks don't use weapon damage dice unless they are using a non-traditional weapon or a basic ranged attack that is not part of one of their monk forms.

When fighting barehanded, with bracers, or with traditional monk weapons, monks use damage dice based on the form they are attacking with, or PUNCH damage for basic melee attacks. While using a magic weapon, monks add the weapon's attack and damage bonus to their attacks, and they can use that weapon's power(s).

All monk attacks that use Dexterity as the attack stat use Strength as the ability score that determines damage.

Forms

When you learn a monk form, you learn all three elements of that form: an **opening attack**, **flow attack**, and **finishing attack**. Each element generally requires a standard action to use.

Your first standard action attack in a battle must be an opening. Your second attack can be a flow attack from any form you know, or it can be another opening. After you use a flow attack, your next monk attack must be a finishing attack from any form you know, or it can be another opening. (You can't use flow attack twice in a row.) After a finishing attack you must start over with an opening on your next standard action. If you do not attack one turn, you must start over with an opening on your next standard action. This form progression applies whether you hit or miss with your attack.

As long as you use the proper element of the form (opening, flow, or finishing attack), you can use an opening, flow, or finishing attack from ANY of the forms you know.

When you use an element of a form, you gain an AC bonus until the start of your next turn. After using an opening attack you gain a +1 bonus to AC. After using a flow attack, you gain a +2 bonus to AC. After using a finishing attack, you gain a +3 bonus to AC. If *elven grace* or some other power lets you use multiple elements of your forms in a turn, the AC bonuses don't stack but you do get to use the highest bonus.

Ki

You gain a number of *ki* points each day equal to 1 + your Wisdom modifier. You can spend *ki* to modify the natural result of one of your attack rolls. *Ki* is a daily resource. When you take a full heal-up, you regain all your *ki* points. You don't regain *ki* during a quick rest.

After rolling an attack, you can spend 1 point of *ki* as a free action to change your attack's *natural* result by 1, unless that result is a natural 1. The change can be +1 or -1. Spending *ki* is a free action, but you can only spend 1 point of *ki* each turn.

Adventurer Feat

You gain 1 additional point of *ki* each day.

Champion Feat

You can spend as much *ki* as you like during a turn. You must spend each point of *ki* on a different attack roll or a different *ki* power.

Epic Feat

Work with your GM to invent a new *ki* power related to your one unique thing or some other aspect of your character's story. If the *ki* power is too good and overshadows your other *ki* powers, the GM should rule that you can only use it once a day.

Two-Weapon Fighting

Since monks are trained to strike with all their limbs, they can always be considered to be fighting with two weapons in melee, even when they're barehanded. The principal advantage of "two-weapon fighting" is that you get to reroll your attack when you roll a natural 2 with a melee attack, sticking with the reroll.

Bracers as Magic Items

Monks get magic-weapon style powers from magical bracers. In practice, a monk fighting barehanded looks to bracers for magical advantage. A monk who fights with the monastery's traditional weapons might use bracers or a magical weapon, but a monk wearing magical bracers can't use a magical melee weapon at the same time.

Adventure Tier Talents

Choose three of the following adventurer-tier class talents. You get an additional monk class talent at 6th level and 9th level.

You are free to take as many of the Seven Deadly Secrets talents as you wish (up to the class limit) but you can only use one of them per battle. You can choose which one just before using it.

Flurry (Seven Deadly Secrets)

If you use Flurry in a battle, you can't use any other Deadly Secrets talents that battle.

You gain the following attack:

Melee attack

At-Will (once per round), when the escalation die is 3+

Quick action

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: JAB + Strength damage

Miss: –

Adventurer Feat

You can now use Flurry when the escalation die is 2+.

Champion Feat

Your Flurry attack now deals damage equal to your level on a miss.

Epic Feat

When the escalation die is 4+, your Flurry attack deals PUNCH + Strength damage instead of JAB + Strength.

Ki Power

(A Thousand Palms): You must be engaged with 2 or more enemies to use this power. After making a Flurry attack, you can spend 1 point of ki to make another Flurry attack against a target you have not already attacked with Flurry this turn.

Greeting Fist (Seven Deadly Secrets)

If you use Greeting Fist in a battle, you can't use any other Seven Deadly Secrets talent that battle.

The first time you make a melee attack against each enemy during a battle (including the first mook of a mob), the target takes 1d8 extra damage on a hit.

2nd level monk: 2d6 extra damage.

4th level monk: 2d8 extra damage.

6th level monk: 4d6 extra damage.

8th level monk: 4d10 extra damage.

10th level monk: 6d12 extra damage.

Adventurer Feat

Once per battle when you miss with your first melee attack against an enemy, you can use Greeting Fist against that enemy later that battle.

Champion Feat

When you successfully disengage from an enemy, that enemy takes damage equal to your level. Popping free doesn't count; the damage only applies when you use the disengage action. (This damage doesn't count as an attack, so if you hadn't attacked that enemy yet, you could still use Greeting Fist on it later.)

Epic Feat

Once per battle, reroll an attack that qualified for Greeting Fist damage.

Ki Power

(Opening the Death Gate): When you deal Greeting Fist damage, you can spend 1 point of ki to double that damage (as usual, a crit would then triple that damage).

Temple Weapon Master (Seven Deadly Secrets)

If you use Temple Weapon Master in a battle, you can't use any other Seven Deadly Secrets talents that battle.

Once per battle while you're fighting with a weapon or weapons associated with your monastic tradition, you can turn a natural even miss into a hit.

Ki Power

(Supreme Warrior Discipline): When you use your Temple Weapon Master power, you can spend 1 point of ki to gain a bonus to AC equal to the *current* escalation die until an attack against AC misses you or until the end of the battle. (The AC bonus increases or decreases as the escalation die increases or decreases.)

Adventurer Feat

The AC bonus from the ki power also applies to your PD. An attack against your PD that misses also ends the bonus.

Champion Feat

When you roll a natural 2 with a monk attack while fighting with your monastic weapons, in addition to the reroll you get from Two-Weapon Fighting, you gain a bonus to the rerolled attack equal to your Strength modifier or your Wisdom modifier.

Epic Feat

One battle per day, the damage dice of your finishing attacks increase by one size (max d12). (For example, d10s become d12s.)

Diamond Focus

You gain a +2 bonus to saves while you're not staggered.

In addition, you can go one round without using a monk attack form and still maintain your place in the attack form progression. For example, if you made an opening attack last round

but don't attack this round (or with your next standard action) for any reason, even being stunned or unconscious, you can still use a flow attack with your next standard action.

Ki Power

(Diamond Soul): When you are dazed, weakened, or stunned, you can spend 1 point of ki to make an immediate normal save (11+). If you succeed, the effect ends. If you fail, the condition affects you normally. (This power also works on effects that aren't save ends. It also breaks the stunned rule by letting you use a free action to spend ki.)

Adventurer Feat

You can also use the ki power to save when you're confused or hampered.

Champion Feat

The ki power save is now an easy save (6+).

Epic Feat

You can also use the ki power to save against a last gasp effect (but it doesn't count against your total if you fail).

Heaven's Arrow

Unlike other monks, you have no attack penalty with ranged weapons, including thrown weapons, longbows, shortbows, and crossbows. Your basic ranged attacks also deal miss damage equal to your level.

Once per battle when you would make a melee attack as an element of one of your monk forms, you can use a ranged attack against a nearby enemy instead. This attack deals damage according to the JAB/PUNCH/KICK hierarchy that's part of the form rather than WEAPON damage like basic attacks.

Ki Power

(Wind from Heaven): You can spend 1 point of ki to regain your Heaven's Arrow power when it's expended.

Adventurer Feat

You can now target enemies that are far away when you use the Heaven's Arrow power. The ranged weapon you're using might have an attack penalty against far away enemies, but your attack otherwise functions as normal.

Champion Feat

You can now use the Heaven's Arrow power twice per battle.

Epic Feat

You no longer take opportunity attacks when you make ranged attacks while engaged.

Leaf on Wind

Once per battle when you use a move action, you can take another move action as a free action.

In addition, if you fall with a wall, tree, or other physical object next to you, you can fall up to 30 feet per level without taking damage. (You slap the surface, catch handholds, and use other maneuvers to slow your descent.)

Ki Power

(*Wind's Comrade*): You can spend 1 point of ki during your turn to gain *flight* until the end of your turn.

Adventurer Feat

You gain a +3 bonus to disengage checks.

Champion Feat

When an enemy makes an attack against you that targets more than one creature, you only take half damage from that attack, hit or miss.

Epic Feat

Roll a normal save at the end of any turn in which you use the ki power. If you succeed, your *flight* lasts until the end of your next turn. (It's not advisable to count on this working by staying in midair, though you could of course fly next to a wall, counting on your ability to slow your fall as outlined above!)

Overworld Lineage, aka Phoenix-touched

If you wish, any time an element of the monk class refers to Wisdom, you can replace that element with a reference to Charisma.

In addition, while you're staggered, when you roll a natural even attack roll, you heal damage equal to your Strength modifier or your Wisdom modifier (double that modifier at 5th level; triple it at 8th level).

Ki Power

(*Imperial Phoenix Flare*): Once per day when you are staggered, you can spend 1 point of ki to heal using a recovery. You heal half the hit points you roll for the recovery, and one enemy engaged with you of your choice takes the other half in fire damage.

Adventurer Feat

You can now use this ki power twice per day.

Champion Feat

Once per day after rolling a death save, you can gain +4 bonus to the roll.

Epic Feat

The first time you die after taking this feat, you are resurrected at a place of power like your home monastery or other sanctum between one and four days later, assuming another resurrection doesn't find you first. (This counts against your normal resurrection limit, as normal.)

Spinning Willow Style

When a ranged attack or close-quarters attack that targets AC hits you, you can roll a normal save. If you succeed, you take only half damage from the attack.

Adventurer Feat

You can now use Spinning Willow Style to save against ranged attacks and close-quarter attacks that target PD.

Champion Feat

If you roll a natural 18+ on the save, you instead take no damage from the attack and can choose one nearby enemy. It takes one-quarter of the damage as you deflect the attack.

Epic Feat

Spinning Willow Style saves are now easy saves (6+).

Ki Power

(The Willow Bends): You can spend 1 point of ki to turn a failed Spinning Willow Style save into a success.

Champion Tier Talents

At 6th level, you gain an additional monk class talent. You can choose to take another adventurer-tier talent, or select from the talents that follow.

Disciple of the Hidden Flame

When you gain this talent, choose a class: cleric, sorcerer, or wizard. Each time you take a full heal-up, choose a non-feature spell of your level or lower from that class. You can't choose the same spell twice in a row; you must choose a different option each time you take a full heal-up.

If the spell is at-will, you can cast it in place of a flow attack. If the spell is limited use, you can cast it in place of a finishing attacks. Use your Wisdom as the ability score that determines attack and damage with the spell.

Ki Power

(Gather the Flame): You can spend 1 point of ki when you cast your Disciple of the Hidden Flame spell to cast it as if you possessed the adventurer-tier and champion-tier feat for that spell, if any. At 8th level, treat the spell like you possessed the epic-tier feat for it, if any, when you spend the ki.

Improbable Stunt

Once per battle as a quick action, you can pull off an outrageous improvisational stunt that no one else could manage, with the possible exception of a swashbuckling rogue! The stunt is not itself an attack but it might lead to one.

The outrageous action of your stunt isn't something you have to roll for, even if it would ordinarily require a skill check to pull off, though you'll still have to roll for an attack that follows up your stunt.

Ki Power

(Ludicrous Improbability Maneuver): You can spend 1 ki point to use Improbable Stunt again this battle.

Path of the Perfect Warrior

One battle per day, you can increase your JAB damage dice to d8s, your PUNCH damage dice to d10s, and your KICK damage dice to d12s.

Ki Power

(Perfect Breath): Once per day when you are healing using a recovery, you can spend 1 point of ki to heal using a second recovery as well. The second recovery is a free.

Epic Tier Talents

At 9th level, you gain an additional monk class talent. As usual, you can choose a talent from a lower tier, or an epic tier. Epic-tier talents have feats but no associated ki powers.

Abundant Step

Once per battle when the escalation die is 1+, you can teleport to a nearby location you can see as a move action.

Epic Feat

You can now teleport to a far away location you can see.

Champion of Three Worlds

When you make a finishing attack, roll an additional d20 (usually two) for the attack roll. Use the result of your choice.

Epic Feat

Once per battle when you make a flow attack, you can roll an additional d20 for the attack roll.

Procession of the Sun and Moon

Once per level, while meditating during a quick rest, you can decide that it's time for the start of a new day. You and each of your willing allies can make a hard save (16+). Each character who succeeds regains all spells, powers, hit points, ki, and recoveries as if they had taken a full heal-up and started a new day.

The only character element that does not reset as if it was a new day are your icon relationship rolls and any icon relationships.

Epic Feat

You and each of your allies gain a bonus to the save equal to your Strength modifier or your Wisdom modifier.

Adventure Tier Forms

Claws of the Panther

Opening Attack (Panther Spins Free)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: JAB + Strength damage, and you can pop free from the target.

Miss: Damage equal to your level.

Flow Attack (Cat Cuts between Hounds)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Strength damage.

Natural Even Hit: As a hit, plus each enemy engaged with you takes 1d6 damage (2d6 damage at 5th level; 4d6 damage at 8th level).

Natural Even Miss: Half damage.

Natural Odd Miss: Damage equal to your level.

Finishing Attack (Twinned Panther Claw)

Melee attack

Targets: Up to two enemies

Attack: Dexterity + Level vs. AC

Hit: KICK + Strength damage.

Natural Even Miss: Half damage.

Natural Odd Miss: Damage equal to your level.

Adventurer Feat Ki Power

(Predator's Return): You can spend 1 point of ki when your finishing attack misses all targets to use a flow attack instead of an opening attack with your next standard action—in effect, you get to skip the opening attack of your next form's progression.

Dance of the Mantis

Opening Attack (Springing Mantis Strike)

Melee attack

Special: When you start your turn unengaged, you can move before the attack as part of the standard action for this attack.

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: JAB + Strength damage.

Flow Attack (The Pincer Whirls Shut)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Strength damage, or KICK + Strength damage against large or huge targets.

Natural Even Hit: As a hit, plus you can roll a disengage check as a free action after the attack.

Miss: Half damage.

Finishing Attack (Precise Mantis Kick)

Melee attack

Target: One enemy

Attack: Dexterity + Level + 2 vs. AC

Hit: KICK + Strength damage.

Natural Even Miss: Your crit range with opening, flow, and finishing attacks expands by 1 until the end of the battle.

Natural Odd Miss: Damage equal to your level.

Adventurer Feat Ki Power

(The Dance Continues): You can spend 1 point of ki during your turn to roll a disengage check as free action.

Dutiful Guardian

Opening Attack (One Must Be Free)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: JAB + Strength damage, and one ally engaged with the target can pop free from it.

Miss: Damage equal to your level.

Flow Attack (Wind Horse Shakes Mane)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Strength damage, and you choose one of the following benefits: you can take a move action as a free action; OR you gain a +4 bonus to PD until the start of your next turn.

Miss: Half damage.

Finishing Attack (Temple Lion Stands True)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: KICK + Strength damage.

Natural Even Hit: As a hit, plus you can rally as a free action unless you have already rallied this battle.

Natural Even Miss: Half damage.

Natural Odd Miss: Damage equal to your level.

Adventurer Feat

When you intercept an enemy that is moving to attack one of your allies, you gain a +3 bonus to all defenses until the end of that turn (so against that enemy's attacks).

Original Venom

Opening Attack (First Deadly Venom)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: JAB + Strength damage, and if the target is staggered after the attack, it also takes 5 ongoing poison damage.

Miss: You take damage equal to your level.

Flow Attack (Second Certain Toxin)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. PD

Hit: PUNCH + Strength damage.

Natural Even Hit: As a hit, plus 5 ongoing poison damage.

Miss: You take damage equal to your level.

Finishing Attack (Third Poisonous Lesson)

Melee attack

Target: One enemy taking ongoing damage

Attack: Dexterity + Level vs. AC

Hit: KICK + Strength damage.

Natural Even Hit: As a hit, plus 10 ongoing poison damage, and if the target has 45 hp points or fewer, it's hampered (save ends both). (The hp threshold also goes up automatically based on your level.)

3rd level monk: 72 hp or fewer.

5th level monk: 108 hp or fewer.

7th level monk: 180 hp or fewer.

9th level monk: 300 hp or fewer.

Natural Odd Hit: As a hit, plus 5 ongoing poison damage.

Miss: You take damage equal to your level.

Adventurer Feat

You gain *resist poison 14+*.

Three Cunning Tricksters

Opening Attack (Fox Senses Weakness)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: JAB + Strength damage.

Natural Even Miss: Half damage.

Natural Odd Miss: –

Flow Attack (Monkey Taps the Shoulder)

Melee attack

Special: When you use this attack, you can pop free from one enemy anytime during that turn as a free action.

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Strength damage.

Miss: Half damage.

Finishing Attack (Crane Summons Carp)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: KICK + Strength damage.

Natural Even Hit: As a hit, plus when an enemy engaged with you targets you with an attack before the start of your next turn, you can deal JAB + Strength damage to it as an interrupt action.

Miss: Half damage.

Adventurer Feat Ki Power

(The Gift Returns): When you roll a natural 18+ on a save, you can spend 1 point of ki to transfer the effect/ongoing damage you saved against to an enemy engaged with you (in addition to ending the effect on you). Of course, death saves and last gasp saves are excluded.

Way of the Metallic Dragon

Opening Attack (Bronze Thwarts an Army)

Melee attack

Target: One enemy

Special: You must be engaged with two enemies to use this attack.

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Strength damage.

Miss: Damage equal to your level.

Flow Attack (Silver Warrior Advances)

Melee attack

Target: One enemy that has more hit points than you

Attack: Dexterity + Level vs. AC

Natural Even Hit: PUNCH + Strength damage, and 10 ongoing cold damage.

Natural Odd Hit: PUNCH + Strength damage, and one of your allies can pop free from the target.

Miss: Half damage.

Finishing Attack (General Slays the Hordes)

Melee attack

Targets: Up to two enemies; choose one for the first attack and the other for the second attack

First Attack: Dexterity + Level vs. AC

Hit: KICK + Strength damage.

Miss: Damage equal to your level.

Second Attack: Dexterity + Level vs. AC

Hit: PUNCH + Strength fire damage.

Miss: Damage equal to your level.

Adventurer Feat Ki Power

(Become the Dragon): When you drop a non-mook enemy to 0 hp with a finishing attack, you can spend 1 point of ki to gain a second standard action during your *next* turn. You're gathering power, preparing to unleash havoc, or doing something similar. If for some reason you decide not to take the extra standard action during your next turn, you get the point of ki back, but can't spend any more ki this battle.

Champion Tier Forms

Heaven's Thunder

Opening Attack (Moon in Storming Sky)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. PD

Hit: JAB + Strength damage, and each time an enemy attacks you before the start of your next turn, it takes thunder damage equal to twice your level after the attack.

Flow Attack (Thunder Restores the Balance)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Strength damage, and you can roll a save against a save ends effect.

Natural Even Hit: As a hit, plus you gain a bonus to the save equal to your Wisdom modifier.

Miss: Half damage.

Finishing Attack (This Too Was Foreseen)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. PD

Hit: KICK + Strength thunder damage.

Natural Even Hit: As a hit, plus one random nearby enemy takes 10 ongoing thunder damage.

Natural Odd Hit: As a hit, plus after this attack, your crit range expands by 1 until the end of the battle.

Miss: Half damage.

Champion Feat

You can now target a nearby enemy with *this too was foreseen*.

Epic Feat

You now heal 5d10 hp each time you use a finishing attack while staggered.

Iron Crusader Form

Opening Attack (No Retreat)

Melee attack

Special: You can use this opening attack only if you or one of your allies has dropped to 0 hit points or below during this battle.

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Strength damage.

Miss: Half damage.

Flow Attack (No Mercy)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Special: You gain a +4 bonus with this attack when you target a staggered enemy.

Hit: PUNCH + Strength damage.

Miss: Damage equal to your level.

Finishing Attack (No Weakness)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Special: You gain a +4 bonus with this attack when you target an enemy taking ongoing damage.

Hit: KICK + Strength damage.

Natural Even Hit: As a hit, plus you gain *resist damage 16+* until the start of your next turn.

Miss: Damage equal to your level.

Champion Feat

You can also use the *no retreat* opening attack if you have been staggered this battle.

Epic Feat

One battle per day, your crit range expands by 2 (cumulative) each time you drop a non-mook enemy to 0 hp.

Rising Phoenix

Opening Attack (Rising Phoenix Fist)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. PD

Hit: JAB + Strength fire damage.

Natural Even Miss: 5 ongoing fire damage.

Natural Odd Miss: –

Flow Attack (Becomes the Pillar of Flame)

Melee

Target: One enemy

Attack: Dexterity + Level vs. PD

Hit: PUNCH + Strength fire damage, and you can roll a disengage check as a free action. If you disengage from all enemies, you gain *flight* until the end of your next turn.

Miss: Damage equal to your level.

Finishing Attack (Life Burning Fire Fist)

Melee attack

Target: One enemy that is higher level than you

Attack: Dexterity + Level vs. PD

Hit: PUNCH + Strength fire damage.

Natural Even Hit: As a hit, plus you can heal using a recovery.

Natural Odd Hit: As a hit, plus you can roll a save against a save ends effect.

Natural Even Miss: Half damage.

Natural Odd Miss: –

Champion Feat

Once per day as a free action, double the healing you get when you heal using a recovery (from any effect).

Epic Feat

One battle per day as a free action, choose yourself or a nearby ally. That creature gains a bonus to death saves equal to your Wisdom modifier until the end of the battle.

Three Evil Dragons

Opening Attack (The Burning Shadow)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: JAB + Strength damage, and if the target is staggered after the attack, choose one: you can pop free from the target; OR the target takes ongoing acid damage equal to your level.

Miss: Damage equal to your level.

Flow Attack (Blue Lightning Fist)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Natural Even Hit: PUNCH + Strength damage, and one random nearby enemy takes lightning damage equal to double your level.

Natural Odd Hit: PUNCH + Strength damage, and you gain *flight* until the end of your next turn.

Miss: Half damage, and one random nearby enemy takes lightning damage equal to your level.

Finishing Attack (Red Fury)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: KICK + Strength damage, and 1d6 extra fire damage for each point on the escalation die.

Miss: Damage equal to your level.

Champion Feat

Once per battle when an enemy hits you with an attack that targets AC or PD while you are flying, you can force that enemy to reroll the attack as a free action.

Epic Feat

Once per day when you miss all targets with a finishing attack, you can make another finishing attack with your next standard action—in effect, you get to redo the last form of that progression.

Tiger in Storm

Opening Attack (Stalking Tiger)

Melee attack

Target: One enemy that isn't engaged with any of your allies.

Attack: Dexterity + Level vs. AC

Hit: JAB + Strength damage.

Natural Even Hit: As a hit, plus 2d6 ongoing lightning damage.

Miss: Both you and the target take damage equal to your level.

Flow Attack (Tiger Follows Blood)

Melee attack

Target: One enemy that isn't engaged with any of your allies.

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Strength damage, and you can pop free from the target.

Natural Even Hit: As a hit, plus if you are engaged with an enemy other than the target at the *end* of your turn, one enemy engaged with you takes 10 damage (as your attack sets up a final clawing strike).

Miss: Half damage.

Finishing Attack (Striped Lightning Roars)

Melee attack

Target: One enemy that isn't engaged with any of your allies.

Attack: Dexterity + Level vs. AC

Hit: KICK + Strength damage.

Natural Even Hit: As a hit, plus 1d3 nearby enemies other than the target each take lightning damage equal to double your level.

Miss: Half damage.

Champion Feat Ki Power

(Storm's Eye): When an enemy misses you with an attack that deals cold, lightning, or thunder damage, you can spend 1 point of ki to heal using a recovery.

Epic Feat

You gain *resist energy damage 16+* to cold, thunder, and lightning.

Epic Tier Forms

Death's Quivering Shadow

Opening Attack (Invoke the Name)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. PD

Hit: JAB + Strength damage.

Natural Even Hit: As a hit, plus the target takes ongoing negative energy damage equal to its level.

Miss: You take 5 ongoing negative energy damage.

Flow Attack (Stunning Fist)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Strength damage.

Natural Even Hit: As a hit, plus if the target has 180 hp or fewer after the attack, it's stunned until the end of your next turn.

Miss: Damage equal to your level.

Finishing Attack (Ghostwalk of the Fallen King)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: KICK + Strength damage, and 15 ongoing negative energy damage.

Natural Even Hit: As a hit, plus until the end of your next turn, you gain *flight* and *resist damage 16+* to all damage as you become incorporeal. (You can move through solid objects but can't end your turn in them.)

Miss: Damage equal to your level.

Epic Feat Ki Power

(Quivering Palm): Once per day when you hit a target with a finishing attack, you can spend 1 point of ki to create a link with the target. Until the next full heal-up, regardless of how far away the target is, you can spend 1 point of ki and two consecutive quick actions to deal PUNCH + Wisdom damage to the target. You can keep spending quick actions and ki to deal this damage once per round until you run out of ki for the day.

Feathered Serpent

Opening Attack (Coils Dispense Blessings)

Melee attack

Target: Each enemy engaged with you

Attack: Wisdom + Level vs. AC

Hit: JAB + Wisdom damage.

Miss: Damage equal to your level.

Flow Attack (Feathers on Talons on Scales)

Melee attack

Always: When you use this flow attack, choose one effect: pop free from one enemy anytime during your turn as a free action; or you gain *flight* until the end of your next turn.

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Strength damage.

Miss: Half damage.

Finishing Attack (Poisoned Heaven Kick)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: KICK + Strength damage.

Natural Even Hit: As a hit, plus if the target has 180 hp or fewer after the attack, it's hampered until the end of your next turn. If it has more than 180 hp, it takes 20 ongoing poison damage instead.

Miss: Half damage.

Epic Feat

Once per battle as a quick action, you can roll a difficult save (16+) against a save ends effect affecting you that was caused by an enemy's attack. If you succeed, transfer the effect to an enemy engaged with you.

Flagrant Blossoms

Opening Attack (The Petals Open)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: JAB + Strength damage, and if this attack drops a non-mook to 0 hp, you can use a finishing attack with your next standard action.

Flow Attack (Fist Shows the Path to Wisdom)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Strength damage.

Natural Even Hit: As a hit, plus a random nearby ally can roll an icon relationship die (you choose which icon) that can be used as a story-guide result later in the adventure; the roll must be a 5 or a 6 to get an advantage as normal.

Miss: Half damage.

Finishing Attack (Lotus Dreams the World)

Melee attack

Target: One enemy

Attack: Wisdom + Level vs. MD

Natural Even Hit: KICK + Wisdom damage, and you or an ally gains a +2 bonus to saves until the end of the battle.

Natural Odd Hit: KICK + Wisdom damage, and the target takes a -2 penalty to saves until the end of the battle.

Miss: Half damage.

Epic Feat

Once per day when you use the *lotus dreams the world* finishing attack, a nearby ally can heal using a free recovery and can roll a save against each save ends effect affecting it.

Spiral Path

Opening Attack (The Cycle Opens)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: JAB + Strength damage.

Natural Even Hit: As a hit, plus a different nearby enemy takes force damage equal to half that damage.

Flow Attack (Spiral Ascension Widens)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Strength damage.

Natural Even Hit: As a hit, plus the escalation die increases by 1.

Miss: Damage equal to your level.

Finishing Attack (Star Joins as Ally)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: KICK + Strength damage, and as a free action you can teleport next to a different nearby enemy you can see (engaging it) and make a PUNCH attack against it.

Miss (PUNCH): The target takes damage equal to your level.

Miss: Half damage, and you can't use attacks from the Spiral Path form until your next battle.

Epic Feat

One battle per day, choose a monk talent you don't ordinarily possess. This battle, you have that talent.

Necromancer

Ability Scores

Necromancers gain a +2 class bonus to Intelligence or Charisma, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds

Possible backgrounds include: failed village priest, archeologist, swamp baron, living dungeon escapee, former necromancer acolyte, death giant servitor, former mummy, reformed outlaw, resurrected Imperial hero, and burnt-out wizard.

Gear

At 1st level, a necromancer starts with various dark robes or traveling clothes, a dagger, a staff, a few treasured bones or funerary urns, and other miscellaneous items suggested by their backgrounds.

Gold Pieces

Necromancers may start with either 25 gp or 1d6 x 10 gp.

Armor

Armor Type	Base AC	Atk Penalty
None	10	—
Light	10	—
Heavy	11	-2
Shield	+1	-2

Melee Weapons

	One-Handed	Two-Handed
Small	1d4 dagger	1d6 club, staff
Light or Simple	1d6 (-2 atk) mace, shortsword	1d8 (-4 atk) spear
Heavy or Martial	1d8 (-5 atk) longsword, warhammer	1d10 (-6 atk) greatsword

Ranged Weapons

	Thrown	Crossbow	Bow
Small	1d4 dagger, star	1d4 hand crossbow	—
Light or Simple	1d6 (-2 atk) javelin	1d6 (-1 atk) light crossbow	1d6 (-2 atk) shortbow
Heavy or Martial	—	1d8 (-4 atk) heavy crossbow	1d8 (-5 atk) longbow

Level Progression

Necromancer	Total Hit Points	Total Feats	1 st level (M)	3 rd level (M)	5 th level (M)	7 th level (M)	9 th level (M)	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1 Multiclass	(Avg. of both classes) x 3	As 1 st level PC	3	—	—	—	—	Not affected	ability modifier
Level 1	(6 + CON mod*) x 3	1 adventurer	4	—	—	—	—		ability modifier
Level 2	(6 + CON mod) x 4	2 adventurer	5	—	—	—	—		ability modifier
Level 3	(6 + CON mod) x 5	3 adventurer	3	3	—	—	—		ability modifier
Level 4	(6 + CON mod) x 6	4 adventurer	—	6	—	—	—	+1 to 3 abilities	ability modifier
Level 5	(6 + CON mod) x 8	4 adventurer champion	—	3	4	—	—		2 x ability modifier

Level 6	(6 + CON mod) x 10	4 adventurer 2 champion	—	—	7	—	—		2 x ability modifier
Level 7	(6 + CON mod) x 12	4 adventurer 3 champion	—	—	3	5	—	+1 to 3 abilities	2 x ability modifier
Level 8	(6 + CON mod) x 16	4 adventurer 3 champion 1 epic	—	—	—	8	—		3 x ability modifier
Level 9	(6 + CON mod) x 20	4 adventurer 3 champion 2 epic	—	—	—	3	6		3 x ability modifier
Level 10	(6 + CON mod) x 24	4 adventurer 3 champion 3 epic	—	—	—	—	9	+1 to 3 abilities	3 x ability modifier

Although not listed on the table, this class gets three talents. It does not get more at higher levels.

(M): Indicates columns in which multiclass characters lag one level behind.

*You don't subtract the modifier from your base hp value if you have a negative Constitution modifier.

Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus	+2 Intelligence or Charisma (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (light armor)	10 + middle mod of Con/Dex/Wis + Level
Physical Defense	10 + middle mod of Str/Con/Dex + Level
Mental Defense	11 + middle mod of Int/Wis/Cha + Level
Hit Points	(6 + Con mod) x Level modifier (see level progression chart)
Recoveries	8
Recovery Dice	(1d6 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points (4 at 5 th level; 5 at 8 th level)
Talents	3

Feats

1 per Level

Basic Attacks

Melee Attack

At-Will

Target: One enemy

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength damage

Miss: —

Ranged Attack

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: —

Class Features

All necromancers share the following class features.

Arcane Implements

As a character casting arcane magic, your best options for improving your spellcasting are wands and staves.

Death's Master

All necromancers must spend at least one relationship point with any necromantic icon. (This may be conflicted or negative.) If your one unique thing somehow suggests that you might be free of this requirement, make a case to your GM that this is a way in which you are unique.

Ritual Magic

Necromancers can cast their spells as rituals (see Running the Game, Rituals).

Spell Choices

Like other standard spellcasters, you choose the spells you will be able to cast after each full heal-up.

Summoning

Your summoning spells use the standard summoning rules. The following feats enable you to improve your summoning powers.

Adventurer Feat

Your summoned creatures can add the escalation die to their attacks.

Champion Feat

When you summon mooks, increase the number of mooks you summon by 1.

Epic Feat

The first time one of your non-mook summoned creatures is dropped each battle, roll a normal save. If you succeed, the summoned creature is not slain but instead remains in the battle with 10 hp.

Wasting Away

Necromancers are frail, gaunt, parched, skinny, sickly, wasted, cadaverous, dependent on unearthly substances, or partially dead. This isn't just an aesthetic note—as a necromancer, you must subtract your Constitution modifier from all your necromancer spell attacks if your modifier is positive. In addition, you don't die until you fail five death saves. Similarly, you don't succumb to last gasp save effects until you fail the fifth save.

Adventurer Feat

If your Constitution modifier is negative, add +1 to your necromancer spell attacks.

Champion Feat

You don't die from damage until your negative hit points equal your maximum hit points, instead of half your maximum.

Epic Feat

One battle per day, you can choose to succeed with death saves on an 11+ instead of a 16+.

Class Talents

Cackling Soliloquist

If you spend your move action, your quick action, *and* your standard action casting a daily spell that ordinarily only requires a standard action—while screaming grandiloquently, cackling maniacally, or megalomaniacally describing the grandeur of your plans and the futility of your enemies' resistance—the daily spell is recharge 18+ after battle instead of daily, and you can invent a slight improvement to the spell, especially if it's partly story-oriented, that provides an extra benefit determined by the GM or by you (with GM approval).

Adventurer Feat

You gain temporary hit points equal to 1d6 + your level + Charisma modifier when you use Cackling Soliloquist (double your Charisma modifier at 5th level; triple it at 8th level).

Champion Feat

Your soliloquized spell is now a recharge 16+ after battle instead of 18+.

Epic Feat

Once per day, you can hog the spotlight when using Cackling Soliloquist. When you do, you heal using a free recovery and steal the escalation die, keeping it all to yourself. Until the end of your next turn, you are the only creature—PC, NPC, or monster—that can use the escalation die, *and* you treat the escalation die as if it were an 8. At the end of your next turn, return the escalation die to the table, one point higher than it was when you seized it.

Dead Wizard

You gain the Cantrips class feature from the wizard class. The talent functions like the wizard's class feature with the following exceptions:

- You can't cast *mending*.

- Your *light* cantrip has a sickly flicker or a dark edge. Feel free to call it *darklight*.

Adventurer Feat

You can take a wizard spell in place of one of your necromancer spells of the same level. You can change this spell for a new one you know whenever you take a full heal-up.

Champion Feat

You gain a bonus wizard spell that is at least two levels below your level, in addition to the spells you can cast as a necromancer. You can change this spell for a new one you know whenever you take a full heal-up.

Epic Feat

You gain a second bonus wizard spell, but this one can be of your level or lower. You can change this spell for a new one you know whenever you take a full heal-up.

Death Priest

When you have icon relationship advantages you're waiting to use during a session, you can interpret them as interactions/public discussions with the spirits of the recent or ancient dead in the area, providing information you require (and possibly, when there's a complication from a 5 roll, also providing that information to your enemies or otherwise getting you into some type of trouble).

Séance: Similarly, once per day while you're not in battle, you can perform a short rite (1-2 minutes) to call upon a spirit of the dead that's related to a random icon other than a necromantic icon. The spirit will speak to you, relaying information helpfully, or under protest if it's related to an icon that considers you an enemy or with which you have a negative relationship.

You can't always rely on the dead to speak the truth, or to know what they are talking about. Whenever you use the séance power above, the GM secretly rolls a d20 before the discussion. On a 3+, the spirit knows what it is talking about. On a 1-2, the information is outdated, sabotaged, or just erroneous. (Note that this roll is only used for séances, not for spirits you talk to thanks to icon advantages mentioned above.)

At 5th level you can use séance two times per day. At 8th level you can use it three times per day.

Adventurer Feat

Whenever you take a full heal-up, you can choose whether you'd like to move a single point in a relationship with a positively or negatively aligned icon to one of the other icons. Tell a story of what has taken place to cause the shift, unless it's already obvious from the events of the campaign. When you shift this relationship, the new point must match any current relationships with that icon, but it can be positive, negative, or conflicted if it's currently the only point you have with that icon.

Champion Feat

You gain a bonus cleric spell that is at least two levels below your level, in addition to the spells you can cast as a necromancer. You can change this spell for a new one you know whenever you take a full heal-up. You can also substitute references to Wisdom with references to Intelligence in the spell.

Epic Feat

You gain the lowest-tier feat, if any, associated with your bonus cleric spell.

Deathknell

As a quick action, you can drop a nearby enemy that has 5 hp or fewer down to 0 hp. When you drop an enemy using Deathknell, you heal 1d6 hit points.

You can use Deathknell to drop a mook, but only if it's the last mook in its mob and the mob has 5 hp or fewer left.

3rd level spell: Drop an enemy with 10 hp or fewer. Heal 1d10 hit points.

5th level spell: Drop an enemy with 15 hp or fewer. Heal 2d8 hit points.

7th level spell: Drop an enemy with 20 hp or fewer. Heal 4d6 hit points.

9th level spell: Drop an enemy with 25 hp or fewer. Heal 4d8 hit points.

Adventurer Feat

When you use Deathknell, one of your nearby conscious allies can gain the healing instead of you.

Champion Feat

Double the healing gained from Deathknell when you drop an enemy.

Epic Feat

You can increase the escalation die by 1 instead of healing when you kill a non-mook enemy with Deathknell.

It's Complicated

When you roll icon relationship dice, the first 6 you roll is a 5 instead.

You gain an extra necromancer spell at the highest spell level you can normally cast (as shown under spells known on the necromancer level progression chart). For example, you would gain an extra 3rd level spell if you're 4th level, or an extra 5th level spell if you're 5th level.

Champion Feat

All 6s you roll with relationship dice count as 5s. You gain another extra necromancer spell, but it must be at least two levels lower than your level.

Redeemer

Undead you summon release holy energy bursts as they drop to 0 hp, dealing a small amount of damage to each enemy engaged with them.

Mooks you summon deal holy damage equal to your Charisma modifier (double your Charisma modifier at 5th level; triple it at 8th level).

Non-mooks you summon deal holy damage equal to your Charisma modifier x 1d4 (1d8 at 5th level; 2d6 at 8th level).

In story terms, you're not likely to have a positive relationship with any necromantic icons if you take the Redeemer talent.

Adventurer Feat

The first time each battle an undead creature you have summoned attacks, it gains an attack bonus equal to your Charisma modifier.

Champion Feat

When one of your summoned undead creatures drops to 0 hp, instead of having it deal holy damage to engaged enemies, you can heal hit points equal to that damage instead.

Epic Feat

You can memorize a single spell that summons undead twice.

Skeletal Minion

You have a skeleton minion the same level as you that acts as a servant, fights alongside you in battle, and is replaced by a new skeletal minion when it inevitably collapses or is destroyed. It is not a summoned creature; summoning rules don't apply.

Your minion acts on your initiative, taking a standard action, a move action, and (if applicable) a quick action. You decide whether it takes its turn before or after you.

The listed attack and damage values are for melee attacks. Your skeletal minion can't heal. When it drops to 0 hp, it's destroyed for that battle. When you take a quick rest, a new (or patched up) skeletal minion will take its place.

Level 1 Skeletal Minion

Attack +6 vs. AC

Damage d6

AC 17

PD 15

MD 11

HP 14

Level 2 Skeletal Minion

Attack +7 vs. AC

Damage d8

AC 18

PD 16

MD 12

HP 18

Level 3 Skeletal Minion

Attack +9 vs. AC

Damage d12

AC 19

PD 17

MD 13

HP 22

Level 4 Skeletal Minion

Attack +10 vs. AC

Damage 2d6

AC 21

PD 19

MD 15

HP 27

Level 5 Skeletal Minion

Attack +11 vs. AC

Damage 2d8

AC 22

PD 20

MD 16

HP 36

Level 6 Skeletal Minion

Attack +13 vs. AC

Damage 3d6

AC 23

PD 21

MD 17

HP 45

Level 7 Skeletal Minion

Attack +14 vs. AC

Damage 3d8

AC 25

PD 23

MD 19

HP 54

Level 8 Skeletal Minion

Attack +15 vs. AC

Damage 4d6

AC 26

PD 24

MD 20

HP 72

Level 9 Skeletal Minion

Attack +17 vs. AC

Damage 4d8

AC 27

PD 25

MD 21

HP 90

Level 10 Skeletal Minion

Attack +18 vs. AC

Damage 5d6

AC 28

PD 26

MD 22

HP 108

Skeletal Minion Feats

Like animal companion feats, skeletal minion feats don't build on each other. You don't have to take them in a particular order, as long as you qualify for the tier.

Adventurer Feats

- Your skeletal minion now adds the escalation die to its attack rolls.
- When an enemy attempts to disengage from the skeletal minion, it takes a penalty to the check equal to the escalation die.
- As a quick action, you can set your skeletal minion ablaze, or extinguish the blaze. While it's flaming, your skeleton minion's damage dice increase by one size, and it deals fire damage with its melee attacks, but it takes damage equal to your level each time its natural attack roll is odd.

Champion Feats

- Add a damage die of the same size to your skeletal minion's damage rolls (for example, 3d6 becomes 4d6).

- Add double your Charisma modifier to your skeletal minion's hit points. At 8th level, add triple it.
- Add a damage die of the same size to your skeletal minion's damage rolls (for example, 4d6 becomes 5d6, and this is cumulative with the champion feat).

Epic Feats

- Your skeletal minion gains a +2 bonus to all defenses.

Sorta Dead

In some ways, you're dead already. You don't need to eat or sleep or breathe. You can't drown in normal water/liquid, though magical gas will still affect you.

When a spell or effect targets or applies to undead, you can decide whether you want to count as undead for that specific effect. (For example, you could count as undead to take advantage of a target's vulnerability created by the *ripping claws* attack of a starving ghoulish mook you summoned via *summon undead*.)

The first time you die each level, roll a normal save, adding your Charisma modifier. If you succeed, you heal using a free recovery instead of dying. If you were dying because of last gasp saves, consider yourself saved from the last gasp problem also.

Adventurer Feat

You gain *resist poison 16+* and *resist negative energy 16+*.

Champion Feat

The spells *zombie form*, *ghoul form*, *ghost form*, and *vampiric form* all function as recharge 16+ after battle spells for you, though you still memorize them as daily spells.

Epic Feat

No undead creature that is not under the direct command of a necromantic icon can attack you unless you attack it or cast a spell against it first.

1st Level Spells

Channel Life

Ranged spell

Once per battle

Attack Target: One *random* nearby creature other than the healing target

Healing Target: One nearby ally

Attack: Intelligence + Level vs. MD (make one attack only against the attack target)

Hit vs. an enemy: 2d6 + Intelligence negative energy damage, and the healing target can heal using a recovery.

Hit vs. an ally: 5 negative energy damage, and the healing target can heal using a recovery.

Miss: The spell is not expended.

3rd level spell: 5d6 damage vs. enemy, 10 damage vs. ally.

5th level spell: 5d10 damage vs. enemy, 15 damage vs. ally.

7th level spell: 7d10 damage vs. enemy, 20 damage vs. ally.

9th level spell: 10d12 damage vs. enemy, 30 damage vs. ally.

Adventurer Feat

You can now cast this spell twice per battle.

Champion Feat

Staggered allies can no longer be an attack target of the spell.

Epic Feat

On a miss, the spell now deals half damage to the target, but there is still no effect on the healing target.

Chant of Endings

Ranged spell

At-Will

Target: The nearby enemy with the fewest hit points (you choose if there's a tie; you also don't have to be able to see that enemy)

Attack: Intelligence + Level vs. MD

Hit: 1d10 + Intelligence negative energy damage.

3rd level spell: 4d6 damage.

5th level spell: 6d6 damage.

7th level spell: 6d10 damage.

9th level spell: 8d10 damage.

Adventurer Feat

You can now choose whether or not you want to ignore mooks as targets when you cast the spell.

Champion Feat

Misses now deal damage equal to your level.

Epic Feat

While the escalation die is 4+, you can now target two nearby enemies with the fewest hit points with this spell.

Command Undead

Ranged spell

Once per battle

Target: One nearby undead creature with 64 hp or fewer

Attack: Intelligence + Level vs. MD

Hit: The target is confused (hard save ends, 16+).

3rd level spell: Target with 96 hp or fewer.

5th level spell: Target with 160 hp or fewer.

7th level spell: Target with 266 hp or fewer.

9th level spell: Target with 460 hp or fewer.

Adventurer Feat

A miss doesn't expend the spell.

Champion Feat

If you wish, the target doesn't make any attacks while confused. Instead it becomes compliant, answers short questions if possible, and follows other suggestions that don't lead directly to damaging itself or other creatures. Basically, while confused it becomes a slightly puzzled friend, which may wonder why your other friends are hurting it while it's trying to be helpful.

Epic Feat

The target now adds the escalation die to its attacks while confused by this spell.

Death's Gauntlet

Ranged spell

At-Will

Target: One nearby creature

Attack: Intelligence + Level vs. PD

Hit: 1d4 + Intelligence modifier ongoing negative energy damage.

Special: Instead of taking the ongoing damage at the end of its turn, the target can use its standard action to strike out at the skeletal limbs or spectral arms that are flailing at it. When it does, the ongoing damage ends and you can't use *death's gauntlet* again until the end of your next turn.

Miss: Damage equal to your level.

3rd level spell: 2d8 damage.

5th level spell: 4d6 damage.

7th level spell: 6d6 damage.

9th level spell: 7d10 damage.

Adventurer Feat

When a target uses a standard action to end *death's gauntlet* ongoing damage, it takes negative energy damage equal to your level.

Champion Feat

When you roll a natural even hit against a target with this spell, the ongoing negative energy damage has a hard save (16+).

Epic Feat

The spell can also target MD instead of PD.

Summon Undead (1st level+)

Ranged spell

Daily

Effect: You summon a mob of 1d3 + 1 crumbling skeleton mooks, as per the summoning rules. These skeletons fight for you until the end of the battle or until they drop to 0 hp, whichever comes first.

As you cast the spell at higher levels, the mooks you summon vary, as shown below. The stats for each mob of mooks you can summon are also shown below.

3rd level spell: 1d3 + 1 putrid zombie mooks.

5th level spell: 1d3 + 1 starving ghoul mooks.

7th level spell: 1d3 + 1 masterless vampire spawn mooks.

9th level spell: 1d3 + 1 Blackamber skeletal warrior mooks.

Champion Feat

You now summon 1d4 + 1 mooks when you cast this spell instead of 1d3 + 1.

Epic Feat

If one or more mooks summoned by the spell survive the battle, you can keep one mook with you until the next battle. Or until someone in the party or the world gets sick of it and slays the thing.

Crumbling Skeleton

Normal	Initiative: +6	AC 16
1 st level	Vulnerability: holy	PD 14
Mook		MD 10
Undead	Sword +6 vs. AC-3 damage	HP 6
	<i>Resist weapons 16+:</i> When a weapon attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.	

Putrid Zombie

Normal	Initiative: +2	AC 18
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3 rd level	Vulnerability: holy	PD 16
Mook		MD 12
Undead	Rotting fist +7 vs. AC-5 damage	HP 16
	<i>Natural 16+:</i> Both the zombie and its target take 1d6 damage!	
	<i>Headshot:</i> A critical hit against a putrid zombie deals triple damage instead of the normal double damage for a crit.	

Starving Ghoul

Normal	Initiative: +8	AC 20
5 th level	Vulnerability: holy	PD 18
Mook		MD 14
Undead	Ripping claws +10 vs. AC-7 damage	HP 18
	<i>Natural 16+:</i> The target is vulnerable (<i>attacks vs. it have crit range expanded by 2</i>) to attacks by undead until the end of the ghoul's next turn.	
	<i>Pound of flesh:</i> The starving ghoul's <i>ripping claws</i> attack deals +5 damage against vulnerable targets.	

Masterless Vampire Spawn

Normal	Initiative: +11	AC 22
7 th level	Vulnerability: holy	PD 19
Mook		MD 17
Undead	Claw +11 vs. AC-14 damage	HP 24
	<i>Natural even hit:</i> The vampire spawn can make a <i>fangs</i> attack against the target as a free action.	
	<i>[Special trigger] Fangs +15 vs. AC-7 damage</i> , and a humanoid target is weakened (-4 attack and defenses) until the end of the masterless vampire spawn's next turn	

Blackamber Skeletal Warrior

Normal	Initiative: +15	AC	26
9 th level	Vulnerability: holy	PD	20
Mook		MD	22
Undead	Shortsword +15 vs. AC—28 damage	HP	25

Natural 16+: Each Blackamber skeletal warrior in the battle moves up 1d4 points in initiative order.

Natural even miss: 10 damage.

R: Javelin +13 vs. AC—24 damage

Press advantage: The warrior deals +1d10 damage with its attacks against enemies that have a lower initiative than it.

Resist weapons 16+: When a weapon attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Terror

Ranged spell

Daily

Target: One nearby creature with 50 hp or fewer

Attack: Intelligence + Level vs. MD

Hit: The target uses all its actions during its turn to move away from the battle, disengaging from enemies to do so (hard save ends, 16+). If it fails to disengage with all of its actions, it won't take opportunity attacks by moving. The effect also ends when you or one of your allies attacks the target.

Miss: 1d10 + Intelligence psychic damage.

3rd level spell: Target with 70 hp or fewer, 4d6 damage on a miss.

5th level spell: Target with 100 hp or fewer, 6d6 damage on a miss.

7th level spell: Target with 180 hp or fewer, 6d10 damage on a miss.

9th level spell: Target with 300 hp or fewer, 8d10 damage on a miss.

Adventurer Feat

When you miss with this spell, you regain it after the battle.

Champion Feat

Increase the hit point threshold of targets by 50 hp.

Epic Feat

The target also takes the miss damage each time it fails a save against the effect.

Unholy Blast

Ranged spell

Daily

Target: One nearby enemy

Attack: Intelligence + Level vs. PD

Hit: 4d6 + Intelligence negative energy damage.

First Miss: Half damage, and make the attack again against an enemy you haven't already targeted with *unholy blast* this turn.

Second Miss: Half damage, or full damage if the escalation die is 1+ and you choose to decrease it by 1.

3rd level spell: 4d10 damage.

5th level spell: 7d10 damage.

7th level spell: 10d10 damage.

9th level spell: 2d8 x 10 damage.

Adventurer Feat

The spell can now target far away enemies.

Champion Feat

The spell's damage dice increase to d12s.

Epic Feat

The spell now targets two nearby enemies, but you can't attack the same target twice as you work through the misses and hits.

Zombie Form

Ranged spell

Daily

Special: You can only cast this spell outside of battle; it requires 2d4 rounds to cast.

Target: You or one willing nearby ally

Effect: The target gains 30 temporary hit points that last until the end of the next battle. Until the end of the next battle, the target takes a -5 penalty to Charisma and Dexterity skill checks (no penalty to attacks), to disengage checks, and to initiative rolls.

3rd level spell: 50 temporary hit points.

5th level spell: 80 temporary hit points.

7th level spell: 130 temporary hit points.

9th level spell: 210 temporary hit points.

3rd Level Spells

The Bones Beneath

Ranged spell

Daily

Target: One nearby mook (and hence, its mob)

Attack: Intelligence + Level vs. PD

Hit: 4d12 + Intelligence negative energy damage, and each mook in the mob that drops becomes a skeleton mook under your control until the end of the battle.

Miss: Half damage, and each mook in the mob that drops becomes a skeleton mook under your control until the end of the battle.

5th level spell: 7d12 damage.

7th level spell: 2d6 x 10 damage.

9th level spell: 2d10 x 10 damage.

Special: The stats for the mooks created by each level of *the bones beneath* appear below. The level or physical nature of the mooks is irrelevant; the magic of the spell turns whatever creatures it's forced to work with into skeletal mook allies with the stats below.

The new mooks take their turn immediately after your turn.

This isn't a summoning spell, so the mooks created by this spell don't count as summoned mooks.

Just-ripped-free Skeleton Mook (3rd)

Normal	Initiative: +8	AC	18
3 rd level	Vulnerability: holy	PD	16
Mook		MD	12
Undead	Sword or axe or whatever +8 vs. AC-5 damage	HP	11

Resist weapons 16+: When a weapon attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Just-ripped-free Skeleton Mook (5th)

Normal	Initiative: +10	AC	20
3 rd level	Vulnerability: holy	PD	18
Mook		MD	14
Undead	Sword or axe or whatever +10 vs. AC–8 damage	HP	18

Resist weapons 16+: When a weapon attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Just-ripped-free Skeleton Mook (7th)

Normal	Initiative: +12	AC	22
3 rd level	Vulnerability: holy	PD	20
Mook		MD	16
Undead	Sword or axe or whatever +12 vs. AC–16 damage	HP	27

Resist weapons 16+: When a weapon attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Just-ripped-free Skeleton Mook (9th)

Normal	Initiative: +14	AC	24
3 rd level	Vulnerability: holy	PD	22
Mook		MD	18
Undead	Sword or axe or whatever +14 vs. AC–28 damage	HP	44

Resist weapons 16+: When a weapon attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Circle of Death

Ranged spell

Daily

Special: You can't cast this spell unless the escalation die is 3+.

Target: Each nearby creature (allies and enemies)

Attack: Intelligence + Level vs. PD

Hit vs. an enemy: 5d12 + Intelligence negative energy damage.

Hit vs. an ally: 1d6 negative energy damage.

Miss vs. an enemy: Half damage.

Miss vs. an ally: You take half the damage the ally would have taken on a hit.

5th level spell: 8d12 damage to an enemy, 2d6 damage to an ally.

7th level spell: 2d8 x 10 damage to an enemy, 3d8 damage to an ally.

9th level spell: 4d6 x 10 damage to an enemy, 3d10 damage to an ally.

Ghoul Form

Ranged spell

Daily

Target: You or one willing nearby ally

Effect: Until the end of the battle, the target gains a +4 melee attack bonus. In addition, enemies engaged with the target are vulnerable to its melee attacks.

The target also only gains half the normal amount from healing effects, no matter the source.

5th level spell: The target now also gains a +4 bonus to initiative, Dexterity checks, and disengage checks.

7th level spell: Enemies engaged with the target are now vulnerable to all attacks.

9th level spell: The target also rolls an icon relationship die with any necromantic icon, choosing whether the relationship is positive or negative.

Negative Energy Shield

Close-quarters spell

Daily

Target: You

Effect: Until the end of the battle, when an enemy engaged with you attacks you with a natural odd attack roll, it takes 6d6 + Intelligence negative energy damage.

5th level spell: 6d10 damage.

7th level spell: 10d10 damage.

9th level spell: 2d8 x 10 damage.

Ray of Enfeeblement

Ranged spell

Daily

Target: One nearby enemy with 96 hp or fewer

Attack: Intelligence + Level vs. PD

Hit: 4d12 + Intelligence negative energy damage, and the target is weakened (save ends)

Miss: Half damage.

5th level spell: 7d12 damage.

7th level spell: 2d6 x 10 damage.

9th level spell: 2d10 x 10 damage.

Adventurer Feat

The spell can now target an enemy with any number of hit points while the escalation die is 3+.

Champion Feat

The save against weakened is now a hard save (16+).

Epic Feat

On a miss, the target is also dazed (save ends).

Speak with Dead

Ranged spell

Variable

Special: You can use this spell 1d3 times each day (roll during a full heal-up when you take it). Each time you use the spell, you must wait 1d6 hours before casting it again.

Target: One corpse you are touching that has been dead less than a day. Note that creatures that were undead for a longer period before they were killed are not legal targets.

Effect: You can ask the corpse a number of yes/no questions that the leftover fragments of personality/spirit within the corpse will attempt to answer truthfully using the information it had when it died.* The magic uses the caster's knowledge of language so no translation is needed. The first question is free. The second question requires a DC 15 necromancy skill check using Intelligence if the corpse is "friendly," and Charisma if the corpse is not. Increase the DC by +5 for each subsequent question after the second. If you're using this spell during battle, each question and answer requires a round.

Note: Just as with the *séance* ability of the Death Priest talent, there's always a 10% chance that the spirit summoned is going to lie to you for reasons best known to it and to the GM. The GM rolls a d20 secretly before the corpse provides any answers; a 3+ means the spirit will speak truly, but a 1 or a 2 means it will lie while appearing to be aiming for the truth.

5th level spell: You can now cast this spell 1d4 times per day, targeting corpses or even just heads that have been dead up to a week.

7th level spell: Questions can now be phrased to receive three-word answers, targeting corpses/heads that have been dead up to a month.

9th level spell: Questions can now be phrased to receive one to two sentence answers, targeting corpses/heads or skeletal remains of almost any age.

Summon Horror (3rd level+)

Ranged spell

Daily

Effect: You summon a ghoul, as per the summoning rules. The summoned ghoul fights for you until the end of the battle or until it drops to 0 hp, whichever comes first.

As you cast the spell at higher levels, the creature you summon varies, as shown below. The stats for each creature are shown below.

5th level spell: You can now summon a wight.

7th level spell: You can now summon a barrow wight.

9th level spell: You can now summon a greater wight.

Summoned Ghoul

Normal	Initiative: +8	AC	18
3 rd level	Vulnerability: holy	PD	16
Spoiler		MD	12
Undead	Claws and bite +8 vs. AC-8 damage	HP	20
	<i>Natural even hit:</i> The target is vulnerable (<i>attacks vs. it have crit range expanded by 2</i>) to attacks by undead until the end of the ghoul's next turn.		
	<i>Pound of flesh:</i> The ghoul's <i>claws and bite</i> attack deals +4 damage against vulnerable targets.		
	<i>Infected bite:</i> Any creature that is slain by a ghoul and not consumed will rise as a ghoul the next night.		

Summoned Wight

Normal	Initiative: +8	AC	22
5 th level	Vulnerability: holy	PD	18
Spoiler		MD	14
Undead	Sword +10 vs. AC—14 damage	HP	32
	<i>Natural even hit or miss:</i> Unless the wight is staggered, the attack also deals 8 ongoing negative energy damage.		

Summoned Barrow Wight

Normal	Initiative: +10	AC	24
7 th level	Vulnerability: holy	PD	20
Spoiler		MD	16
Undead	Sword +12 vs. AC—21 damage	HP	52
	<i>Natural even hit or miss:</i> Unless the barrow wight is staggered, the attack also deals 13 ongoing negative energy damage.		

Summoned Greater Wight

Normal	Initiative: +12	AC	26
9 th level	Vulnerability: holy	PD	22
Spoiler		MD	18
Undead	Attack +14 vs AC—40 damage	HP	90
	<i>Natural even hit or miss:</i> Unless the greater wight is staggered, the attack also deals 20 ongoing negative energy damage.		

Wave of Decay

Ranged spell

Daily

Effect: Choose a nearby enemy. It takes 2d6 negative energy damage for each point on the escalation die. (For example, if the escalation die is 2 when you cast the spell, you'll deal 4d6 negative energy damage to the target.)

Until the end of the battle, as a free action at the start of each of your turns, repeat the effect above, choosing a target and dealing damage based on the escalation die value.

The effect ends at the end of the battle, when you drop to 0 hp, or when your *wave of decay* damage drops an enemy to 0 hit points!

5th level spell: 2d12 damage.

7th level spell: 3d12 damage.

9th level spell: 5d12 damage.

Champion Feat

The spell no longer ends when you drop to 0 hit points or below; instead it ends when you fail a death save.

Epic Feat

The spell no longer ends when you use it to drop an enemy to 0 hit points; it now ends when it drops a second enemy to 0 hit points.

5th Level Spells

Death's Call

Ranged spell

Once per battle

Quick action to cast

Effect: Choose a creature you can see in the battle. If that creature is the next creature to drop to 0 hp, you heal using a recovery.

7th level spell: When the creature drops, one of your nearby allies can heal using a recovery instead of you.

9th level spell: If the chosen creature is *not* the next creature in the battle to drop to 0 hp, you still gain 30 temporary hit points.

Champion Feat

The recovery is now free.

Epic Feat

If your choice was wrong, you don't expend the spell and can cast it later this battle. A second failed choice expends the spell.

Rotting Curse

Ranged spell

Daily

Target: One nearby enemy

Attack: Intelligence + Level vs. PD

Hit: 30 ongoing negative energy damage (hard save ends, 16+), and each time the target fails the save, the ongoing negative energy damage increases by 15

Miss: 15 ongoing negative energy damage (hard save ends, 16+).

7th level spell: 50 ongoing damage on a hit, with fail increments/miss damage of 25.

9th level spell: 80 ongoing damage on a hit, with fail increments/miss damage of 40.

Summon Wraith (5th level+)

Ranged spell

Daily

Effect: You summon a wraith, as per the summoning rules. This wraith fights for you until the end of the battle or until it drops to 0 hp, whichever comes first.

As you cast the spell at higher levels, you summon multiple wraiths. Stats for the two versions of the wraith summoned by the spell are listed below.

7th level spell: You can now summon two wraiths.

9th level spell: You can now summon two greater wraiths.

Epic Feat

When you cast *summon wraith* while the escalation die is 3+, you summon three wraiths or greater wraiths instead of two.

Summoned Wraith

Normal	Initiative: +10	AC 19
5 th level	Vulnerability: holy	PD 14
Spoiler		MD 17
Undead	Ice-cold ghost blade +10 vs. PD—14 negative energy damage <i>Natural 16+:</i> The target is also weakened until the end of its next turn. C: Spiraling assault +10 vs. PD (1d3 nearby enemies)—10 negative energy damage, and after the attack the wraith teleports to and engages with one target it hit <i>Limited use:</i> The wraith can use <i>spiraling assault</i> only when the escalation die is even. <i>Flight:</i> The wraith hovers and zooms about. <i>Ghostly:</i> This creature has <i>resist damage 16+</i> to all damage (yes, even holy damage) except force damage, which damages it normally.	HP 33

A wraith can move through solid objects, but it can't end its movement inside them.

Summoned Greater Wraith

Normal	Initiative: +12	AC	21
7 th level	Vulnerability: holy	PD	16
Spoiler		MD	19
Undead	Ice-cold ghost blade +12 vs. PD–20 negative energy damage	HP	47
	<i>Natural 16+</i> : The target is also weakened until the end of its next turn.		
	C: Spiraling assault +10 vs. PD (1d3 nearby enemies)–15 negative energy damage, and after the attack the wraith teleports to and engages with one target it hit		
	<i>Limited use</i> : The wraith can use <i>spiraling assault</i> only when the escalation die is even.		
	<i>Flight</i> : The wraith hovers and zooms about.		
	<i>Ghostly</i> : This creature has <i>resist damage 16+</i> to all damage (yes, even holy damage) except force damage, which damages it normally.		
	A wraith can move through solid objects, but it can't end its movement inside them.		

You Know What to Do

Ranged spell

Daily

Target: One or more nearby enemies with 90 hp or fewer, up to a maximum number of targets equal to the escalation die

Attack: Intelligence + Level vs. MD

Hit: The target is confused (save ends). Instead of attacking an ally, the target attacks itself.

Miss: Negative energy damage equal to your level.

7th level spell: Targets with 160 hp or fewer.

9th level spell: Targets with 260 hp or fewer.

Champion Feat

The crit range for attacks a confused target makes against itself expands by 4.

Epic Feat

Increase the hit point threshold of targets by 40 hp.

7th Level Spells

Cone of Corruption

Ranged spell

Daily

Target: 1d3 nearby enemies in a group, and any of your allies engaged with those enemies

Attack: Intelligence + Level vs. PD

Hit: 10d10 + Intelligence negative energy damage.

Natural even hit: As a hit, plus the target is hampered (save ends).

Miss: Half damage.

9th level spell: 2d8 x 10 damage.

Feigned Defeat

Close-quarters spell

Daily

Quick action to cast

Effect: You lose 10d8 hit points that can't be prevented in any way. At the start of your next turn, you heal using 3 free recoveries. If you are at 0 hp or below, or even dead, you return to life at 0 hp before healing.

9th level spell: You lose 10d12 hit points.

Ghost Form

Ranged spell

Daily

Target: You

Effect: Until the end of the battle, the target gains *flight* and *resist damage 16+* against all damage except force damage.

The target also only gains half the normal amount from healing effects, no matter the source.

9th level spell: While in ghost form, you can move through solid objects, but you can't end your movement inside them.

Champion Feat

You can now target a nearby willing ally with the spell instead of yourself.

Epic Feat

You can now target up to two nearby willing allies (including you).

9th Level Spells

Finger of Death

Ranged spell

Daily

Target: One nearby enemy with 240 hp or fewer

Attack: Intelligence + Level vs. MD

Hit: The target drops to 0 hp and dies.

Miss: You take 4d10 damage and regain *finger of death* after the battle.

Epic Feat: You can now target an enemy with 320 hp or fewer.

The Last of the Wine

Ranged spell

Daily

Target: One or more nearby enemies, up to a maximum number of targets equal to the escalation die

Special: After you cast this spell, you drop to 0 hit points and can't use the escalation die any longer this battle. Nothing can prevent this change in hit points.

Attack: Intelligence + Level vs. MD

Hit: 3d6 x 10 negative energy damage.

Miss: Half damage.

Vampiric Form

Ranged spell

Daily

Effect: Until the end of the battle, or until you drop to -40 hit points, you heal 6d10 + triple your Charisma modifier hit points at the start of each of your turns. In addition, as long as this spell is in effect, you can make the following attack as a free action against each nearby enemy that misses you with an attack with a natural roll of 1-5.

Attack: Intelligence + Level vs. MD

Natural Even Hit: The target is confused until the end of its next turn.

Natural Odd Hit: The target is weakened until the end of its next turn.

Summoning Rules

These general rules also apply to the druid's Elemental Caster class talent.

Standard action spells

Casting a summoning spell generally requires a standard action. The creature(s) you summon appears next to you, though feats or powers might enable you to summon it nearby instead.

Duration

A summoned creature fights for you until the end of the battle or until it drops to 0 hit points. At 0 hp, summoned creatures are slain and removed from the battle.

One summoning spell at a time

Each spellcaster can have only a single summoning spell active at a time. If all the creatures from an earlier summoning spell have been slain, you're free to cast another. Alternatively, you can dismiss your own previously summoned creatures as a quick action to clear the way for a new summoning spell.

Halfway there

Summoned creatures are not the same as real creatures. They're partly real, partly magical. Their abilities don't always match the capabilities of the creatures that the adventurers encounter *for real*. Sometimes this is reflected in a summoned creature's attacks or abilities. It's always reflected in a summoned creature's hit points.

Hit points

Each summoned creature stat block indicates its base hit points. Starting hit points for summoned creatures are nearly always lower than hit points for non-summoned versions of the same creature. Some class feats might increase the hit points of summoned creatures.

Actions on arrival

The turn you summon a creature, that creature takes its turn immediately after your turn in initiative order. During its turn, the summoned creature can act like any other creature, taking a standard, move, and quick action. The summoned creature continues to take its turn immediately after you (even if your initiative order changes) until the end of the battle.

Escalation die

As a rule, summoned creatures don't benefit from the escalation die. A summoned creature can add the escalation die to attacks, however, if *you use a quick action* to give it orders or magical reinforcement. The summoned creature then gets to use the escalation die until the start of your next turn, including for opportunity attacks and other attacks that it gets to make during other creatures' turns.

For example, during the turn you summon the creature, you use a quick action afterward to give it orders, allowing it to use the escalation die bonus. At the start of your next turn, the creature no longer gets to use the escalation die, so you'll have to use another quick action again during that turn for the creature to keep getting the benefit.

If you've summoned a mob of mooks, a single quick action lets every member of the mob use the escalation die.

Allies

Summoned creatures generally count as your allies (for roleplaying as well as for resolving effects).

No recoveries, bad healing

Summoned creatures don't have recoveries. If you cast a healing spell on a summoned creature that requires the use of a recovery, the summoned creature heals hit points equal to your level. If you use an effect that would heal a summoned creature without using a recovery, the summoned creature only heals half the normal hit points of the effect. Temporary hit points still work normally.

No nastier specials

Creatures you summon don't use nastier specials.

Spell or creature

When a summoning spell is cast, it's definitely a spell. After casting the spell, a summoned creature is a creature.

Occultist

There is only one occultist, and your one unique thing should account for your knowledge and mastery of powers hidden and occluded.

Ability Scores

The occultist gains a +2 class bonus to Intelligence or Wisdom, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds

Possible backgrounds for the occultist's singular knowledge include: librarian of the forbidden, or wandering mystic. Perhaps the occultist is a holy one whose secret knowledge comes from the heavens, or perhaps she has been touched by the abyss, and her secret knowledge comes from someplace far more sinister.

Gear

At 1st level, the occultist starts with the embroidered robes, secret scrolls, and runic vestments that you would expect from someone with such arcane power. He might have a small item that looks like a harmless bauble but whose markings become more intricate and mesmerizing the longer it's viewed. To defend himself, he has a staff or a dagger hidden under his robe. He also has some personal possessions left over from his earlier life.

Gold Pieces

The occultist may start with either 25 gp or 1d6 x 10 gp.

Armor

Armor Type	Base AC	Atk Penalty
<i>None</i>	10	—
<i>Light</i>	11	—
Heavy	13	-2
Shield	+1	-2

Melee Weapons

	One-Handed	Two-Handed
Small	1d4 dagger	1d6 club, staff
Light or Simple	1d6 (-2 atk) mace, shortsword	1d8 (-2 atk) spear
Heavy or Martial	1d8 (-4 atk) longsword, warhammer	1d10 (-4 atk) greatsword

Ranged Weapons

	Thrown	Crossbow	Bow
Small	1d4 dagger, dart	1d4 hand crossbow	—
Light or Simple	1d6 (-2 atk) javelin	1d6 (-1 atk) light crossbow	1d6 (-2 atk) shortbow
Heavy or Martial	—	1d8 (-4 atk) heavy crossbow	1d8 (-5 atk) longbow

Level Progression

	Total Hit Points	Total Feats	Class Talents (M)	1 st level spell (M)	3 rd level spell (M)	5 th level spell (M)	7 th level spell (M)	9 th level spell (M)	Level-up Ability	Damage Bonus From Ability Score
Occultist	(Avg. of both classes) x 3	As 1 st level PC	1 or 2 (3 total)	3	—	—	—	—	Not affected	ability modifier
Level 1 Multiclass	(6 + CON mod) x 3	1 adventurer	4	4	—	—	—	—		ability modifier
Level 2	(6 + CON mod) x 4	2 adventurer	4	5	—	—	—	—		ability modifier
Level 3	(6 + CON mod) x 5	3 adventurer	4	2	3	—	—	—		ability modifier
Level 4	(6 + CON mod) x 6	4 adventurer	4	—	6	—	—	—	+1 to 3 abilities	ability modifier
Level 5	(6 + CON mod) x 8	4 adventurer 1 champion	5	—	3	3	—	—		2 x ability modifier
Level 6	(6 + CON mod) x 10	4 adventurer 2 champion	5	—	—	7	—	—		2 x ability modifier
Level 7	(6 + CON mod) x 12	4 adventurer 3 champion	5	—	—	4	4	—	+1 to 3 abilities	2 x ability modifier
Level 8	(6 + CON mod) x 16	4 adventurer 3 champion 1 epic	6	—	—	—	9	—		3 x ability modifier
Level 9	(6 + CON mod) x 20	4 adventurer 3 champion	6	—	—	—	4	5		3 x ability modifier

		2 epic									
		4 adventurer									
		3 champion									
Level 10	(6 + CON mod) x 24	3 epic	6	–	–	–	–	10	+1 to 3 abilities	3 x ability modifier	

(M): Indicates columns in which multiclass characters lag one level behind.

Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, and Feats are level dependent.

Ability Bonus	+2 Intelligence or Wisdom (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (no/light armor)	11 + middle mod of Con/Dex/Wis + Level
Physical Defense	10 + middle mod of Str/Con/Dex + Level
Mental Defense	11 + middle mod of Int/Wis/Cha + Level
Hit Points	(6 + Con mod) x Level modifier (see level progression chart)
Recoveries	8
Recovery Dice	(1d6 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points (4 at 5 th level; 5 at 8 th level)
Talents	4 (see level progression chart)
Feats	1 per Level

Basic Attacks

Melee Attack

At-Will

Target: One enemy

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength damage

Miss: Damage equal to your level

Ranged Attack

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

13th Age Archmage Engine, version 3.0.

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Miss: –

Class Features

Arcane Implements

You use arcane power to alter fate. While wands and staffs are designed for casting spells that are different from the spells you use, given a little time you can bend such an implement to your will.

Epic Feat

If you find a magic weapon that isn't an arcane implement but that calls to your soul, you can bend it to your will and use its attack and damage bonus for spellcasting also. Any other arcane benefits you gain from the weapon are at the GM's discretion.

Delayed Magical Healing

Magical healing effects heal you one round after the effect would normally be applied. You gain the healing at the start of the turn of whoever applied the magical healing effect, or at the start of your next turn if you drank a healing potion or found some other way of magically healing yourself during your last turn. This doesn't apply outside of combat or when you rally.

Adventurer Feat

Your baseline hit points are 7 instead of 6.

Champion Feat

Once per battle when a healing effect would be applied to you, you can roll a save (11+). If you succeed, you get the healing immediately. If you fail, lose a hit point.

Epic Feat

Increase your total recoveries by 1. Once per day as a free action when a natural attack roll of 17 or less hits you, you take only half damage from that attack instead.

Focus and Spellcasting

Wielding your arcane power of reality requires two steps. First, you take time to focus your mind. Once you have this focus, you can cast a spell. Casting a spell generally expends your focus, though there will be exceptions depending on the spell.

Gaining your focus requires a standard action, and it draws opportunity attacks just like using a ranged attack does. (The "range" in this case is "beyond this world.") You can cast most of your spells only in response to an event, typically during an enemy's turn or an ally's turn.

Adventurer Feat

When you cast a spell and retain your focus, you gain a +2 bonus to all defenses until the start of your next turn.

Champion Feat

While you have your focus, when an enemy misses you with an attack, it takes psychic damage equal to your level.

Epic Feat

The "retain focus" range of your occultist spells increases by 2 (for example, 1-5 would be 1-7).

Rebuke

With focus, you can pummel someone with their own negative karma. In addition to the spells you normally know based on your level, you also know *karmic rebuke*. There are no feats associated with this spell, but you can improve it with the Superior Rebuke talent.

Karmic rebuke requires a quick action instead of an interrupt action. It's designed so you can cast it during your turn when you've retained your focus, then use your standard action to get your focus back that same turn.

Karmic Rebuke

Close-quarters spell

At-Will

Quick action to cast; expend focus

Target: One nearby enemy

Attack: Intelligence + Level vs. MD

Hit: 1d6 + Wisdom psychic damage.

3rd level spell: 3d6 damage.

5th level spell: 5d6 damage.

7th level spell: 5d8 damage.

9th level spell: 7d10 damage.

Uniqueness

You're the only occultist. Your one unique thing should address your identity as the occultist, but you need to contribute your own personal take on the character just like you would with a dwarf fighter or other character class. A character's *unique* concerns story material beyond a class description, yours included.

Spell Choices and Flexible Recharge

Like a standard spellcaster, you choose the spells you will be able to cast after each full heal-up. When you successfully recharge a spell, you can regain any spell of that spell's level, not necessarily the same spell again. In effect, you roll to recharge that level's spell slot.

Adventurer Feat

Once per day, you can automatically succeed on a recharge roll that's 6+ (but not 11+ or 16+).

Champion Feat

Once per day when you recharge a spell (usually during a quick rest), you can make a recharge roll for a recharge spell even if you haven't expended that spell (allowing you to have an additional use of that spell available).

Epic Feat

Once per day, you can automatically succeed on a recharge roll.

Class Talents

Choose four of the following class talents. You get an additional occultist class talent at 5th level, and again at 8th level.

Brain-Melting Secrets

When you hit with a spell attack that deals psychic damage, one target of the attack can't attack you during its next turn this battle unless you are the only nearby enemy.

Adventurer Feat

The effect works whenever you hit an enemy with a spell, not only one that deals psychic damage.

Champion Feat

You are immune to the confused and dazed conditions. In addition, charm, fear, sleep, and similar mental effects have no effect on you.

Epic Feat

Once per battle when you deal psychic damage to an enemy, if it has 300 hp or fewer, you can also weaken it (save ends).

Hewer of Truth

You can use an edged melee weapon without an attack penalty. You can use Intelligence instead of Strength for your attack rolls with that weapon, and Wisdom instead of Strength for your damage rolls. In addition, when you hit an enemy engaged with you with a spell, you can cause a small amount of extra harm to that foe with your weapon. The target takes ongoing damage equal to your melee attack miss damage.

Adventurer Feat

Twice per day when an enemy engaged with you misses you with an attack, you can deal ongoing damage to it equal to your Wisdom modifier + Level as you give it a quick slice you're your weapon (double your Wisdom modifier at 5th level; triple it at 8th level).

Champion Feat

While you have your focus, you gain a +4 bonus to opportunity attacks.

Epic Feat

Once per day when you hit an enemy with *karmic rebuke*, you can make a basic melee attack as a free action.

Icon Channeler

You cannot take this talent if you have taken the Icon Envoy talent.

You have three fewer relationship dice than normal (i.e. none at adventurer tier, one at champion tier, and two at epic tier). Instead, when all the characters get to roll relationship dice, you get a 5 to apply to any icon you choose. Like any other character, you can gain relationship dice through extraordinary story events. Remember, just because an icon is out to kill you doesn't mean you have relationship dice with that icon. Dice represent the utility of a connection in the story not its strength. If you encounter icons other than the standard ones, you can probably talk the GM into letting you align your soul to them, but expect it to cost you.

Adventurer Feat

Choose three icons when you take this feat. Each time you apply your 5 to one of those icons, roll a d6. On a 5-6, change that 5 you're applying to a 6.

Champion Feat

As the adventurer feat, except that you can also choose three more icons (six total) when you take this feat that allow you to roll the d6 when you apply a 5 to one of them.

Epic Feat

You now get two 5s when the other characters roll icon relationship dice. You can roll a d6 for each 5 if you apply it to a chosen icon from the adventurer and champion feats.

Icon Envoy

You cannot take this talent if you have taken the Icon Channeler talent.

Each time the characters roll relationship dice, declare which player will get at least a 5 with one of their icons before the rolls. The player rolls one of their dice for that icon before the others. That first roll counts as a 5 unless the player rolls 6. Roll all other icon dice normally.

Adventurer Feat

Once per level, instead of working with the icon relationships your ally has, give an ally a 5 with an icon they don't have a relationship with.

Champion Feat

If the first roll for the called icon is even (2, 4, 6), it counts as a 6 instead of a 5.

Epic Feat

If the first roll for the called icon is odd (1, 3, 5), you can declare a second player and one of their icons, and have them roll one icon die the same way.

Otherworld Shadow

A shadow self haunts and lurks near you most of the time, sometimes an actual shadow on a wall, but other times only a presence sensed just over your shoulder. Once per day as an interrupt action, negate all damage and effects from an enemy's attacks against you that turn as your shadow absorbs them. Using this talent's power means you avoid damage from a monster's multiple attacks if it has them. It also works against multiple attacks from mooks in the same mob working on the same initiative count, but not attacks from multiple non-mook monsters.

Adventurer Feat

Your shadow grants you greater personal resilience: increase your total recoveries by 1.

Champion Feat

Once per day as a free action, you can end all ongoing damage affecting you as you pass off the damage to your shadow.

Epic Feat

Once per day as a free action, you gain a *fear aura* that affects each enemy attacking you or engaged with you. The hit point threshold for the fear effect is the standard value for a monster five levels above you. Allies are not subject to the fear effect unless they cast a spell

that targets you or otherwise interact with you directly in some way. Even in this case, that ally can spend a move action to be immune to your shadow's *fear aura* for one round.

PC Level	Fear Threshold HP (Level + 5)
1	30
2	36
3	48
4	60
5	72
6	96
7	120
8	144
9	192
10	230

Stance of Necessity

Twice per day as a quick action, you can gain a +4 bonus to all defenses. The protection lasts until the end of the battle and is in effect while you do NOT have your focus. The bonus also ends when an attack hits you while you don't have your focus.

Adventurer Feat

You can guard a nearby ally instead of yourself (you don't have to see that ally). The defense bonus ends if either you or the ally is hit while you don't have your focus.

Champion Feat

Your *Stance of Necessity* uses are now recharge 16+ instead of daily.

Epic Feat

When an enemy misses you with an attack while you don't have your focus, it takes psychic damage equal to triple your Wisdom modifier + Level.

Superior Rebuke

The first time each round that you expend your focus to cast a spell as an interrupt action and fail to retain your focus, roll a d20 afterward. On an 18-20, you can also cast *karmic rebuke* as a free action, using that roll in place of your attack roll. You can use this talent again during a later round in the battle once you have your focus again.

Adventurer Feat

You can also make the *karmic rebuke* attack when the d20 roll is 2-4 (low monster MD plus an escalation die bonus often means you'll still hit).

Champion Feat

You can also make a *karmic rebuke* attack as a free action when you roll a natural 5, 10, 15, or 20 on initiative, even if you don't have your focus.

Epic Feat

One battle per day as a free action, you can enhance your *karmic rebuke*. When you enhance it, enemies are vulnerable (crit range expands by 2) to your *karmic rebuke* attacks until the end of the battle or until you score a critical hit with the attack.

Unwinding the Soul

When you cast a spell and roll a natural 11+ with the attack, after the attack you can "unwind" the target as a free action, making it vulnerable to your attacks until the end of the battle. You can unwind only one enemy at a time, so if you choose to unwind a different enemy, the previous foe is no longer vulnerable to your attacks.

Adventurer Feat

You can now unwind a second enemy, but if you unwind a third, the first enemy is no longer vulnerable. You can also take this feat multiple times, allowing you to unwind another enemy each time you select it.

Champion Feat

You can now unwind an enemy with any attack roll other than a natural 1 when you cast a spell, instead of only on an 11+.

Epic Feat

When you attack an enemy that you have begun to unwind and roll a natural 11+ against it, it takes extra psychic damage equal to your Wisdom modifier + Level from all subsequent hits by you or your allies.

Warp Flesh

When you cast a spell that targets Mental Defense and the target has a higher MD than PD, the attack "twists" and targets PD instead. When a spell twists this way, it deals force damage instead of its normal damage type.

Adventurer Feat

When you cast a spell that twists, you gain temporary hit points equal to your Wisdom modifier (double your Wisdom modifier at 5th level; triple it at 8th level).

Champion Feat

When you score a critical hit with a spell, the target also takes ongoing force damage equal to double your Wisdom modifier (triple it at 8th level). The ongoing damage isn't doubled by the crit.

Epic Feat

Once per battle when you hit an enemy with a spell, you can negate all of the target's resistances (hard save ends, 16+). This effect occurs even if the target's PD is higher than its MD.

1st Level Spells

Better Yet, Here

Close-quarters spell

At-Will

Interrupt action to cast; expend focus

Trigger: One of your allies hits a nearby enemy with an attack.

Target: The enemy hit by the attack

Attack: Intelligence + Level vs. MD

Hit: The target takes 2d6 + Wisdom extra damage from the hit. (If your attack crits, double the damage you are adding to your ally's attack, but not their base damage.)

Miss: The target takes extra damage from the hit equal to the spell level.

Retain Focus: 1-5.

3rd level spell: 4d6 damage.

5th level spell: 6d6 damage.

7th level spell: 6d10 damage.

9th level spell: 8d10 damage.

Champion Feat

When this attack drops the enemy to 0 hp or drops the last mook of a mob, you don't expend your focus.

Epic Feat

When the triggering ally scores a critical hit with the attack, you don't expend your focus.

Bitter Lessons

Close-quarters spell

Recharge 16+ after battle

Interrupt action to cast; expend focus

Trigger: A nearby enemy misses with an attack.

Target: The attacking enemy

Attack: Intelligence + Level vs. MD

Hit: 2d6 + Wisdom psychic damage, and the ally the target missed gains the same amount of temporary hit points.

Miss: Half damage, and you take the other half of the damage.

Retain Focus: 1-15.

3rd level spell: 4d6 damage.

5th level spell: 6d6 damage.

7th level spell: 6d10 damage.

9th level spell: 8d10 damage.

Brilliant Comeback

Close-quarters spell

Recharge 6+ after battle

Interrupt action to cast; expend focus

Trigger: A nearby ally uses a recovery.

Effect: The triggering ally can make a basic attack as a free action. Instead of using their attack bonus, that ally uses an attack bonus equal to your Intelligence modifier + 5.

3rd level spell: Intelligence modifier +7.

5th level spell: Intelligence modifier +10.

7th level spell: Intelligence modifier +12.

9th level spell: Intelligence modifier +15.

Retain Focus: 1-15

Adventurer Feat

The triggering ally adds hit points equal to your Wisdom modifier to the recovery (double your Wisdom modifier at 5th level; triple it at 8th level).

Champion Feat

The triggering ally can make an at-will attack instead of a basic attack.

Epic Feat

The target of the triggering ally's attack is vulnerable to that attack.

Inevitable Fall

Close-quarters spell

Recharge 16+ after battle

Interrupt action to cast; expend focus

Trigger: One of your allies attacks a nearby enemy and misses.

Target: The missed enemy

Attack: Intelligence + Level vs. MD

Hit: 4d8 + Wisdom psychic damage, and 5 ongoing psychic damage.

Miss: 5 ongoing psychic damage.

Retain Focus: 1-5.

3rd level spell: 8d6 damage, and 10 ongoing damage; 10 ongoing damage on a miss.

5th level spell: 8d10 damage, and 15 ongoing damage; 15 ongoing damage on a miss.

7th level spell: 2d6 x 10 damage, and 25 ongoing damage; 25 ongoing damage on a miss.

9th level spell: 2d10 x 10 damage, and 35 ongoing damage; 35 ongoing damage on a miss.

Adventurer Feat

The save to end the ongoing damage, hit or miss, is hard (16+).

Moment of Karma

Close-quarters spell

At-Will

Interrupt action to cast; expend focus

Trigger: A nearby enemy hits you with an attack.

Target: The attacking enemy

Attack: Intelligence + Level vs. MD

Hit: 3d6 + Wisdom psychic damage.

Miss: Damage equal to spell level.

Retain Focus: 1-5.

3rd level spell: 5d6 damage.

5th level spell: 5d10 damage.

7th level spell: 7d10 damage.

9th level spell: 10d10 damage.

Adventurer Feat

When the target is staggered before the attack, it's vulnerable to this attack.

Champion Feat

When you hit with this spell, the target also takes ongoing damage equal to double your Wisdom modifier (triple it at 8th level).

Epic Feat

Add triple your Wisdom modifier to your miss damage.

Timely Mistake

Close-quarters spell

Recharge 6+ after battle

Interrupt action to cast; expend focus

Trigger: A nearby enemy hits you or an ally with a natural odd attack roll.

Target: The attacking enemy

Attack: Intelligence + Level vs. MD

Hit: 1d6 + Wisdom psychic damage, and the target rerolls the attack and must use the lower result.

Miss: Damage equal to spell level.

3rd level spell: 3d6 damage.

5th level spell: 5d6 damage.

7th level spell: 5d8 damage.

9th level spell: 7d10 damage.

Retain Focus: 1-5.

Adventurer Feat

If the triggering attack targets one of your allies, that ally gains a bonus to all defenses against the rerolled attack equal to your Wisdom modifier.

Champion Feat

This spell's damage dice increase by one size (for example, d6s become d8s).

Epic Feat

When you miss with this spell but retain your focus with the roll, the target takes double the miss damage, unless you rolled a 1.

3rd Level Spells

Blood for Blood

Close-quarters spell

At-Will

Interrupt action to cast; expend focus

Trigger: One of your allies is staggered by a nearby enemy's attack.

Target: The attacking enemy

Attack: Intelligence + Level vs. MD

Hit: 3d6 + Wisdom psychic damage, and the target is vulnerable (save ends).

Miss: Damage equal to spell level.

5th level spell: 5d6 damage.

7th level spell: 5d8 damage.

9th level spell: 7d10 damage.

Retain Focus: 1-5.

Adventurer Feat

The spell can now trigger when an ally is dazed, weakened, or stunned by an enemy's attack.

Champion Feat

On a hit, the target is now vulnerable until the end of battle.

Epic Feat

Your retain focus range with this spell is now 1-15.

Diversion of Pain

Close-quarters spell

Recharge 6+ after battle

Interrupt action to cast; expend focus

Trigger: A nearby enemy of 5th level or lower hits one of your allies with an attack that could have targeted you or a different ally.

Effect: The triggering attack now targets you or a different ally of your choice as long as that creature would be a legal target of the attack. Keep the same attack roll.

5th level spell: An enemy of 8th level or less can now trigger this spell.

7th level spell: An enemy of 11th level or less can now trigger this spell.

9th level spell: An enemy of any level can now trigger this spell.

Retain Focus: 1-15.

Adventurer Feat

The new target of the attack gains a +2 bonus to all defenses against the triggering attack.

Champion Feat

You can now cast this spell when a triggering enemy hits you with an attack.

Epic Feat

The new target gains *resist damage 18+* against the triggering attack.

Fortune Smiles

Close-quarters spell

Recharge 6+ after battle

Interrupt action to cast; expend focus

Trigger: A nearby ally fails a save against an effect created by a level 1-4 enemy.

Effect: That ally gains a bonus to the save equal to your Intelligence modifier.

5th level spell: A level 5-7 effect.

7th level spell: A level 8-10 effect.

9th level spell: A level 11+ effect.

Retain Focus: —

Champion Feat

Your retain focus range with this spell is now 1-5.

Epic Feat

When you cast this spell, choose a second nearby ally. It can roll a save against a save ends effect.

Strike of the Last Breath

Close-quarters spell

At-Will

Interrupt action to cast; expend focus

Trigger: A nearby ally drops to 0 hp or below from the attack of an enemy engaged with it.

Target: The triggering ally

Attack: Intelligence + Level vs. MD

Effect: Before the target drops, it can make a basic attack against the attacking enemy as a free action (if possible), but uses your attack roll instead. On a hit, the attack deals normal damage, and the target (your ally) takes less damage from the triggering attack equal to 3d6 + Wisdom modifier.

If the target can't make a basic attack against the enemy making the triggering attack, this spell has no effect.

Retain Focus: 1-5.

5th level spell: Prevent 5d6 damage.

7th level spell: Prevent 5d8 damage.

9th level spell: Prevent 7d10 damage.

Adventurer Feat

The target can make an at-will attack instead of a basic attack.

5th Level Spells

Call of Doom

Close-quarters spell

At-Will

Free action to cast

Trigger: You drop to 0 hp or below or roll a death save.

Special: You can cast this spell without having your focus. If the trigger is you dropping, you cast it before you drop. If the trigger is a death save, you cast it while unconscious.

Target: The closest random nearby enemy

Attack: Intelligence + Level vs. MD

Hit: 7d6 + Wisdom psychic damage.

Retain Focus: —.

7th level spell: 6d10 damage.

9th level spell: 10d10 damage.

Crooked Step

Close-quarters spell

Recharge 16+ after battle

Interrupt action to cast; expend focus

Trigger: An enemy with 100 hp or fewer moves to engage one of your allies and attacks.

Effect: The triggering enemy rerolls its attack and uses the roll of your choice. If the attack misses, that enemy isn't engaged with your ally (i.e. it wasn't able to move quickly/close enough).

7th level spell: 160 hp or fewer.

9th level spell: 250 hp or fewer.

Retain Focus: 1-5.

Champion Feat

The ally the triggering enemy is attacking gains a bonus to all defenses against that attack equal to your Intelligence modifier.

Epic Feat

When this spell makes the triggering enemy miss with an attack, that enemy takes psychic damage equal to (1d8 x the spell level) + triple your Wisdom modifier. For example, casting at 7th level with a Wisdom of 20, and rolling a 4 on the d8, you'd deal 43 damage (28 + 15).

Fateful Confrontation

Close-quarters spell

Recharge 16+ after battle

Interrupt action to cast; expend focus

Trigger: A nearby unengaged enemy ends its turn.

Target: The triggering enemy

Attack: Intelligence + Level vs. MD

Hit: Until the start of the target's next turn, you and each of your allies can make melee attacks against it as if you were engaged with it, as long as the attacker can see the target. Note, when you or an ally attacks the target while nearby or far away, the attacker isn't actually engaged with the target.

Retain Focus: 1-5.

Adventurer Feat

The spell now triggers against a far away unengaged enemy.

Champion Feat

Your retain focus range with this spell is now 1-15.

Epic Feat

The spell is now recharge 11+ after battle instead.

Stifle

Close-quarters spell

Recharge 6+ after battle

Interrupt action to cast; expend focus

Trigger: An enemy with 70 hp or fewer fails a disengage check or is targeted with an opportunity attack.

Target: The triggering enemy

Attack: Intelligence + Level vs. MD

Hit: The target ends its movement, if any, and can't take any more actions this turn.

Retain Focus: 1-10.

7th level spell: 100 hp or fewer.

9th level spell: 160 hp or fewer.

Champion Feat

On a hit, the target also takes psychic damage equal to your Level + double your Wisdom modifier (triple it at 8th level).

Epic Feat

Increase the triggering hit point threshold by 50.

7th Level Spells

Arcane Loop

Close-quarters spell

Recharge 16+ after battle

Interrupt action to cast; expend focus

Trigger: A nearby ally casts a daily or recharge spell of 7th level or lower.

Effect: The triggering ally doesn't expend that spell.

Retain Focus: —.

9th level spell: A spell of 9th level or lower.

Champion Feat

The triggering ally also gains temporary hit points equal to double your Wisdom modifier + the level of the triggering spell. In addition, that ally gains the temporary hit points again when they cast that spell this battle.

Epic Feat

Your retain focus range with this spell is now 1-15.

Liberating Blow

Close-quarters spell

At-Will

Interrupt action to cast; expend focus

Trigger: A nearby ally fails a disengage check.

Effect: The triggering ally can make a basic melee attack against an enemy engaged with it as a free action, but it uses your attack roll instead of its own: Intelligence + Level vs. MD. On a hit, the attack deals normal damage and the disengage check is successful.

Retain Focus: 1-5.

9th level spell: The target can now make an at-will or close-quarters attack instead of a basic melee attack, using your attack roll.

Epic Feat

The target's disengage check is successful whether or not the attack hits.

9th Level Spells

Hasten Fate

Close-quarters spell

Recharge 6+ after battle

Interrupt action to cast; expend focus

Trigger: A non-mook enemy drops to 0 hp while the escalation die is 3, 4, or 5.

Effect: Increase the escalation die by 1.

Retain Focus: —.

Epic Feat

The spell now triggers when the escalation die is 2-5.

Rewind the Skeins

Close-quarters spell

Once per level

Standard action to cast; you can only cast this spell out of battle

Trigger: You realize that the last two minutes of out of battle roleplay or existence have gone horribly wrong and you want to rewind and try to redirect reality in a manner that you wish.

Effect: Reality goes back two minutes. You remember what happened the first time. No one else does. This effect usually can't rewind past battles—it's designed for reliving or avoiding social interactions, roleplaying moments, traps, non-combat events, earthquakes, tarrasque appearances (if you could use it before rolling initiative!), and even icon relationship rolls.

Epic Feat

Take it back five minutes.

Paladin

Ability Scores

Paladins gain a +2 class bonus to Strength or Charisma, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds

Possible backgrounds include: city guardsman, combat medic, bodyguard, outlaw hunter, and inquisitor.

Gear

At 1st level, a paladin starts with a melee weapon or two, a ranged weapon if they want it, armor, a shield, and standard non-magical gear that is suggested by the character's backgrounds.

Gold Pieces

Paladins may start with either 25 gp or 1d6 x 10 gp.

Armor

Armor Type	Base AC	Atk Penalty
None	10	—
Light	12	—
Heavy	16	—
Shield	+1	—

Melee Weapons

	One-Handed	Two-Handed
Small	1d4 dagger	1d6 club
Light or Simple	1d6 scimitar, shortsword	1d8 spear
Heavy or Martial	1d8 longsword, battleaxe	1d10 greatsword, halberd

Ranged Weapons

	Thrown	Crossbow	Bow
Small	1d4 dagger	1d4 hand crossbow	—
Light or Simple	1d6 javelin, axe	1d6 light crossbow	1d6 shortbow

Heavy or Martial —

1d8 heavy crossbow 1d8 longbow

Level Progression

Paladin	Total Hit Points	Total Feats	Class Talents (M)	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1 Multiclass	(Avg. of both classes) x 3	1 adventurer	3	<i>Not affected</i>	ability modifier
Level 1	(8 + CON mod) x 3	1 adventurer	3		ability modifier
Level 2	(8 + CON mod) x 4	2 adventurer	3		ability modifier
Level 3	(8 + CON mod) x 5	3 adventurer	3		ability modifier
Level 4	(8 + CON mod) x 6	4 adventurer	3	+1 to 3 abilities	ability modifier
Level 5	(8 + CON mod) x 8	4 adventurer 1 champion	4		2 x ability modifier
Level 6	(8 + CON mod) x 10	4 adventurer 2 champion	4		2 x ability modifier
Level 7	(8 + CON mod) x 12	4 adventurer 3 champion	4	+1 to 3 abilities	2 x ability modifier
Level 8	(8 + CON mod) x 16	4 adventurer 3 champion 1 epic	5		3 x ability modifier
Level 9	(8 + CON mod) x 20	4 adventurer 3 champion 2 epic	5		3 x ability modifier
Level 10	(8 + CON mod) x 24	4 adventurer 3 champion 3 epic	5	+1 to 3 abilities	3 x ability modifier

Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus +2 Strength or Charisma (different from racial bonus)

Initiative Dex mod + Level

Armor Class (**heavy armor**) 16 + middle mod of Con/Dex/Wis + Level

Armor Class (shield and heavy armor)	17 + middle mod of Con/Dex/Wis + Level
Physical Defense	10 + middle mod of Str/Con/Dex + Level
Mental Defense	12 + middle mod of Int/Wis/Cha + Level
Hit Points	(8 + Con mod) x Level modifier (see level progression chart)
Recoveries	8
Recovery Dice	(1d10 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points
Talents	3 (see level progression chart)
Feats	1 per Level

Basic Attacks

Melee Attack

At-Will

Target: One enemy

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength damage

Miss: Damage equal to your level

Ranged Attack

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: —

Class Features

All paladins have the Smite Evil class feature.

Smite Evil

You can use this talent once per battle, plus an additional number of times per day equal to your Charisma modifier.

As a free action before you make a paladin melee attack roll, you can declare that you're using a Smite Evil attack. Add +1d12 to the damage roll AND deal half damage with the attack if it misses.

Adventurer Feat

Your Smite Evil attacks gain a +4 attack bonus.

Champion Feat

Add 2d12 to the damage roll instead of 1d12.

Epic Feat

Add 4d12 to the damage roll instead of 2d12.

Class Talents

Choose three of the following class talents.

You get an additional paladin class talent at 5th level, and again at 8th level.

Bastion

You gain +1 AC.

In addition, once per battle when a nearby ally is hit by an attack, you can choose to lose hit points equal to half of that damage, and have your ally take only half of the damage instead. The damage you lose can come from temporary hit points, but isn't affected by damage resistance and other tricks to avoid the damage.

Adventurer Feat

Increase your total number of recoveries by 1.

Champion Feat

Once per day, you can use Bastion twice in the same battle.

Epic Feat

When you use Bastion now, your ally takes no damage. You still lose hit points equal to half the damage.

Cleric Training

Choose one cleric spell of your level or lower. That spell is now part of your powers. (You can change out the spell normally.)

Adventurer Feat

You can use your Charisma as the attack ability for cleric spells you can cast.

Champion Feat

You can now cast the cleric class feature *heal* spell twice per day.

Epic Feat

Choose two cleric spells instead of one.

Divine Domain

Special: You can choose Divine Domain a second time, if you wish, at 5th level or at 8th level.

Choose one of the domains listed in the cleric's class talent list. You gain all the domain's advantages, including the ability to use the domain's invocation once per day.

If the domain you choose is designed to help cleric spells and attacks, reinterpret the talent to help your paladin powers. You can use the domain's feats if you wish; reinterpret them similarly if necessary.

Fearless

You are immune to fear abilities and to any non-damage effects of attacks named or described as fear attacks.

In addition, you gain a +1 melee attack bonus against enemies that are not engaged by any of your allies. The bonus increases to +2 against enemies with fear abilities.

Adventurer Feat

You gain a +1 bonus to death saves.

Champion Feat

You gain a +1 bonus to all saves except death saves.

Epic Feat

Your nearby allies gain a +1 bonus to death saves.

Implacable

You can roll saves at the start of your turn instead of at the end of your turn. A successful save against ongoing damage, for example, means that you will not take the ongoing damage that turn.

Adventurer Feat

You gain a +1 bonus to saves.

Champion Feat

Once during your turn as a free action, you can choose to lose hit points equal to your level to reroll a save.

Epic Feat

You gain a +1 bonus to Physical Defense and Mental Defense.

Lay on Hands

Twice per day as a quick action, you can heal yourself or an ally next to you with a touch. You spend the recovery while the recipient heals as if they had spent the recovery.

Adventurer Feat

Add twice your Charisma modifier to the healing provided by Lay on Hands.

Champion Feat

Lay on Hands healing uses a free recovery instead of one of your own.

Epic Feat

You can now use Lay on Hands four times per day instead of two.

Paladin's Challenge

When you hit an enemy with a melee attack, you can choose to challenge that enemy as a free action. Until the end of the battle, provided that both you and the enemy you've

challenged are conscious and capable of making an attack, you each take a -4 attack penalty against all other creatures and a -4 penalty to disengage checks from each other.

The attack penalty temporarily deactivates for the attacker when they make an attack roll against their rival, but only until the end of the attacker's turn. For example, if a creature with more than one attack attacks you first, its subsequent attacks against your allies are without the challenge penalty. However, the attack penalty resets at the end of its turn, so it does not help with opportunity attacks against your allies later in the round.

You can only have one enemy challenged at a time.

Your Paladin's Challenge ends when...

- ...you or the creature you are challenging falls unconscious or drops to 0 hp.
- ...you hit a different enemy with an attack (assuming you hit with the -4 penalty).
- ...the creature flees far away and you choose to end the challenge.

An enemy can only be the subject of one Paladin's Challenge at a time; a new challenge overrides the previous one.

In the unlikely case in which two paladins fight each other, any use of Paladin's Challenge locks them into a challenge that only ends when one of them drops.

Adventurer Feat

The attack and disengage penalty for challenged enemies (but not for you) is equal to -4 or to the escalation die, whichever is higher.

Champion Feat

You can have two challenges active at the same time against different enemies.

Epic Feat

Enemies you challenge are vulnerable to your attacks.

Path of Universal Righteous Endeavor

Special: You can't take this talent if you take the Way of Evil Bastards talent.

Your nearby allies gain a +1 bonus to all saves.

Adventurer Feat

Once per day, you can reroll your relationship dice with a heroic or ambiguous icon.

Champion Feat

All of your melee and ranged attacks deal holy damage.

Epic Feat

You gain an additional relationship point with a heroic or ambiguous icon.

Way of Evil Bastards

Special: You can't take this talent if you take the Path of Universal Righteous Endeavor talent.

When one of your Smite Evil attacks drops a non-mook enemy to 0 hp, that use of Smite Evil is not expended.

Adventurer Feat

Once per day, you can reroll your relationship dice with a villainous or ambiguous icon.

Champion Feat

When one of your Smite Evil attacks drops three or more mooks, it is not expended.

Epic Feat

You gain an additional relationship point with a villainous or ambiguous icon.

Ranger

Ability Scores

Rangers gain a +2 class bonus to Dexterity or Strength, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds

Possible backgrounds include: trackers, bounty hunters, beast slayers, woodsy assassins, orc slayers, and wanderers.

Gear

At 1st level, a ranger starts with light armor, a melee weapon or two, a ranged weapon or two, and other mundane gear as suggested by their backgrounds.

Gold Pieces

Rangers may start with either 25 gp or 1d6 x 10 gp.

Armor

Armor Type	Base AC	Atk Penalty
None	10	—
Light	14	—
Heavy	15	-2
Shield	+1	-2

Melee Weapons

	One-Handed	Two-Handed
Small	1d4 dagger	1d6 club
Light or Simple	1d6 shortsword, hand axe	1d8 spear
Heavy or Martial	1d8 longsword, warhammer	1d10 greatsword, greataxe

Ranged Weapons

	Thrown	Crossbow	Bow
Small	1d4 dagger	1d4 hand crossbow	—
Light or Simple	1d6 javelin, axe	1d6 light crossbow	1d6 shortbow

Heavy or Martial —

1d8 heavy crossbow 1d8 longbow

Level Progression

Ranger Level	Total Hit Points	Total Feats	Class Talents (M)	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1 Multiclass	(Avg. of both classes) x 3	1 adventurer	3	<i>Not affected</i>	ability modifier
Level 1	(7 + CON mod) x 3	1 adventurer	3		ability modifier
Level 2	(7 + CON mod) x 4	2 adventurer	3		ability modifier
Level 3	(7 + CON mod) x 5	3 adventurer	3		ability modifier
Level 4	(7 + CON mod) x 6	4 adventurer	3	+1 to 3 abilities	ability modifier
Level 5	(7 + CON mod) x 8	4 adventurer 1 champion	4		2 x ability modifier
Level 6	(7 + CON mod) x 10	4 adventurer 2 champion	4		2 x ability modifier
Level 7	(7 + CON mod) x 12	4 adventurer 3 champion	4	+1 to 3 abilities	2 x ability modifier
Level 8	(7 + CON mod) x 16	4 adventurer 3 champion 1 epic	5		3 x ability modifier
Level 9	(7 + CON mod) x 20	4 adventurer 3 champion 2 epic	5		3 x ability modifier
Level 10	(7 + CON mod) x 24	4 adventurer 3 champion 3 epic	5	+1 to 3 abilities	3 x ability modifier

(M): Indicates columns in which multiclass characters lag one level behind.

Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus	+2 Strength, Dexterity, or Wisdom (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (light armor)	14 + middle mod of Con/Dex/Wis + Level
Physical Defense	11 + middle mod of Str/Con/Dex + Level
Mental Defense	10 + middle mod of Int/Wis/Cha + Level
Hit Points	(7 + Con mod) x Level modifier (see level progression chart)
Recoveries	8
Recovery Dice	(1d8 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points
Talents	3 (see level progression chart)
Feats	1 per Level

Basic Attacks

Melee Attack

At-Will

Target: One enemy

Attack: Strength OR Dexterity + Level vs. AC

Hit: WEAPON + Strength damage

Miss: Damage equal to your level

Ranged Attack

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: Damage equal to your level

Class Talents

Choose three of the following class talents, or put two talents into Animal Companion, and one talent elsewhere.

You get an additional ranger class talent at 5th level, and again at 8th level.

Animal Companion

Special: Unlike most class talents, this talent can take up to two ranger class talent slots. Spending one talent makes you an Animal Companion initiate. Spending two makes you an Animal Companion adept.

You have a normal-sized animal companion that fights alongside you in battle. See Animal Companion Rules.

If you would rather have a smaller beast as a pet, see the Ranger's Pet talent.

Archery

Once per battle, reroll one of your missed ranged attacks.

Adventurer Feat

Your Archery rerolls gain a +2 attack bonus and the attack's crit range expands by 1.

Champion Feat

Once per day, you can use Archery twice in the same battle.

Epic Feat

Once per day, you can turn a normal hit with a ranger ranged attack into a critical hit.

Double Melee Attack

When fighting with two one-handed melee weapons, your default option is to make a double melee attack.

Your weapon damage die drops one notch, usually from d8s to d6s. If your first attack is a natural even roll (hit or miss), you can make a second attack as a free action.

If you decide you don't want to try for a double melee attack while fighting with two one-handed weapons, declare it before rolling your attack; the single attack will deal the normal damage dice instead of using reduced damage dice.

Adventurer Feat

Your second attack gains a +2 attack bonus if it is against a different target.

Champion Feat

Once per battle, use Double Melee Attack after an odd attack roll.

Epic Feat

Each turn, you can pop free of one enemy before one attack roll that is part of a Double Melee Attack. You can also use your move action in between your two attacks if you wish.

Double Ranged Attack

When you attack with a ranged weapon that does not need to be reloaded, your default option is to make a double ranged attack.

Your weapon damage die drops one notch, usually from d8s to d6s. If your first attack is a natural even roll (hit or miss), you can make a second attack as a free action.

If you decide you don't want to try for a double ranged attack when firing your bow or other ranged weapon, declare it before rolling your attack; the single attack will deal the normal damage dice instead of using reduced damage dice.

Adventurer Feat

Your second attack gains a +2 attack bonus if it is against a different target.

Champion Feat

Once per battle, you can use Double Ranged Attack after an odd attack roll.

Epic Feat

Each turn, you can pop free of one enemy before one attack roll that is part of a Double Ranged Attack. You can also use your move action in between your two attacks if you wish.

Favored Enemy

Choose a specific monster type (e.g. aberration, beast, construct, demon, dragon, giant, humanoid*, ooze, plant, or undead). The crit range of your ranger attacks against that type of enemy expands by 2.

*Choosing humanoid: Unlike other favored enemies, choosing humanoid as your favored enemy takes up two ranger class talent slots.

Adventurer Feat

You can change your favored enemy by meditating when you take a full heal-up.

Champion Feat

Your crit range for attacks against favored enemies expands by 1 (to +3).

Epic Feat

Choose a second non-humanoid monster type as a favored enemy.

Fey Queen's Enchantments

Choose one daily or recharge spell of your level or lower from the sorcerer class. You can cast this spell as if you were a sorcerer (though you can't gather power).

Adventurer Feat

You can choose which ability score you want to use as the attack ability for sorcerer spells you can cast.

Champion Feat

You can now choose from sorcerer at-will spells.

Epic Feat

You gain an additional sorcerer spell of your choice that is your level or lower; a total of two from this talent.

First Strike

The first time you attack an enemy during a battle, your crit range for that attack expands by 2 (usually to 18+). A mob of mooks counts as a single enemy.

Adventurer Feat

The crit range of your First Strike attacks expands by 1 (to +3).

Champion Feat

Once per day, deal triple damage with a First Strike crit instead of double damage.

Epic Feat

Whenever you hit with a First Strike attack, you can reroll your damage once and use the higher roll.

Lethal Hunter

Once per battle as a free action, choose an enemy. The crit range of your attacks against that enemy expands by 2 for the rest of the battle. A mob of mooks counts as a single enemy.

Adventurer Feat

The crit range of your Lethal Hunter attacks expands by 1 (to +3).

Champion Feat

One battle per day, you can use Lethal Hunter against two different enemies.

Epic Feat

Your Lethal Hunter crits deal triple damage instead of double damage while the escalation die is 3+.

Ranger ex Cathedral

Choose one daily or recharge spell of your level or lower from the cleric class. You can cast this spell as if you were a cleric. You can change your chosen spell each time you take a full heal-up.

Adventurer Feat

You can cast the cleric class feature *heal* spell once per battle.

Champion Feat

You can now choose from cleric at-will spells.

Epic Feat

You gain an additional cleric spell of your choice that is your level or lower; a total of two from this talent.

Ranger's Pet

You have a small animal or beast that accompanies you on your adventures. Use the rules from the Wizard's Familiar talent with the following differences:

1. The creature is your pet or friend instead of your familiar.
2. Your pet is fully natural rather than partially magical.
3. Your pet can end up with more abilities, if you choose.

Adventurer Feat

Your pet gains a third ability.

Champion Feat

Your pet gains a fourth ability.

Epic Feat

Your pet gains a fifth ability.

Tracker

You have the Tracker background at its full possible bonus of +5, without having to spend your normal background points on it. You are an expert wilderness tracker, capable of reading clues from the environment that others can't perceive. Tracking doesn't work well, however, in heavily traveled urban environments.

In addition, you have the terrain stunt power.

Terrain stunt: At the start of each battle in a non-urban environment, roll a d6. Any time after the escalation die reaches that number, you'll be able to use a quick action to execute a terrain stunt. Normally you can only use terrain stunt once per battle, but circumstances, geography, or excellent planning may suggest that you can pull it off more than once.

Terrain stunts are improvisational effects that play off your preternatural understanding of the wilderness and all the diverse forms of the natural world. Things like knocking a hornets nest no one had noticed onto your enemy's head, maneuvering a foe onto a soggy patch of ground that slows them down, shooting the cap off a mushroom spore in a dungeon that erupts on your enemies, getting your enemy's sword wedged into a stalactite, finding the tree branch that lets you vault up to attack the flying demon that thought it was out of axe range, and similar types of actions.

Adventurer Feat

Your grasp of the way the world is put together increases; you now can use terrain stunt in urban environments.

Champion Feat

You can track as well in urban areas as you do in the wilderness.

Epic Feat

You can track flying creatures and creatures that normally wouldn't be trackable, and there's the possibility that even teleports give you a sense of direction.

Two-Weapon Mastery

You gain a +1 attack bonus when fighting with a one-handed melee weapon in each hand.

Adventurer Feat

When you fight with two one-handed melee weapons, increase the damage you deal with missed attacks by adding your level to it. Most of your basic melee attacks, therefore, will deal double your level as miss damage.

Champion Feat

If you fight with two one-handed melee weapons, whenever an enemy makes a melee attack against you and rolls a natural 1, you can make an opportunity attack against that foe as a free action.

Epic Feat

One battle per day, increase the damage you deal with missed attacks to triple your level instead of double your level (from Two-Weapon Mastery).

Animal Companion Rules

You have a devoted animal companion who fights alongside you like a member of your adventuring party.

If you have a single talent invested into Animal Companion, you are an Animal Companion initiate. If you invested two talents into Animal Companion, you are an Animal Companion adept.

These are the same rules as for the druid.

Calling to Battle

When you roll initiative, you may choose whether you want your animal companion to take part in the battle. You may also call your animal companion during the battle with a quick action.

Animal Companion initiates may only call their animal companion once every other battle. The animal companion may not fight in two battles in a row—even between full heal-ups, adventures, or gaining new levels. Animal Companion adepts don't have this limitation; their animal companion can fight in every battle if the adept so chooses.

Recoveries

As an initiate, add a recovery to your total recoveries. As an adept, add two recoveries to your total recoveries. You can use a recovery on yourself or your animal companion.

Actions

Your animal companion acts on your initiative turn, either immediately before or after you, depending on the animal type.

Your animal companion moves gets a move action and a standard action, but not a quick action.

If you have powers that care about the “first time you attack an enemy,” an attack by your animal companion counts as your attack.

Animal Harm

Your animal companion can be healed like an ally. If it gets healed without you being healed, it uses one of your recoveries. When you use a recovery while next to your animal companion (including being engaged with the same enemy), your animal companion is also healed using a free recovery.

Instead of dying like a monster or NPC at 0 hp, your animal companion follows PC rules for falling unconscious at 0 hp and dying after four failed death saves or when its negative hit points equal half its normal hit points. If your animal companion dies, it's gone for the battle, though you can call it (or another one) to fight in the next battle (as an adept) or the in the battle after that (as an initiate). That animal companion will be one level lower than an animal companion would normally be, i.e. two levels below you. At the start of the next battle, bump the animal companion up to its proper level, i.e. one below you.

Stats & Levels

Each animal companion has roughly the same base stats as listed below.

Your animal companion is always one level lower than you. As a 1st level ranger, you'll have a level 0 animal companion. Once you gain a level, your animal companion rises to 1st level.

On top of the base stats, each type of animal has a zoologically appropriate power or advantage.

Companion Bonuses

Each type of animal companion is a little different.

Bear (also Giant Badger, Wolverine)

Acts: After ranger

Advantage: The bear gains temporary hit points equal to its level each time it hits with an attack.

Champion Feat

The temporary hit points increase to double its level.

Boar (also Spiky Lizard)

Acts: Before ranger

Advantage: The boar gains a +1 attack bonus when it moves before its attack during the same turn.

Eagle (also Falcon, Hawk, Owl, Vulture)

Acts: Before ranger

Advantage: It flies! Its melee damage die is dropped by one size (d6 at level 0).

Panther (also Lion, Tiger)

Acts: Before ranger

Advantage: The panther's crit range expands by 2 against enemies with lower initiative.

Snake (also Giant Spider, Poison Toad)

Acts: After ranger

Advantage: The snake also deals ongoing poison damage equal to twice your level on a natural attack roll of 18+.

Champion Feat

The ongoing damage is three times your level instead.

Epic Feat

The ongoing damage is four times your level instead.

Wolf (also Big Dog, Coyote, Hyena, Jackal)

Acts: After ranger

Advantage: The wolf gains a +1 attack bonus against enemies its master attacked the same turn, or against enemies engaged with its master.

Baseline Stats

Use the following stats as the baseline for your animal companion. Remember that your companion stays a level lower than you. Generally your companion's Physical Defense should be higher than its Mental Defense, but you could flip that if you have a good explanation.

Level	Attack	Damage	AC	PD (or MD)	MD (or PD)	HP
0	+5 vs. AC	d8	16	14	10	20 (10)
1	+6 vs. AC	d10	17	15	11	27 (13)
2	+7 vs. AC	2d6	18	16	12	36 (18)
3	+9 vs. AC	3d6	19	17	13	45 (22)
4	+10 vs. AC	4d6	21	19	15	54 (27)
5	+11 vs. AC	5d6	22	20	16	72 (36)
6	+13 vs. AC	6d6	23	21	17	90 (45)
7	+14 vs. AC	7d6	25	23	19	108 (54)
8	+15 vs. AC	8d6	26	24	20	144 (72)
9	+17 vs. AC	9d6	27	25	21	180 (90)
10	+18 vs. AC	10d6	28	26	22	216 (108)

Animal Companion Feats

Ranger animal companion feats are designed so that they do not build on each other. Unlike other feats, you don't have to take animal companion feats progressively, one after the other as long as you qualify for the correct tier.

Adventurer Feats

- Once per day, your animal companion can attack twice in a round with a standard action.
- Once per battle, your animal companion can turn a disengage success by an enemy it is engaged with into a failure.
- Once per day, reroll one of your animal companion's missed attack rolls.
- Your animal companion adds the escalation die to its attacks.

Champion Feats

- Once per day, your animal companion can force an enemy to reroll an attack that hit it.
- Your Lethal Hunter talent also applies to your animal companion.
- Increase your animal companion's Physical Defense and Mental Defense by +1.

Epic Feats

- Increase your animal companion's damage die by one size (for example, from d6s to d8s, or d8s to d10s).
- Increase your animal companion's AC by +1.

Animal Companion Spells

As an Animal Companion adept, you gain a number of spells to help your animal companion—or another's—fight better. You don't have to choose the spells you know ahead of time. You can cast any spell of your level or lower, limited only by the number of daily spells you get. Once you cast a particular daily spell, no matter its level, you can't cast it again until you take your next full heal-up.

Animal Companion spells are not available to Animal Companion initiates.

Ranger Level	Multiclass Level	Daily Spells	Spells are Cast At
1	1, 2	1	1 st level
2	3	2	1 st level
3	4	2	3 rd level
4	5	2	3 rd level
5	6	3	5 th level
6	7	3	5 th level
7	8	3	7 th level
8	9	4	7 th level
9	10	4	9 th level
10	-	4	9 th level

1st Level Spells

Pack Link

Ranged spell

Quick action to cast

Daily

Target: One nearby animal companion

Effect: Until the end of the battle, when the target attacks an enemy that is engaged with you, increase the target's melee attack damage dice for that attack by one size, up to a maximum of d12.

5th level spell: The target's basic melee attacks now deal half damage on a natural even miss.

7th level spell: The target's basic melee attacks now deal half damage on any miss.

Vitality

Ranged spell

Quick action to cast

Daily

Target: One nearby animal companion

Effect: The target heals using a free recovery.

3rd level spell: In addition, the target heals hit points equal to your Wisdom modifier at the start of each of its turns until the end of the battle or until it drops to 0 hit points.

5th level spell: The healing the target gains at the start of its turn is now double your Wisdom modifier.

7th level spell: The healing the target gains at the start of its turn is now triple your Wisdom modifier.

9th level spell: The first time this battle that the target drops to 0 hit points, you can roll a normal save. If you succeed, the target heals using one of your recoveries.

3rd Level Spells

Magic Fang

Ranged spell

Quick action to cast

Daily

Target: One nearby animal companion

Effect: If the target already adds the escalation die to its attacks, it gains a +2 attack bonus until the end of the battle. If not, it now adds the escalation die to its attacks until the end of the battle.

5th level spell: The target's crit range expands by 2.

9th level spell: The target's crit range expands by a total of 4.

5th Level Spells

Armor of Shell & Spirits

Ranged spell

Quick action to cast

Daily

Special: You must spend a recovery to cast this spell.

Target: One nearby animal companion

Effect: Until the end of the battle, the target gains *resist damage 12+* against attacks that target AC.

7th level spell: Resistance now includes attacks that target PD.

9th level spell: Resistance increases to *resist damage 14+*.

7th Level Spells

Blood is Strong

Ranged spell

Quick action to cast

Daily

Target: One nearby animal companion

Effect: Until the end of the battle, when the target hits with a melee attack, you heal hit points equal to 1d10 + your Wisdom modifier.

9th level spell: You now heal hit points equal to 2d10 + double your Wisdom modifier.

9th Level Spells

Spirit Guardian

Ranged spell

Free action to cast

Daily

Special Trigger: You drop to 0 hp or below while your animal companion is nearby and still above 0 hp.

Effect: Your spirit trades places with the spirit of your animal companion. You now occupy the body of your animal companion, using its current hit points, defenses, and attacks (and the effects of any spells cast upon it earlier).

You can't cast spells or use your normal humanoid powers and class features while in your companion's body. You can either keep fighting as your animal companion or you can roll a normal save as a quick action once during each of your turns; if you succeed, your body and your animal companion's body swap places while your spirits return to their proper bodies. You keep the hit points of the animal companion before you rolled the save, but can heal using a recovery when the swap is complete, if you wish. Returning to your own partially-healed body thanks to the successful save ends the spell's effect.

While your animal companion is in your body, it can roll death saves and be healed. If it becomes conscious it can attack using its basic melee attacks, but it doesn't have access to any of your spells or powers. Any failed death saves remain with the spirit that failed them, not the body.

Rogue

Ability Scores

Rogues gain a +2 class bonus to Dexterity or Charisma, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds

Possible backgrounds include: street thug, cat burglar, diplomat, professional gambler, courtier, jewel thief, acrobat, con artist, bartender, spy master, pirate, dandy, rat catcher.

Gear

At 1st level, rogues start with the clothes on their back and the dice in their pockets. They also start with various bladed weapons and some armor. Plus various oddments suggested by their backgrounds.

Gold Pieces

Rogues may start with either 25 gp or 1d6 x 10 gp.

Armor

Armor Type	Base AC	Atk Penalty
None	11	—
<i>Light</i>	12	—
Heavy	13	-2
Shield	+1	-2

Melee Weapons

	One-Handed	Two-Handed
Small	1d8 dagger	1d6 club
Light or Simple	1d8 shortsword, wicked knife	1d8 spear
Heavy or Martial	1d8 (-2 atk) longsword, scimitar	1d10 (-2 atk) greatsword

Ranged Weapons

	Thrown	Crossbow	Bow
Small	1d4 dagger	1d4 hand crossbow	—
Light or Simple	1d6 javelin, axe	1d6 light crossbow	1d6 shortbow
Heavy or Martial	—	1d8 (-1 atk) heavy crossbow	1d8 (-2 atk) longbow

Level Progression

Rogue Level	Total Hit Points	Total Feats	Powers Known (M)	Power Pool Available (M)	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1 Multiclass	(Avg. of both classes) x 3	1 adventurer	4	1 st level	<i>Not affected</i>	ability modifier
Level 1	(6 + CON mod) x 3	1 adventurer	4	1 st level		ability modifier
Level 2	(6 + CON mod) x 4	2 adventurer	5	1 st level		ability modifier
Level 3	(6 + CON mod) x 5	3 adventurer	5	3 rd level		ability modifier
Level 4	(6 + CON mod) x 6	4 adventurer	6	3 rd level	+1 to 3 abilities	ability modifier
Level 5	(6 + CON mod) x 8	4 adventurer 1 champion	6	5 th level		2 x ability modifier
Level 6	(6 + CON mod) x 10	4 adventurer 2 champion	7	5 th level		2 x ability modifier

Level 7	(6 + CON mod) x 12	4 adventurer 3 champion	7	7 th level	+1 to 3 abilities	2 x ability modifier
Level 8	(6 + CON mod) x 16	4 adventurer 3 champion 1 epic	8	7 th level		3 x ability modifier
Level 9	(6 + CON mod) x 20	4 adventurer 3 champion 2 epic	8	9 th level		3 x ability modifier
Level 10	(6 + CON mod) x 24	4 adventurer 3 champion 3 epic	9	9 th level	+1 to 3 abilities	3 x ability modifier

Note: Although not listed on the table, this class gets three talents. It does not gain more at higher levels.

(M): Indicates columns in which multiclass characters lag one level behind.

Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus	+2 Dexterity or Charisma (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (light armor)	12 + middle mod of Con/Dex/Wis + Level
Physical Defense	12 + middle mod of Str/Con/Dex + Level
Mental Defense	10 + middle mod of Int/Wis/Cha + Level
Hit Points	(6 + Con mod) x Level modifier (see level progression chart)
Recoveries	8
Recovery Dice	(1d8 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points
Talents	3
Feats	1 per Level

Basic Attacks

Melee attack

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: Damage equal to your level

Ranged attack

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: Damage equal to your level

Class Features

All rogues fight better when they gain momentum, are good at stabbing enemies in the back, and have a knack for avoiding the traps that their clueless allies would stumble into.

Momentum

Many of the rogue's powers function only when the rogue has momentum.

You gain momentum by hitting an enemy with an attack.

You lose momentum when you are hit by an attack.

The default is that you can use momentum powers without losing momentum, but a few powers specify that you must spend your momentum to use them. You don't have to use attacks that require momentum against the foe you hit to gain that momentum.

Momentum powers that do not require you to spend your momentum are generally classified as interrupt actions. You can only use one interrupt action a round, which keeps your momentum powers from dominating the battle.

Sneak Attack

Once per round when you make a rogue melee weapon attack against an enemy engaged with one or more of your allies, you can deal extra damage if your attack hits.

Rogue Level	Extra Damage
1	+1d4
2	+1d6
4	+2d6

6	+3d6
8	+5d6
10	+7d6

Adventurer Feat

Your Sneak Attack feature also works the first round of combat against enemies with a lower initiative than you.

Champion Feat

Your Sneak Attack feature also works against enemies who are confused, dazed, stunned, vulnerable to your attack, or weakened.

Epic Feat

Once per battle when you miss with an attack that would have allowed you to deal Sneak Attack damage, replace the normal miss damage with your full Sneak Attack damage.

Trap Sense

Even rogues whose backgrounds don't have anything to do with noticing, avoiding, or disarming traps have a unique knack for dealing with traps.

If a rogue's skill check involving a trap is a natural even failure, the rogue can reroll the skill check once. If a trap's attack roll against a rogue is a natural odd roll, the rogue can force the trap to reroll the attack once.

Adventurer Feat

The trap attack reroll can also apply to a nearby ally of the rogue as the rogue shouts a warning or acts to prevent the trap from hitting.

Champion Feat

You gain a +3 bonus to skill check rerolls you make against traps.

Epic Feat

You only take half damage from trap attacks.

Class Talents

Choose three of the following class talents.

Cunning

You can use your Intelligence in place of your Charisma for any rogue attacks, talents, or powers that use Charisma (e.g. *shadow walk* and *slick feint*). You also gain two extra points of backgrounds to spend on knowledge-related backgrounds and gain a +2 bonus to skill checks involving traps.

Adventurer Feat

You gain a +1 bonus to Mental Defense.

Champion Feat

Once per battle, reroll a save against an effect from an attack that originally hit your Mental Defense.

Epic Feat

Your once-per-battle save reroll is now once per save.

Improved Sneak Attack

Your Sneak Attack damage is better than other rogues. Use the following Sneak Attack bonus damage progression instead.

Rogue Level	Extra Damage
1	+1d6
2	+1d7
4	+2d8
6	+3d8
8	+5d8
10	+7d8

Adventurer Feat

Once per day as a free action, you can add your Sneak Attack damage to any hit against one target that would not otherwise have qualified for the damage.

Champion Feat

Once per day, roll d20s for your Sneak Attack damage instead of d8s.

Epic Feat

One battle per day, ignore the limitation that you can use Sneak Attack damage only once per round.

Murderous

Against staggered enemies, your crit range with rogue attacks expands by 2.

Adventurer Feat

You gain a +2 attack bonus against staggered enemies.

Champion Feat

Your crit range against staggered enemies expands by 2 (now +4).

Epic Feat

Whenever a staggered enemy misses you with a melee attack, it's vulnerable to your attacks for the rest of the battle.

Shadow Walk

You gain the *shadow walk* at-will power:

As a move action before you have used your standard action this turn, if you are not engaged, you can make the following "attack" against all nearby enemies, targeting the enemy among them with the highest Mental Defense.

Attack: Charisma + Level vs. MD

Hit: Remove yourself from play. At the start of your next turn, return anywhere nearby that you could have moved to normally during your turn, and deal double damage with your first rogue attack that turn.

Miss: No effect. You can't attempt to *shadow walk* again until your next turn, but you still have your standard action this turn.

Adventurer Feat

On a miss, you can still use your move action normally (but still can't *shadow walk* this turn).

Champion Feat

Twice per day, you can reroll the rogue attack that follows your successful use of *shadow walk*.

Epic Feat

Twice per day, you can reappear from your *shadow walk* in a nearby location you wouldn't have been able to reach unimpeded physically, for instance, on the other side of a portcullis or door, or high up a wall.

Smooth Talk

Once per day, convince your GM with an amazing line of patter while you are using social skills to speak or interact with NPCs associated with a particular icon. If the GM is convinced by your patter, roll a normal save (11+). If you succeed, for the rest of the day you can function as if you have a 2-point positive relationship with the icon who seems to be in play. Thanks to your amazing gift of gab, for a short time, it's more or less true. (Note that these points replace any points you normally have with the icon rather than adding to them.)

Failure on the Smooth Talk save generally arouses suspicions.

Adventurer Feat

Add your Charisma modifier to your Smooth Talk save rolls.

Champion Feat

Success with your Smooth Talk talent gives you a 3-point positive relationship instead.

Epic Feat

Even if you fail your Smooth Talk save, you get a 2-point conflicted relationship with the icon because the people you're speaking with can't be sure.

Swashbuckle

Once per battle as a quick action, you can spend your momentum to pull off a daring stunt the likes of which others could scarcely conceive. You may make an attack as part of the stunt, but you'll need to roll normally for the attack. This is an improvisational talent.

As a swashbuckler, you do not need a difficult skill check to pull the stunt off.

Thievery

You have the Thief background at its full possible bonus of +5, without having to spend your normal background points on it.

Adventurer Feat

Regardless of your level, you gain the bonus power *thief's strike* in addition to your normal number of powers.

Champion Feat

Once per day, you can deal full damage with *thief's strike* instead of half damage.

Epic Feat

Twice per level, you can steal something with a successful *thief's strike* that you would not be able to steal ordinarily, but that would require a bit of magic, e.g. a dream, a spell, someone's hope, a memory. The theft won't be permanent. Every day, roll a hard save to determine whether you can keep what you stole for that day. Also, you can never steal the same thing twice.

Tumble

You gain a +5 bonus to disengage checks. In addition, while you are moving, if an enemy moves to intercept you, you can make one disengage roll per intercepting enemy as a free action to avoid that enemy, but you must stop the first time you fail any of those disengage checks.

Adventurer Feat

You ignore the penalty for disengaging from more than one enemy at a time.

Champion Feat

One battle per day as a free action, you can declare that you're a tumbling fool and automatically succeed on your first disengage check each turn.

Epic Feat

Whenever you take critical hit damage, roll a hard save (16+). If you succeed, you somehow tumbled out of the way of whatever was about to hit you, and instead only take damage equal to the attacker's level.

1st Level Powers

Evasive Strike

Melee attack

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage, and you can pop free from the target.

Miss: Damage equal to your level.

Adventurer Feat

If you drop the target with your *evasive strike* attack, you can pop free from all enemies instead.

Champion Feat

If you hit with *evasive strike* and the natural attack roll was even, you gain a +2 bonus to AC and PD against the next attack that targets you this battle (no joy if it's an attack vs. MD).

Epic Feat

Ok. Thanks to your slippery mind, the champion feat benefit also provides a +2 bonus to MD.

Deadly Thrust

Melee attack

At-Will

Target: One staggered non-mook enemy

Attack: Dexterity + Strength + Level vs. AC

Hit: WEAPON + Dexterity damage.

Miss: Damage equal to your level.

Adventurer Feat

Add your Strength modifier to the miss damage.

Champion Feat

You can now target mooks with *deadly thrust*.

Epic Feat

If you don't add your Sneak Attack damage to the attack, you also deal damage equal to five times your Strength modifier to your deadly thrust target when you hit.

Flying Blade

Ranged attack

At-Will

Special: You must use a small bladed weapon with this attack.

Target: One nearby creature

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage, and if your natural attack roll is even and one of your allies is engaged with the target, you can use your Sneak Attack damage for the round.

Miss: Damage equal to your level.

Adventurer Feat

If you score a critical hit with *flying blade*, the target is also dazed (-4 attack) until the end of your next turn.

Champion Feat

As long as one of your allies is engaged with the target, your *flying blade* attack rolls no longer need to be even to add your Sneak Attack damage.

Epic Feat

You can use *flying blade* with any ranged weapon.

Roll With It

Momentum power

At-Will (once per round)

Interrupt action; requires momentum

Trigger: A melee attack that targets AC hits you.

Effect: You take half damage from that attack.

Adventurer Feat

The power also triggers on an attack against PD.

Champion Feat

The power also triggers on a ranged attack.

Epic Feat

Once per day, you can use roll with it to take damage equal to the attacker's level instead of half damage.

Sure Cut

Melee attack

At-Will

Special: You must have momentum and be able to deal your Sneak Attack damage to the target if you hit.

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage.

Miss: Deal your Sneak Attack damage + damage equal to your level.

Champion Feat

Missing with *sure cut* no longer counts as a use of Sneak Attack for the round.

Tumbling Strike

Melee attack

At-Will

Always: You gain a +5 bonus to all disengage checks you attempt this turn. You can also move to engage an enemy, make this attack against it, and then use a quick action to attempt to disengage from it (the quick action disengage lets you move again if you succeed).

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage.

Miss: Damage equal to your level.

3rd Level Powers

Bleeding Strike

Melee attack

At-Will

Target: One enemy who is not taking ongoing damage

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage, and if your natural attack roll was even, the target takes ongoing damage equal to 1d4 times your level.

Miss: Damage equal to your level.

Adventurer Feat

The ongoing damage against large or huge targets increases to 1d6 times your level.

Champion Feat

A natural even miss also deals ongoing damage equal to your level.

Epic Feat

You can now use *bleeding strike* against enemies taking ongoing damage.

Deflection

Momentum power

At-Will (once per round)

Interrupt action; you must spend your momentum

Trigger: A melee attack misses you.

Effect: The attack hits a different enemy you are engaged with instead, but deals only half damage.

Adventurer Feat

The power also triggers on a ranged attack against AC.

Champion Feat

The deflected attack now deals full damage instead of half damage.

Epic Feat

Using *deflection* no longer spends your momentum.

Slick Feint

Melee attack

At-Will

First Target: One enemy engaged with you

Attack: Charisma + Level vs. MD

Hit: The target is dazed until the end of your next turn, and you can make an improved attack against a second target.

Miss (First Target): Your attack action is over; the feint was a screw-up.

Second Target: A different enemy from the first target that is engaged with you

Attack: Dexterity + Level +2 vs. AC

Hit: WEAPON + Dexterity damage.

Miss (Second Target): Damage equal to your level.

Thief's Strike

Note: This is a bonus 3rd-level power for rogues with the Thievery talent. Other rogues can choose it if they like.

Melee attack

At-Will

Target: One enemy

Attack: Dexterity + Level vs. PD

Hit: Half of WEAPON + Dexterity damage (including Sneak Attack damage if any), and roll a normal save. If you succeed, you can pickpocket an item from the target that they are not holding. (If you roll 16+, the target doesn't realize you pickpocketed them.)

Miss: —

5th Level Powers

Harmless Misdirection

Momentum power

At-Will (once per round)

Interrupt action; requires momentum

Trigger: You miss with a melee attack while an ally is engaged with the target.

Effect: You can pop free from the target, and the target can't attack you during its next turn as long as your ally remains engaged with it.

Spiky Bastard

Daily

Quick action

Effect: You go all-out to hurt anyone who tries to get a piece of you. For the rest of the battle, while you're conscious, using at least one bladed weapon, and are not staggered or stunned, you deal 10 damage to each enemy that makes a melee attack against you and rolls a natural odd attack roll. The damage hits the enemy before their attack damages you.

Champion Feat

Spiky bastard damage now applies when you are staggered, though obviously not while you are unconscious.

Epic Feat

If the escalation die is 3+, the damage increases to 15 instead of 10.

Swift Dodge

Momentum power

At-Will (once per round)

Interrupt action; requires momentum

Trigger: You are hit by an attack against AC.

Effect: The attacker must reroll the attack.

Champion Feat

The power also triggers on an attack against PD.

Epic Feat

The attack reroll takes a -2 penalty.

7th Level Powers

Assassin's Gambit

Melee attack

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: Half of WEAPON + Dexterity damage (including Sneak Attack damage if any), and if you drop a non-mook target to 0 hp, you can take another standard action this turn.

Miss: Damage equal to your level.

Epic Feat

Once a turn, you can get the extra standard action when this attack drops a mook target.

Swift Riposte

Momentum power

At-Will (once per round)

Interrupt action; you must spend your momentum

Trigger: An enemy targets you with a melee attack.

Effect: You can make a basic attack against your attacker. If your natural attack roll equals or beats your attacker's roll, resolve your basic attack against that enemy first. If your attack roll is lower, your attack has no effect, regardless of whether it hits or misses.

Special: You can't gain momentum from hitting with swift riposte.

Champion Feat

If your *swift riposte* attack is a critical hit, the enemy's attack misses.

Epic Feat

You gain a +2 attack bonus with *swift riposte* attacks.

9th Level Powers

Death's Twin

Momentum power

At-Will

Standard action on your turn; you must spend your momentum

Effect: You can make two basic attacks at any point during your turn, each against a different target. You only regain momentum if your second attack hits.

Epic Feat

If your attack against your first *death's twin* target is a natural 18+, you can make your second basic attack against that same target.

True Targeting

Momentum power

At-Will

Interrupt action OR free action on your turn; you must spend your momentum

Trigger: An invisible or otherwise hidden enemy attacks you, or you try to attack an invisible or hidden enemy.

Effect: The attacker's invisibility isn't going to work on you. It might work against your allies, but you see through it and can tell where the creature is well enough to target it normally or be aware of its imminent attack.

Epic Feat

If the enemy's attack misses, you regain momentum.

Sorcerer

Ability Scores

Sorcerers gain a +2 class bonus to Charisma or Constitution, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds

Possible backgrounds include: tribal shaman, pirate captain, spell-arena gladiator, failed wizard, sahuagin hunter.

Gear

At 1st level, a sorcerer usually has a simple melee weapon, a few changes of clothing, a wand or staff, and other paraphernalia suggested by their backgrounds.

Gold Pieces

Sorcerers may start with either 25 gp or 1d6 x 10 gp.

Armor

Armor Type	Base AC	Atk Penalty
None	10	—
Light	10	—
Heavy	11	-2
Shield	+1	-2

Melee Weapons

	One-Handed	Two-Handed
Small	1d4 dagger	1d6 staff
Light or Simple	1d6 shortsword	1d8 spear
Heavy or Martial	1d8 (-2 atk) longsword	1d10 (-2 atk) greatsword*

Ranged Weapons

	Thrown	Crossbow	Bow
Small	1d4 dagger	1d4 hand crossbow	—
Light or Simple	1d6 javelin	1d6 (-1 atk) light crossbow*	1d6 (-2 atk) shortbow*
Heavy or Martial	—	1d8 (-3 atk) heavy crossbow*	1d8 (-4 atk) longbow*

* A sorcerer needs one free hand to cast spells. As such, they suffer a penalty for using a two-handed weapon. (The penalty applies to spells also.)

Level Progression

Sorcerer Level	Total Hit Points	Total Feats	1 st level spell (M)	3 rd level spell (M)	5 th level spell (M)	7 th level spell (M)	9 th level spell (M)	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1 Multiclass	(Avg. of both classes) x 3	1 adventurer	4	—	—	—	—	<i>Not affected</i>	ability modifier
Level 1	(6 + CON mod) x 3	1 adventurer	4	—	—	—	—		ability modifier
Level 2	(6 + CON mod) x 4	2 adventurer	5	—	—	—	—		ability modifier
Level 3	(6 + CON mod) x 5	3 adventurer	3	3	—	—	—		ability modifier

Level 4	(6 + CON mod) x 6	4 adventurer	—	6	—	—	—	+1 to 3 abilities	ability modifier
Level 5	(6 + CON mod) x 8	4 adventurer 1 champion	—	3	4	—	—		2 x ability modifier
Level 6	(6 + CON mod) x 10	4 adventurer 2 champion	—	—	7	—	—		2 x ability modifier
Level 7	(6 + CON mod) x 12	4 adventurer 3 champion	—	—	3	5	—	+1 to 3 abilities	2 x ability modifier
Level 8	(6 + CON mod) x 16	4 adventurer 3 champion 1 epic	—	—	—	8	—		3 x ability modifier
Level 9	(6 + CON mod) x 20	4 adventurer 3 champion 2 epic	—	—	—	3	6		3 x ability modifier
Level 10	(6 + CON mod) x 24	4 adventurer 3 champion 3 epic	—	—	—	—	9	+1 to 3 abilities	3 x ability modifier

Note: Although not listed on the table, this class gets three talents. It does not gain more at higher levels.

(M): Indicates columns in which multiclass characters lag one level behind.

Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus +2 Charisma or Constitution (different from racial bonus)

Initiative Dex mod + Level

Armor Class (**light armor**) 10 + middle mod of Con/Dex/Wis + Level

Physical Defense 11 + middle mod of Str/Con/Dex + Level

Mental Defense	10 + middle mod of Int/Wis/Cha + Level
Hit Points	(6 + Con mod) x Level modifier (see level progression chart)
Recoveries	8
Recovery Dice	(1d6 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points
Talents	3
Feats	1 per Level

Basic Attacks

Melee attack

At-Will

Target: One enemy

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength damage

Miss: Damage equal to your level

Ranged attack

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: —

Class Features

All sorcerers share three general class features: Access to Wizardry, Dancing Lights, and Gather Power. *Breath weapon*, *chain*, and *random energy* are keywords used in sorcerer spells

Access to Wizardry

Starting at 3rd level, you can take a wizard spell in place of a sorcerer spell. The wizard spell must be two levels lower than the sorcerer spell.

Breath Weapon

Spells with the *breath weapon* keyword have a chance to be re-used during battle. Each *breath weapon* spell lists the chance of re-using it (usually 16+). At the start of each round after you've cast the *breath weapon* spell, make the re-use roll. Success indicates that you may re-use that spell as a standard action, but for that round only. If you fail the re-use roll, you don't have the option to re-use the spell, but you get another chance at the beginning of the next round.

The *breath weapon* power lasts for a single battle only.

You can have only one *breath weapon* spell active at a time. If you cast a different *breath weapon* spell when you have an earlier spell active, the new spell cancels the earlier spell. (See the Chromatic Destroyer Heritage talent for the path to multiple *breath weapon* spells.)

Failing a death save cancels any *breath weapon* spells you have active.

Adventurer Feat

Failing a death save no longer cancels your *breath weapon* spells. Keep rolling the entire battle.

Chain

When you attack with a *chain* spell and get a natural even roll, you can roll another attack against a different enemy within range. Keep on rolling attacks as long as you get even rolls and don't run out of new targets. Each enemy can be targeted only once.

Dancing Lights

All sorcerers can cast the *dancing lights* spell as a standard action. Unlike the wizard's *light* cantrip, the sorcerer's *dancing lights* spell produces a number of varicolored light globes that bloom within 5 to 30 feet of the sorcerer every two to five seconds. The sorcerer has very little control over the exact location or illumination provided by the lights, meaning that they can occasionally be used for dramatic plot purposes.

Gather Power

Once initiative has been rolled and a battle is underway, a sorcerer can spend a standard action to gather magical power, preparing themselves for casting a double-strength spell with their next standard action. Gathering power is loud and very noticeable.

Sorcerers who want to gather power before initiative has been rolled can go through the motions but won't get any benefit from the act.

When a sorcerer gathers power, it does not count as casting a spell; you can gather power without taking opportunity attacks.

In addition, because you spend your standard action to gather power, you generate a small magical benefit. Like many of your powers, this benefit is chaotic rather than perfectly reliable, so you must make a random check to see what benefit you get. Roll a d6 and consult the appropriate table below.

If you get a benefit that deals damage to enemies, you can choose the type of damage (cold, fire, lightning, or thunder).

Chaotic Benefit, Adventurer Tier (levels 1-4)

Roll (d6) Effect

1-2 You gain a +1 bonus to AC until the start of your next turn.

3-4 Deal damage equal to your level to all nearby staggered enemies.

5-6 Deal damage equal to your level to one nearby enemy.

Chaotic Benefit, Champion Tier (levels 5-7)

Roll (d6)	Effect
1-2	You gain a +1 bonus to AC and Physical Defense until the start of your next turn.
3-4	Deal damage equal to your level + your Charisma modifier to all nearby staggered enemies.
5-6	Deal damage equal to your level + your Charisma modifier to one nearby enemy.

Chaotic Benefit, Epic Tier (levels 8-10)

Roll (d6)	Effect
1-2	You gain a +1 bonus to all defenses until the start of your next turn.
3-4	Deal damage equal to your level + twice your Charisma modifier to all nearby staggered enemies.
5-6	Deal damage equal to your level + twice your Charisma modifier to one nearby enemy.

After you have gathered power, you can use your next standard action to cast an empowered sorcerer spell. Empowered sorcerer spells deal double the damage of a normal sorcerer spell. This means that you double the damage results of the hit or a miss from the single spell. Non-attack spells generally don't improve when cast empowered; use empowered casting for attacks.

If you do not or are not able to use your next standard action to cast a sorcerer attack spell, you lose the power you've gathered. You can use another standard action to gather power again, but the spell you eventually cast will still only do double damage.

You can spend your move actions and quick actions any way you like after you gather power and before casting your next empowered spell. Yes, once a battle has started it's possible to perform the magical firefight trick of gathering power while hiding to the side of the cave entrance, then jumping into the cave opening on your next turn and blasting with the empowered spell.

Breath weapon spells add an extra wrinkle. Of course you can gather power the first time you cast a breath weapon spell in a battle. Later in the fight it's a question of whether you gathered power the turn before a breath weapon spell roll goes your way. You can be all ready with gathered power but roll too low to use the breath weapon spell, forcing you to cast a different spell with the gathered power.

If you've gathered power for a spell that deals ongoing damage, the ongoing damage is doubled the first time it is dealt, but not on subsequent rounds, if any.

Adventurer Feat

Once per battle, you can choose the chaotic benefit you want instead of rolling for it.

Champion Feat

Once per battle when the escalation die is 4+, you can gather power as a quick action.

Epic Feat

When you gather power, if the escalation die is 2+, you can roll two chaotic benefits. Unlike most effects, the benefits stack if you roll the same result twice.

Random Energy

Some sorcerer spells deal damage of a random type. If it matters for the situation, use a d4 to determine which type of damage the spell deals.

Roll (d4)	Energy Type
1	Cold
2	Fire
3	Lightning
4	Thunder

Class Talents

About Heritage Talents

Sorcerers possess innate talent for magic that is impulsive and chaotic where wizardry is measured and studied. Most sorcerers have strong magical links to one of the icons.

Arcane Heritage

Although magic is in the blood of every sorcerer, you have a greater understanding of magic than most sorcerers and even some wizards.

You gain a +2 bonus to a background that involves or suggests magical knowledge or talent, up to your normal maximum background point limit.

You can also use one of your sorcerer spell choices to choose any wizard spell of the same level. You get only one such equal-level wizard spell at a time; all others have to be purchased using the 2-level penalty in the Access to Wizardry class feature described above.

Adventurer Feat

Use your Charisma as the attack ability for the wizard spell you choose with your Arcane Heritage talent.

Champion Feat

You can cast your wizard spells empowered as if they were sorcerer powers. Generally, empowering wizard spells only helps by doubling the damage.

Blood Link

Choose one of your sorcerous heritage talents. You gain 1 relationship point with the icon associated with that heritage; you choose whether the point is positive, conflicted, or negative. This point can add to your normal relationship points but you can't exceed the normal relationship maximums with it. (Remember that positive relationships with villainous icons are limited to 1 point.)

Champion Feat

Gain another relationship point with an icon associated with one of your heritage talents. As above, you must follow the relationship maximums.

Chromatic Destroyer Heritage

You can have multiple *breath weapon* spells active at the same time. You don't gain extra actions, so if you succeed with multiple *breath weapon* spells, you'll generally have to choose which one to use.

Adventurer Feat

You gain a +2 attack bonus with empowered *breath weapon* spells.

Champion Feat

Once per day, turn a failed *breath weapon* re-use roll into a success.

Epic Feat

One battle per day, gain resist dragon attack 16+ (all attacks made by dragons; dragon must roll natural 16+ with the attack or it deals only half damage).

Fey Heritage

One battle per day, when you roll initiative, you can choose to invoke your Fey Heritage and gain the racial power of one of the elven races in addition to your own racial power. Roll on the table below. If you roll your own race's power, you gain the half-elf's *surprising* racial power instead.

Roll (d6)	Racial Power
1-2	Cruel (drow)
3-4	Highblood teleport (high elf)
5-6	Elven grace (wood elf)

Adventurer Feat

You can now invoke your Fey Heritage talent in two battles each day.

Champion Feat

You gain a +2 attack bonus against elves and monsters in the elven sphere of influence (including the Drider, Storm Giant, and Medusa).

Epic Feat

Once per battle when the escalation die reaches 6+, as a free action, you can gain an elf racial power that you have not already used in this battle.

Infernal Heritage

Once per day, as a quick action when the escalation die is 1+, you can enter a spell frenzy until the end of the battle.

While in a spell frenzy, you roll 2d20 for each of your sorcerer spell attacks. Use the highest die as your attack roll, but track whether the other die hits.

For each die that misses, you take damage equal to double the level of the target of your attack.

Adventurer Feat

You gain resist energy damage 12+ to fire and to one of the following types of energy of your choice: acid, cold, lightning, psychic, thunder.

Champion Feat

Increase one of your resistances to 16+.

Epic Feat

In addition to your normal use of spell frenzy, you can also enter a spell frenzy as a free action while the escalation die is 5+.

Metallic Protector Heritage

Your rolls to re-use breath weapon spells during a fight gain a +2 bonus.

Adventurer Feat

As a quick action at the start of each battle, you can gain resist energy 12+ to one of the following types of energy of your choice: acid, cold, fire, lightning, or poison.

Champion Feat

When you gather power and your chaotic benefit increases your defenses, you can choose one nearby ally to gain the same defense bonus.

Epic Feat

One battle per day, you can choose to gain resist demon attack 16+ instead of resist energy 12+ from your Metallic Protector Heritage talent.

Sorcerer's Familiar

You have a familiar much like a wizard's familiar, but more changeable. Unlike the wizard, you don't choose two abilities for your familiar. Instead you choose one permanent ability that suits your familiar's nature; the only limitation is that you can't choose *tough* as the permanent ability. Each time you get a full heal-up, randomly determine two *other* abilities your familiar will possess until your next full heal-up.

Adventurer Feat

Your familiar gains another randomly changing ability.

Champion Feat

Once per level, if your familiar is close to you, it can cast one of your spells as a free action on your initiative count, even if you have already expended the spell. The spell functions as if you had cast it.

Epic Feat

Your familiar gains another randomly changing ability.

Spell Fist

Your style of sorcery emphasizes close-range fighting. There are two advantages and one possible drawback to your style.

You gain a +2 bonus to AC.

You can use ranged spells while engaged with enemies without taking opportunity attacks.

You use your Constitution modifier instead of your Charisma modifier to determine the damage you add to all your sorcerer spells.

Adventurer Feat

When you miss with a sorcerer spell against an enemy you are engaged with, add your Charisma modifier to the damage you deal. At 5th level, add double your Charisma modifier; at 8th level, triple it.

Champion Feat

Once per battle, you can include one enemy engaged with you as an additional target of any attack spell you cast that targets other enemies.

Epic Feat

Once per day when you cast an empowered spell, each enemy engaged with you becomes an additional target of that spell if it's not already targeted by the spell.

Undead Remnant Heritage

You have resist negative energy 12+ and gain a +1 attack bonus against undead. You can also include negative energy damage on your personal random energy damage type table, swapping out an energy type you don't want to access randomly.

Adventurer Feat

Decrease your total recoveries by 1; you gain a +2 bonus to death saves.

Champion Feat

Your resist negative energy power improves to 16+, and the attack bonus against undead increases to +2.

Epic Feat

If you put out one of your eyes and cut off one of your hands, you gain a +1 bonus to all attacks.

1st Level Spells

Breath of the White

Close-quarters spell

Daily

Target: 1d2 nearby enemies in a group; breath weapon

Attack: Charisma + Level vs. PD

Hit: 3d6 + Charisma cold damage.

Miss: Half damage.

3rd level spell: 5d6 damage.

5th level spell: 4d10 damage.

7th level spell: 6d12 damage.

9th level spell: 10d12 damage.

Breath Weapon: For the rest of the battle, roll a d20 at the start of each of your turns. On a 16+, you can use breath of the white dragon that turn if you wish.

Burning Hands

Close-quarters spell

At-Will

Targets: Up to two nearby enemies in a group

Attack: Charisma + Level vs. PD

Hit: 1d6 + Charisma fire damage.

3rd level spell: 1d8 damage.

5th level spell: 2d8 damage.

7th level spell: 3d8 damage.

9th level spell: 5d8 damage.

Adventurer Feat

When you miss with *burning hands*, you deal fire damage to the target equal to each damage die that rolled its maximum possible result.

Champion Feat

When you roll a natural 18+ with a *burning hands* attack roll, you can choose another nearby target for the spell. The new target doesn't have to be part of the original group.

Epic Feat

You can now target each enemy engaged with you with your *burning hands* spell in addition to any other targets.

Chaos Bolt

Ranged spell

At-Will

Special: The first time you use *chaos bolt* each battle, determine a random energy type. The spell deals that type of damage each time you use it that battle.

Target: Either a single nearby enemy or a single far away enemy with a -2 attack penalty

Attack: Charisma + Level vs. PD

Hit: 1d8 + Charisma random energy damage, and if the natural attack roll was even, you gain a chaotic benefit as if you had gathered power.

Miss: Damage equal to your level.

3rd level spell: 3d8 damage.

5th level spell: 5d8 damage.

7th level spell: 7d8 damage.

9th level spell: 9d8 damage.

Adventurer Feat

You don't take the -2 penalty for attacking a far away enemy with the spell.

Champion Feat

If you are a champion-tier sorcerer, roll any chaotic benefit gained with this spell on the epic chaotic benefits table. If you are an epic-tier sorcerer, choose the epic chaotic benefit you want instead of rolling.

Lightning Fork

Ranged spell

Recharge 16+ after battle

Target: One nearby enemy; chain spell

Attack: Charisma + Level vs. PD

Hit: 3d6 + Charisma lightning damage.

Miss: Half damage.

3rd level spell: 7d6 damage.

5th level spell: 6d10 damage.

7th level spell: 10d10 damage.

9th level spell: 2d8 x 10 damage.

Adventurer Feat

Once per battle, you can reroll one of your *lightning fork* attacks rolls.

Champion Feat

If you miss all targets with *lightning fork*, you don't expend it.

Epic Feat

The recharge roll for *lightning fork* is now 11+.

Chain Spell: Each time you make a natural even attack roll, you can attack a different target with the spell.

Resist Energy

Ranged spell

Recharge 16+ after battle

Target: You or one nearby ally

Effect: Until the end of the battle, the target gains resist damage 12+ to the following energy type of your choice: cold, fire, lightning, thunder.

3rd level spell: Choose two types of energy the target gains resistance to.

5th level spell: Resistance is now 16+.

7th level spell: The spell now affects two targets.

9th level spell: Recharge roll is now 11+.

Adventurer Feat

You can target an additional creature with the spell.

Scorching Ray

Ranged spell

At-Will

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: 1d6 + Charisma fire damage, and if the natural attack roll is even, the target also takes 1d8 ongoing fire damage.

Miss: Damage equal to your level.

3rd level spell: 3d6 damage; 2d4 ongoing.

5th level spell: 4d6 damage; 2d6 ongoing.

7th level spell: 6d6 damage; 3d6 ongoing.

9th level spell: 10d6 damage; 5d6 ongoing.

Adventurer Feat

You can now use the spell against a far away target, but with a -2 attack penalty.

Champion Feat

Each time you cast the spell, you can have the attack deal random energy damage instead of fire damage. Replace the fire entry on the random energy table with your choice of negative energy or acid.

Epic Feat

You don't take the -2 penalty for attacking a far away enemy with the spell.

3rd Level Spells

Breath of the Green

Close-quarters spell

Daily

Target: 1d4 nearby enemies in a group; breath weapon

Attack: Charisma + Level vs. PD

Hit: 15 + Charisma ongoing poison damage.

Miss: 5 ongoing poison damage.

5th level spell: 25 + Charisma ongoing poison damage; 10 ongoing on a miss.

7th level spell: 35 + Charisma ongoing poison damage; 15 ongoing on a miss.

9th level spell: 50 + Charisma ongoing poison damage; 25 ongoing on a miss.

Breath Weapon: For the rest of the battle, roll a d20 at the start of each of your turns; on a 16+, you can use *breath of the green* that turn if you wish.

Chaos Pulse

Ranged spell

At-Will

Target: One random nearby enemy

Attack: Charisma + Level vs. PD

Hit: 3d10 + Charisma random energy damage.

Even Miss: Half damage.

Odd Miss: Damage equal to your level.

5th level spell: 5d10 damage.

7th level spell: 7d10 damage.

9th level spell: 9d10 damage.

Dragon's Leap

Ranged spell

Daily

Quick action to cast

Target: You; breath weapon

Effect: You can fly at the rate you normally move until the end of your turn. (So if you don't land or find someplace to hang from, you'll fall.)

5th level spell: You can now fly until the end of your next turn.

7th level spell: You can now fly twice as fast as you normally move on the ground. You also gain a +5 bonus to disengage checks.

9th level spell: The spell is now recharge 16+ after battle instead of daily.

Breath Weapon: For the rest of the battle, roll a d20 at the start of each of your turns; on a 16+, you can use *dragon's leap* this turn if you wish. (Yeah, we know it's not actually a breath weapon, but it works as part of the draconic sorcerer package.)

Echoing Thunder

Ranged spell

At-Will

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: 3d6 + Charisma thunder damage, and the first enemy that hits you with a melee attack before the start of your next turn takes 2d6 thunder damage. (An empowered spell does not double this aftershock damage.)

Miss: Damage equal to your level.

5th level spell: 5d6 damage; 2d6 aftershock damage.

7th level spell: 7d6 damage; 3d6 aftershock damage.

9th level spell: 9d6 damage; 4d6 aftershock damage.

Champion Feat

The spell's aftershock damage is now also doubled when echoing thunder is empowered.

5th Level Spells

Breath of the Black

Close-quarters spell

Daily

Target: One nearby enemy; breath weapon

Attack: Charisma + Level vs. MD

Hit: 10d6 + Charisma acid damage, and 20 ongoing acid damage.

Miss: 10 ongoing acid damage.

7th level spell: 10d10 damage, and 40 ongoing damage; 20 ongoing on a miss.

9th level spell: 2d6 x 10 damage, and 60 ongoing damage; 30 ongoing on a miss.

Epic Feat

Double the spell's ongoing damage on a miss.

Breath Weapon: For the rest of the battle, roll a d20 at the start of each of your turns; on a 16+, you can use *breath of the black* that turn if you wish.

The Elven Shadows

Ranged spell

Daily

Special: Once you cast this spell in a battle, you can cast it at-will for the rest of that battle.

Target: One nearby enemy

Attack: Charisma + Level vs. MD

Hit: 8d6 + Charisma psychic damage, and if the natural attack roll is even, you can teleport to a nearby location you can see.

Miss: Damage equal to your level.

7th level spell: 9d10 damage.

9th level spell: 10d12 damage.

Epic Feat

Once per battle, the teleport from a hit with *the elven shadows* can be to a far away location you can see.

Three Dooms

Ranged spell

Recharge 16+ after battle

Target: One nearby enemy; chain spell

Attack: Charisma + Level vs. PD

Hit: 2d4 x 10 random energy damage, and you take damage of the same type equal to the unmodified dice roll (2d4, 2d8, or 2d12). (Note that there's no Charisma bonus to damage.)

Miss: Half damage, and you still take random energy damage equal to the unmodified dice roll.

7th level spell: 2d8 x 10 damage.

9th level spell: 2d12 x 10 damage.

Chain Spell: Each time you make a natural even attack roll, you can attack a different target with the spell.

Unearthly Glamour

Ranged spell

Daily

Effect: You gain a +5 bonus to all Charisma skill checks for the next five minutes. If you fail a Charisma skill check during this time, however, anyone you were attempting to convince or influence with the check is freaked out or disgusted by the supernatural glamour attached to you and has extremely negative reactions to you.

7th level spell: The effect lasts for 1 hour.

9th level spell: The effect lasts for 2 hours.

7th Level Spells

Breath of the Blue

Close-quarters spell

Daily

Target: One nearby enemy; breath spell

Attack: Charisma + Level vs. PD

Hit: 10d12 + Charisma lightning damage, and at the start of the target's next turn, 1d6 of its nearby allies take 20 lightning damage.

Miss: Half damage, and no damage to target's allies.

9th level spell: 2d10 x 10 damage; 25 lightning damage to nearby allies.

Epic Feat

You can now target a far away enemy with the spell (no attack penalty).

Breath Spell: For the rest of the battle, roll a d20 at the start of each of your turns; on a 16+, you can use *breath of the blue* this turn if you wish.

Stolen Faces

Ranged spell

Daily

Free action to cast, before initiative is rolled

Targets: 1d4 + 1 nearby allies

Effect: You steal the once-per-battle racial powers of your allies this battle, but you don't get the advantage of your allies' feats or items that improve those powers.

Each ally you steal a racial power from can roll an easy save (6+). Success means they get to use their power also this battle. Failure means they can't; you took it fully.

You can't steal racial powers you already possess.

9th level spell: You get to use your allies' powers as if you also had any of their feats that improve those powers.

Touch of Evil

Close-quarters spell

Daily

Quick action to cast

Special: If you are fighting one or more demons, roll an easy save (6+) at the start of each of your turns. Failure means that you are confused that turn.

Target: You

Effect: You gain a random demon-style power for the rest of the battle, similar to the abilities demons possess but not identical.

Roll a d8 to see which power you gain:

Roll (d8)	Power	Description
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1	Resist energy 16+	When an attack that deals energy damage targets you, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.
2	Infernal battery	Until the end of the battle, you can use a quick action once each round to make recharge rolls for your expended recharge spells. Each time you do so, you take damage equal to half the natural result of your recharge roll.
3	Backlash	The first time you are staggered this battle, the enemy who staggered you becomes confused (save ends).
4	Spell frenzy	You enter a spell frenzy (see Infernal Heritage talent). If you were already in a spell frenzy, you now roll 3d20 for each attack and take damage equal to triple the target's level for each roll that misses.
5	Fear aura	Enemies engaged with you that have fewer hit points than double your current hit points are dazed. They cannot use the escalation die.
6	Teleport 1d3 + 1 times this battle	As a move action, you can teleport anywhere you can see nearby.
7	Demonic speed	You can take an extra standard action each turn that the escalation die is even. You lose 2d10 hit points each time you use the extra action.
8	Eye of the demon	Choose any two features you want. For the rest of this day, all your icon relationships disappear and are replaced by an identical number of conflicted points with a villainous icon (preferably one that is demonic).

9th Level Spells

Breath of the Void

Close-quarters spell

Daily

Target: One nearby enemy; breath spell

Attack: Charisma + Level vs. MD

Hit: 2d12 x 10 + Charisma negative energy damage, and the target moves down 2d6 points in initiative order, to a minimum of 1.

Miss: Half damage.

Breath Spell: For the rest of the battle, roll a d20 at the start of each of your turns; on a 16+, you can use *breath of the void* this turn if you wish.

Calling the Blood

Close-quarters spell

Daily

Effect: Randomly select an icon (preferably a sorcerous one). You gain some surprising or bizarre magical effect associated with the power of that icon to assist you. The effect is entirely up to the GM, though the immediate impact of the spell should always be favorable for you. The long-term consequences of randomly invoking the power of an icon that may be an enemy might not be favorable for you, and should be played for narrative interest by the GM, particularly if the impact of the spell was huge for you. Since this is a daily spell, sizeable impact is fine, but don't award any extra effect for empowered casting, especially since the spell can be cast effectively out of combat.

Epic Feat

Randomly choose twice, then choose the single result you prefer.

Silver Flame

Close-quarters spell

Daily

Quick action to cast

Effect: Roll your relationship dice that you have with a sorcerous heroic icon.

For each 6 you roll, you gain one 7th level or lower spell from any spellcasting class that you can cast this battle. For each 5 you roll, you gain one 5th level or lower spell from any spellcasting class that you can cast this battle.

If the escalation die is 5+, you can swap the escalation die for one of your rolls. If you get no successes, you regain the spell after this battle.

You can acquire one of the new spells the same round you cast this spell. Then select and acquire any other gained spells at the start of your next turn.

You can use your Charisma as the ability score that provides the acquired spells' attack bonuses and damage bonuses (if any). Other ability score references remain unchanged.

As you might expect, each 5 you roll also invokes an icon-related complication or obligation in the tradition of rolling 5s on relationship checks.

Wizard

Ability Scores

Wizards gain a +2 class bonus to Intelligence or Wisdom, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds

Possible backgrounds include: magical prodigy, spell thief, hedge wizard, transformed familiar, ship's wizard, royal poisoner.

Gear

At 1st level, a wizard usually has a dagger, a robe or two, a wand, ritual components in pouches, and other minor accouterments suggested by their backgrounds.

Gold Pieces

Wizards may start with either 25 gp or 1d6 x 10 gp.

Armor

Armor Type	Base AC	Atk Penalty
None	10	—
Light	10	—
Heavy	11	-2
Shield	+1	-2

Melee Weapons

	One-Handed	Two-Handed
Small	1d4 dagger	1d6 staff
Light or Simple	1d6 (-2 atk) shortsword	1d8 (-2 atk) spear*
Heavy or Martial	1d8 (-5 atk) longsword	1d10 (-5 atk) greatsword*

Ranged Weapons

	Thrown	Crossbow	Bow
Small	1d4 dagger	1d4 hand crossbow	—
Light or Simple	1d6 (-2) javelin	1d6 (-1 atk) light crossbow*	1d6 (-2 atk) shortbow*
Heavy or Martial	—	1d8 (-4 atk) heavy crossbow*	1d8 (-5 atk) longbow*

* A wizard needs one free hand on a spellcasting implement to cast spells. As such, they suffer a penalty for using a two-handed weapon. (The penalty applies to spells also.)

Level Progression

Wizard Level	Total Hit Points	Total Feats	1 st level spell (M)	3 rd level spell (M)	5 th level spell (M)	7 th level spell (M)	9 th level spell (M)	Level-up Ability Bonuses
Level 1 Multiclass	(Avg. of both classes) x 3	1 adventurer	5	—	—	—	—	<i>Not affected</i>
Level 1	(6 + CON mod) x 3	1 adventurer	5	—	—	—	—	
Level 2	(6 + CON mod) x 4	2 adventurer	6	—	—	—	—	
Level 3	(6 + CON mod) x 5	3 adventurer	3	4	—	—	—	

Level 4	(6 + CON mod) x 6	4 adventurer	2	6	—	—	—	+1 to 3 abilities
Level 5	(6 + CON mod) x 8	4 adventurer 1 champion	1	4	4	—	—	
Level 6	(6 + CON mod) x 10	4 adventurer 2 champion	—	2	8	—	—	
Level 7	(6 + CON mod) x 12	4 adventurer 3 champion	—	1	4	5	—	+1 to 3 abilities
Level 8	(6 + CON mod) x 16	4 adventurer 3 champion 1 epic	—	—	3	8	—	
Level 9	(6 + CON mod) x 20	4 adventurer 3 champion 2 epic	—	—	1	5	6	
Level 10	(6 + CON mod) x 24	4 adventurer 3 champion 3 epic	—	—	—	3	9	+1 to 3 abilities

Note: Although not listed on the table, this class gets three talents. It does not gain more at higher levels.

(M): Indicates columns in which multiclass characters lag one level behind.

Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus	+2 Intelligence or Wisdom (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (light armor)	10 + middle mod of Con/Dex/Wis + Level
Physical Defense	10 + middle mod of Str/Con/Dex + Level
Mental Defense	12 + middle mod of Int/Wis/Cha + Level
Hit Points	(6 + Con mod) x Level modifier (see level progression chart)
Recoveries	8

Recovery Dice	(1d6 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points
Talents	3
Feats	1 per Level

Basic Attacks

Melee attack

At-Will

Target: One enemy

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength damage

Miss: —

Ranged attack

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: —

Class Features

Wizards have four class features: Cantrips, Cyclic Spells, Overworld Advantage, and Ritual Magic.

Cantrips

Every wizard can cast a handful of cantrips each day. You don't have to memorize or choose them beforehand, you just cast them on the fly.

Wizards can cast a number of cantrips equal to their Intelligence modifier each battle. Each cantrip takes a standard action to cast as a ranged spell. Outside of battle, a wizard can cast about three to six cantrips every five minutes. The Cantrip Mastery talent speeds up cantrip casting.

At the adventurer tier (levels 1-4), cantrips with a standard duration last 10-60 minutes, plus 10 minutes per wizard level. The GM rolls and the wizard becomes aware that their cantrip is about to end a couple minutes before it's done.

At the champion tier, levels 5-7, most cantrips last 1-6 hours.

At the epic tier, levels 8-10, cantrips last between 2-12 hours.

For a list of available cantrips, see Cantrips.

Cyclic Spells

Spells that have a cyclic usage can always be cast at least once per battle, and are only expended in that battle if they are cast when the escalation die is 0 or odd. In other words, if you cast a cyclic spell like color spray or rebuke when the escalation die is even, the spell is not expended and can still be cast later in the battle.

Overworld Advantage

Wizardly magic taps into the power of the overworld. While a wizard is in the overworld, their daily spells become recharge 16+ after battle.

Ritual Magic

Wizards can cast their spells as rituals.

Champion Feat

You can cast full rituals by using all your actions each round to focus on the ritual for 1d3 + 1 rounds. As with standard rituals, your fast rituals are not meant to replace combat spells; they're a means of acquiring and improvising wondrous magical effects rather than a means of inflicting damage and conditions.

Class Talents

Choose three of the following class talents.

Abjuration

Whenever you cast a daily wizard spell, you gain a +4 AC bonus until the end of your next turn.

Adventurer Feat

The bonus also applies to your Physical Defense.

Champion Feat

You gain 2d12 temporary hit points each time you cast a daily spell.

Epic Feat

The bonus also applies to Mental Defense.

Cantrip Mastery

Cantrips are at-will spells for you.

Unlike normal wizards, who use a standard action to cast a cantrip, you can cast a cantrip as a quick action.

To do something particularly cunning or surprising with one of your cantrips where the GM isn't sure whether you could pull off that use of the spell, roll a normal save (11+) to cast the spell the way you envision it.

Additionally, you can expend a 3rd level spell slot or higher to choose one cantrip per spell slot you have given up and create a once-per-day related effect with it that is much greater, if you and your GM can agree on a cool effect that suits the cantrip.

Adventurer Feat

You can use cantrip-style versions of any wizard spell you have memorized. When you expend a spell, however, you can't make cantrip-style use of it any more. The key is that none of these uses should be combat relevant or deal damage.

The Cantrip Mastery talent is more about enhance the roleplaying and less about combat usefulness.

Evocation

Once per battle, when you cast a spell that targets Physical Defense, before rolling for the number of targets or making the spell's attack roll, you can expend your quick action to evoke the spell. Hit or miss, you'll max out the spell's damage dice (except on a natural one, which deals no damage to the target and likely damages the caster in some manner).

Champion Feat

Whenever you evoke a spell, you can reroll one of the attack rolls if that natural roll was less than or equal to the escalation die. You must take the new result.

High Arcana

Your study of the highest orders of magic gives you options that lesser wizards cannot match: Memorization and a bonus spell: counter-magic

Memorization

When you pick your spells, you can choose any daily wizard spell twice (instead of once). This doesn't apply to spells that start as recharge spells. For example, at 7th level when you have five 7th level spells and four 5th level spells, you could choose fireball twice as a 7th level spell, or once as a 7th level spell and once as a 5th level spell. (Your 3rd level spell slot can't be used for fireball because fireball starts as a 5th level spell.)

Counter-magic

Close-quarters spell

Once per battle

Free action to cast

Trigger: A nearby creature you can see casts a spell.

Target: The nearby creature casting a spell.

Attack: Intelligence + Level vs. MD

Hit: The target's spell is canceled, and the caster loses the action they were using for the spell. If the spell had a limited use, that use is expended if your natural attack roll is even.

Champion Feat

You can now cast *counter-magic* twice per battle.

Epic Feat

You can now cast *counter-magic* in reaction to a creature using any magical ability, not just casting a spell.

Polysyllabic Verbalizations

Rename each of your daily and recharge spells. Think up the most over-the-top and extravagant names you can muster. Since these alternate spells are so lengthy, they take an additional quick action to cast. While the regular effects of the spells are the same as the more common versions, they have a small bonus effect appropriate to the situation.

The bonus effect is determined by the GM, or by a collaboration between the GM and the player. It should add to the storytelling power of the situation.

The bonus effect should suit the name of the spell or the way it's delivered, and shouldn't precisely match up with what the spell normally accomplishes.

Wizard's Familiar

Your familiar is a tiny or small animal or creature that aids your magic and provides companionship. It also provides opportunities for improvisation between you and the GM.

Your familiar is as intelligent as a normal person. It can communicate with you and will stay close you unless you've chosen abilities that let it roam. Your familiar is on your side but it's not perfectly in your control.

If your familiar dies, it can come back to you the next time you get a full heal-up. (The method or story used is between you and the GM.) Alternatively, you can get a new familiar.

Familiars are useless in combat, except as indicated by their abilities. Ordinarily they aren't damaged by enemy attacks and spells unless the story calls for it.

Familiar Abilities

Choose two of the following abilities for your familiar.

Agile

You gain a +2 bonus to Dexterity skill checks.

Alert, Maybe Even Insightful

You gain a +2 bonus to Wisdom skill checks.

Counter-bite

Each battle, if your familiar is close to you, it bites the first enemy that hits you with a melee attack after that attack, dealing 1d4 damage per level (no attack roll) to that enemy.

Flight

Your familiar flies as well as a hawk. It doesn't fly that often and usually sticks with you, but it can do so when its other abilities allow.

Mimic

One battle per day, you gain the use of the racial power (without feats) of one nearby ally.

Poisonous

Once per battle, when you hit an enemy engaged with you, you can add 5 ongoing poison damage per tier to the damage roll.

Scout

Once per day, your familiar can separate itself from you and make a reconnaissance run of an area or location. Roll an easy skill check for the environment to get your familiar to scout unseen.

Tough

You gain a +1 save bonus. Tough counts as two familiar abilities.

Talkative

Your familiar can talk like a person (but the GM speaks for the familiar more than you do).

Feat Tiers

Adventurer Feat

Your familiar gains another ability.

Champion Feat

Once per level, if your familiar is close to you, it can cast one of your spells as a free action on your initiative count, even if you have already expended the spell. The spell functions as if you had cast it.

Epic Feat

Your familiar gains another ability.

Cantrips

Alarm (standard duration)

The cantrip creates a minor watch-sprite that can be instructed to scream if someone comes through an area or touches an object. Watch-sprites are notoriously stupid and sleepy, but with the right talking-to they might stay focused for the duration of the spell. At higher levels, the spell might summon little fanged spirits buzzing back and forth serving as both visual and actual deterrents.

Arcane Mark (standard duration)

The cantrip creates a magical sigil on an object or person. These sigils are usually plain to see, though a deliberately invisible mark can be made. It takes a difficult perception or magic check to notice.

Ghost Sound

This spell creates false noises emanating from somewhere nearby. The effect is like an exceptionally good version of throwing your voice, if your voice could create a wide variety of sounds. Attempted distractions with the cantrip are DC 15 challenges in adventurer environments, higher as you move into champion and epic environments. If someone is using ghost sound against the PCs, a Wisdom-based skill check can identify the sound as a magical fake.

Knock

This cantrip summons a magical servitor three to four times as big as your closed fist that swarms around the door and attempts to punch or push it open (depending on whether you want to be quiet or announce your presence). Success is determined with an Intelligence check against the environment's DC using an appropriate magical background. This cantrip does nothing to avoid any traps that might exist.

Light (standard duration)

This cantrip creates a fairly wide and consistent field of light, up to 30 feet in diameter, though it isn't bright enough to dazzle.

Mage Hand

This cantrip creates a small telekinetic effect that lasts a round at most. At best it's about half as strong as the wizard's own strongest hand. At worst it's half as strong as the wizard when they're weak from a bad fever.

Mending

This cantrip summons a variety of tiny (hand-sized and smaller) magical sprites who swarm over a chosen broken object attempting to mend it (over the course of 1-6 rounds). Small-scale repairs like torn wineskins, muddy clothing, a broken handgrip on a sword, and similar repairs that anyone could fix with two to four hours of devoted work gets handled in seconds. More elaborate repairs to complicated objects might require an Intelligence check, or at the GM's discretion could only be possible if the wizard has taken the Cantrip Mastery talent.

Prestidigitation

This cantrip produces magic tricks and small illusions. One casting usually gives you a minute of fun. The magic has nowhere near as much real world force as mage hand.

Spark

This is a minor fire creation spell, enough to light a pipe, or a campfire, or even a page or two of an unprotected spellbook. It doesn't work against living beings or against things that couldn't easily be set on fire with a few seconds of steady application of a candle. The target of the spark has to be nearby and in sight.

Utility Spell

When you choose spells during a full heal-up, instead of taking a standard spell, you can choose to give up a spell slot to memorize the *utility spell* at the same level. When you take the *utility spell*, you gain access to a range of useful non-combat spells of the level you memorized it or below. You cast each *utility spell* at the level of the spell slot you gave up for it. You can give up multiple spell slots to take *utility spell* multiple times.

Choose from among the following utility spells:

Spell Level	Spell
1 st level	<i>disguise self</i>
1 st level	<i>feather fall</i>
1 st level	<i>hold portal</i>
3 rd level	<i>levitate</i>
3 rd level	<i>message</i>
3 rd level	<i>speak with item</i>
5 th level	<i>water breathing</i>

7th level *scrying*

Feat Tiers

Adventurer Feat

Each *utility spell* you take lets you cast two spells from the available options instead of one.

Champion Feat

As above, but you can cast three *utility spells* instead of one.

1st Level Utility: Disguise Self

Close-quarters spell

Daily

Effect: This spell provides you with an effective magical disguise that lasts about ten minutes, making the skill check to avoid unmasking one step easier: easy if it would have been a normal task, normal if it would have been a hard task, and hard if it would have been a ridiculously hard task. The spell only affects your general appearance, not your size. It can be used to hide your features behind the generic features of another person or race. Using it to impersonate a specific creature makes it less effective as a disguise (-2 to -5 penalty).

3rd level spell: The spell lasts for 1 hour.

5th level spell: The spell also provides smell; +2 bonus to any checks.

7th level spell: The spell also handles correct-sounding vocal patterns and rough mannerisms; +4 bonus to any checks.

9th level spell: You can now target an ally with the spell; you can also now use it on up to two creatures at once.

1st Level Utility: Feather Fall

Close-quarters spell

Daily

Free action to cast

Effect: When you cast this spell, it arrests your fall, letting you glide down the ground over a round or two.

3rd level spell: You can now target a nearby ally with the spell.

5th level spell: You can now target up to two nearby creatures with the spell.

7th level spell: You can now target up to five nearby creatures with the spell.

9th level spell: You gain some control over where a target falls, like a quickly gliding feather.

1st Level Utility: Hold Portal

Ranged spell

Daily

Effect: You cast this spell on a door. For ten minutes, adventurer-tier creatures can't get through the door. Champion-tier creatures can batter it down; each attempt requires a DC 20 Intelligence skill check (including an applicable background) by the caster to resist the battering and keep the spell going. Epic-tier creatures can walk right through.

3rd level spell: The spell now lasts for an hour. Adventurer-tier creatures are stymied. Champion-tier creatures can batter the door down or destroy it after three failed DC 20 skill checks by the spellcaster. Epic creatures notice that the now-busted door had magic on it.

5th level spell: Champion-tier creatures take a few minutes to force the door open. Epic creatures can force it open after one failed DC 25 skill check by the spellcaster.

7th level spell: Champion-tier creatures are stymied for up to an hour by the door. Epic tier creatures get through after three failed DC 25 skill checks by the spellcaster.

9th level spell: Champion-tier creatures can't enter. Epic-tier creatures can't get through for an hour.

3rd Level Utility: Levitate

Ranged spell

Daily

Effect: Until the end of the battle, you can use a move action to rise straight up into the air or descend straight down. The spell itself won't move you horizontally. The up-or-down movement is about half as fast as your normal movement. While levitating, you take a -2 penalty to your attacks and are vulnerable to attacks against you.

5th level spell: You can now cast the spell on a nearby willing ally instead of yourself.

7th level spell: You can now cast the spell as a quick action, and the spell can now affect two targets.

9th level spell: The spell can now affect five targets.

3rd Level Utility: Message

Close-quarters spell

Daily

Quick action to cast

Effect: You send a one to two sentence message to another person you know and have touched in the last week. Sending a message to a person you can see is always easy. Sending a message to a person you can't see requires a skill check using Intelligence against the highest-tier environment that you or the sender are occupying.

The maximum distance you can send a message depends on the spell's level.

3rd level spell: Across half a city, at most.

5th level spell: Across the entire city and a bit into the countryside.

7th level spell: Between cities near to each other.

9th level spell: From any city to any other city, or across a sea.

3rd Level Utility: Speak with Item

Close-quarters spell

Daily

Quick action to cast

Effect: Speak briefly, mind-to-mind, with a magic item you are touching that is owned by you or one of your allies. The item's owner gets a free power recharge roll if that item's power has been expended.

5th level spell: You no longer need to be touching the item; it only has to be nearby.

7th level spell: The item's owner gains a +2 bonus to the item recharge roll.

9th level spell: If the item recharge roll fails, you keep this spell, but the item won't talk to you until after your next full heal-up.

5th Level Utility: Water Breathing

Close-quarters spell

Daily

Quick action to cast

Effect: You can breathe underwater for the rest of the battle (or about five minutes). You become aware a couple of rounds ahead of when the magic of the spell is about to end.

7th level spell: You and 1d4 + 2 nearby allies can breathe underwater this battle.

9th level spell: The spell affects you and 1d6 + 2 nearby allies for 4d6 hours.

7th Level Utility: Scrying

Ranged spell

Daily

Effect: You can use this spell to get information you shouldn't be able to get, peering in on other people's lives for a short period of time, usually no more than ten minutes at a time. Some areas may be warded at the GM's discretion. You must have touched the person you wish to spy on in the last month, or, at 9th level, within the last a year.

Scrying as a single standard action won't yield much. Concentrating on the spell for a while with props like a scrying pool or a crystal ball will work better.

1st Level Spells

Acid Arrow

Ranged spell

Daily

Target: One nearby or far away creature

Attack: Intelligence + Level vs. PD

Hit: 4d10 acid damage, and 5 ongoing acid damage.

Miss: 5 ongoing acid damage, and you regain the spell during your next quick rest.

3rd level spell: 5d10 damage, and 10 ongoing damage; 10 ongoing on a miss.

5th level spell: 8d10 damage, and 15 ongoing damage; 15 ongoing on a miss.

7th level spell: 3d4 x 10 damage, and 25 ongoing damage; 25 ongoing on a miss.

9th level spell: 5d4 x 10 damage, and 40 ongoing damage; 40 ongoing on a miss.

Blur

Ranged spell

Daily

Target: You or one nearby ally

Effect: For the rest of the battle (or for five minutes), attacks against the target miss 20% of the time.

3rd level spell: The spell is now a quick action to cast.

5th level spell: Miss 25% of the time.

7th level spell: Miss 30% of the time, and you can now target 1d2 creatures with the spell.

9th level spell: Miss 30% of the time, and you can now target two creatures with the spell.

Charm Person

Ranged spell

Daily

Target: One nearby creature with 40 hp or fewer

Special: This spell cannot be cast during combat or on a target that has rolled initiative to fight.

Attack: Intelligence + Level vs. MD

Hit: The target believes you are their friend until you or your allies take hostile action against them. (Attacking their normal allies is okay.) If you or your allies attack the target or order the target to attack its normal allies, the target can roll a normal save to break the charm effect during its turn each round.

Special: On a miss, the spell is not detectible by most others unless you miss by 4+ or roll a natural 1, in which case the target and its allies knows what you tried to do and will usually be angry about it.

3rd level spell: Target with 64 hp or fewer.

5th level spell: Target with 96 hp or fewer.

7th level spell: Target with 160 hp or fewer.

9th level spell: Target with 266 hp or fewer.

Color Spray

Close-quarters spell

Cyclic (cast once per battle OR at-will when the escalation die is even)

Target: 1d4 nearby enemies in a group

Attack: Intelligence + Level vs. MD

Hit: 2d8 psychic damage, and if the target has 10 hp or fewer after the damage, it is weakened until the end of your next turn.

3rd level spell: 4d6 damage, 20 hp or fewer.

5th level spell: 6d8 damage, 30 hp or fewer.

7th level spell: 10d6 damage, 40 hp or fewer.

9th level spell: 10d12 damage, 60 hp or fewer.

Adventurer Feat

Increase the hit point threshold of the weakened effect by 5 hp.

Champion Feat

On a miss, the spell deals damage equal to your level.

Epic Feat

The spell now targets 1d4 + 1 nearby enemies in a group.

Magic Missile

Ranged spell

At-Will

Target: One nearby or far away enemy.

Attack: Automatic hit

Effect: 2d4 force damage.

3rd level spell: 2d8 damage.

5th level spell: 4d6 damage.

7th level spell: 6d6 damage.

9th level spell: 10d6 damage.

Adventurer Feat

You can choose two targets; roll half the damage dice for one missile and half the damage dice for the other, then assign one set of damage dice to each of the two targets.

Champion Feat

Roll a d20 when you use the spell; if you roll a natural 20, the magic missile crits and deals double damage. (Rolling a 1 is not a fumble; this roll checks only to see if you can crit.)

Epic Feat

The 7th and 9th level versions of the spell now use d8s as damage dice.

Ray of Frost

Ranged spell

At-Will

Target: One nearby enemy

Attack: Intelligence + Level vs. PD

Hit: 3d6 cold damage

Miss: Damage equal to your level.

3rd level spell: 4d8 damage.

5th level spell: 6d8 damage.

7th level spell: 7d10 damage.

9th level spell: 10d12 damage.

Adventurer Feat

When your *ray of frost* attack roll is a natural even hit, if the target is staggered after taking the damage, it is also dazed until the end of your next turn.

Champion Feat

The target of the spell can also be far away.

Epic Feat

When you cast the spell you can change the damage type to lightning or negative energy.

Shield

Close-quarters spell

Recharge 11+ after battle

Free action to cast, when an attack hits your AC.

Effect: The attacker must reroll the attack. You must accept the new result.

3rd level spell: You gain a +2 AC bonus against the rerolled attack.

5th level spell: You can also use the spell against attacks that target your Physical Defense; replace references to AC with PD.

7th level spell: The bonus to AC/PD on the rerolled attack increases to +4.

9th level spell: The bonus to AC/PD on the rerolled attack increases to +6.

Adventurer Feat

You can now choose either of the attack rolls, in case the second one crits or is otherwise bad for you.

Champion Feat

Recharge roll after battle is now 6+.

Epic Feat

Hit or miss, you take only half damage from any attack you use shield against.

Shocking Grasp

Close-quarters spell

At-Will

Target: One creature engaged with you

Attack: Intelligence + Level vs. PD

Hit: 1d4 lightning damage, and the target pops free from you.

Miss: You take damage equal to the target's level from botched feedback.

3rd level spell: 1d6 damage.

5th level spell: 2d6 damage.

7th level spell: 3d6 damage.

9th level spell: 4d6 damage.

Adventurer Feat

The spell now requires only a quick action to cast (once per round).

Champion Feat

Once per battle, when you hit the target of the spell, you can also daze it until the end of your next turn.

Epic Feat

The damage dice of the spell increase to d8s.

3rd Level Spells

Confusion

Ranged spell

Daily

Target: One nearby enemy with 100 hp or fewer

Attack: Intelligence + Level vs. MD

Hit: The target is confused (save ends).

Miss: If you miss all targets, you regain this spell during your next quick rest.

5th level spell: Target with 160 hp or fewer, and the target can be far away.

7th level spell: Target with 250 hp or fewer, or two targets each with 125 hp or fewer.

9th level spell: Target with 500 hp or fewer, or two targets each with 250 hp or fewer.

Adventurer Feat

On a miss against all targets with this spell, you can choose to daze those targets (save ends). If you do, you do not regain the spell.

Champion Feat

Each failed save against the spell deals 6d10 psychic damage to the target.

Epic Feat

The save against confused is now a difficult save (16+).

Crescendo

Close-quarters spell

At-Will

Target: One or more enemies engaged with you (but see below)

Special: You can choose more than one target for this spell, but you take a -2 penalty when attacking two targets, a -3 penalty for three targets, and so on.

Attack: Intelligence + Level vs. PD

Hit: 4d6 thunder damage, and the target pops free from you.

Miss: Damage equal to your level.

5th level spell: 4d12 damage.

7th level spell: 7d10 damage.

9th level spell: 10d12 damage.

Force Salvo

Ranged spell

Daily

Targets: One or more nearby or far away enemies (see below)

Special: The spell creates a number of force bolts equal to 1 + your Intelligence modifier. You must target a different creature with each bolt; any extras can't be used.

Attack: Intelligence + Level vs. PD

Hit: 4d10 force damage.

5th level spell: 7d10 damage.

7th level spell: 10d12 damage.

9th level spell: 3d6 x 10 damage.

Adventurer Feat

You can now target a specific creature with more than one bolt. Once you hit that target, you must target a different creature, and so on. (Roll your attack after each bolt before picking a target for the next bolt.)

Champion Feat

On a miss, a bolt now deals miss damage equal to your level.

Epic Feat

Increase the number of bolts by 1.

Hold Monster

Ranged spell

Daily

Target: One nearby enemy with 60 hp or fewer

Attack: Intelligence + Level vs. MD

Hit: The target cannot move or use move actions (hard save ends, 16+).

Miss: The target is dazed until the end of your next turn.

5th level spell: Target with 100 hp or fewer.

7th level spell: Target with 160 hp or fewer.

9th level spell: Target with 250 hp or fewer.

Adventurer Feat

If the spell misses all targets, you regain the spell during your next quick rest.

Champion Feat

The spell can target up to 2 nearby enemies whose total hit points don't exceed the limit.

Epic Feat

Increase the limit by +50 hp.

Lightning Bolt

Close-quarters spell

Daily

Targets: 1d3 + 1 nearby enemies in a group or in a (rough) line

Attack: Intelligence + Level vs. PD

Hit: 7d8 lightning damage.

Miss: Half damage.

5th level spell: 10d10 damage.

7th level spell: 2d8 x 10 damage.

9th level spell: 3d8 x 10 damage.

Champion Feat

A natural even hit also deals 10 ongoing lightning damage.

Epic Feat

A natural even hit now deals 20 ongoing lightning damage (hard save ends, 16+).

Rebuke

Ranged spell

Cyclic (once per battle OR at-will when the escalation die is even)

Target: One nearby enemy with 100 hp or fewer

Attack: Intelligence + Level vs. MD

Hit: The target is hampered (only makes basic attacks) until the end of your next turn.

5th level spell: Target with 160 hp or fewer.

7th level spell: Target with 266 hp or fewer.

9th level spell: Target with 400 hp or fewer.

Adventurer Feat

When you roll a natural even hit with the spell, you also deal psychic damage equal to double your level to the target.

Champion Feat

When you hit the target with the spell, you also daze it until the end of your next turn.

Epic Feat

When you roll a natural even miss against the target, you daze it until the end of your next turn.

Sleep

Ranged spell

Daily

Target: Before making the attack, roll 3d20 + 45 to determine the maximum number of hit points of enemies you can target with the spell. The spell can affect multiple enemies. You must target nearby enemies with the current lowest hit points first, and you don't get to choose the exact targets (except in the case of ties). If adding a creature would exceed the spell's hit point maximum, that enemy can't be a target.

Attack: Intelligence + Level vs. MD

Hit: The target falls unconscious (hard save ends, 16+; it also ends if the target takes 10+ damage).

Miss: The target is dazed until the end of your next turn.

5th level spell: Targets 5d20 +50 max hp.

7th level spell: Targets 7d20 + 100 max hp.

9th level spell: Targets 9d20 + 200 max hp.

Teleport Shield

Close-quarters spell

Daily

Always: For the rest of the battle, once per round when an enemy moves to engage you, you can make the following attack against it as a free action before it has the chance to attack in melee.

Attack: Intelligence + Level vs. PD

Hit: Teleport the enemy somewhere nearby you can see. You can place them in combat with one of your allies, but you can't place them in a dangerous location. (It's a defensive tool).

5th level spell: The teleported enemy also takes 4d10 damage.

7th level spell: 6d10 damage.

9th level spell: 10d10 damage.

Champion Feat

When your *teleport shield* attack misses, the spell's attack is not expended that round.

Epic Feat

You can now teleport the enemy somewhere far away that you can see; other restrictions still apply.

5th Level Spells

Denial

Ranged spell

Daily

Target: 1d4 nearby enemies in a group

Attack: Intelligence + Level vs. MD

Hit: 9d10 psychic damage, and the target is hampered until the end of your next turn.

Miss: Half damage.

7th level spell: 3d4 x 10 damage.

9th level spell: 3d6 x 10 damage.

Champion Feat

When you roll a natural even miss with the spell, the target is also hampered until the end of your next turn.

Epic Feat

Increase the number of targets to $1d4 + 1$.

Dimension Door

Close-quarters spell

Move action to cast

Daily

Target: You

Effect: You teleport somewhere nearby that you can see.

7th level spell: Your destination can now be far away, but not so far that it is out of range of enemy attacks that can hit far away targets.

9th level spell: You can take one ally who is next to you along with you as you teleport.

Fireball

Ranged spell

Daily

Special: When you cast this spell, you can choose to cast it recklessly.

Target: 1d3 nearby enemies in a group. If you cast recklessly, you can target 1d3 additional enemies, but then your allies engaged with the target may also take damage (see below).

Attack: Intelligence + Level vs. PD

Hit: 10d10 fire damage.

Miss: Half damage.

Reckless miss: Your allies engaged with the target take one-fourth damage.

7th level spell: 12d10 damage.

9th level spell: 20d10 damage.

Champion Feat

Casting the spell recklessly increases the number of additional targets to 1d4 instead of 1d3.

Epic Feat

Increase the number of targets to $1d3 + 1$ instead of 1d3.

Invisibility

Ranged spell

Daily

Target: You or one nearby ally

Effect: Until the end of the battle (or for five minutes out of combat), the target becomes invisible until it attacks or uses some ridiculously flashy action.

High Arcana: The duration out of combat is 1 hour instead.

7th level spell: You can now target 1d3 nearby allies (including you) with the spell.

9th level spell: Creatures made invisible by the spell have a 25% chance of remaining invisible the first time (and first time only) they attack or get flashy.

7th Level Spells

Blink

Close-quarters spell

Daily

Target: You or one nearby ally

Effect: For the rest of the battle (or for five minutes), the target gains resist damage 16+. Enemies who can see invisible creatures ignore this resistance.

Whenever the target uses a move action, there is a 50% chance that it can teleport somewhere nearby instead of physically moving.

9th level spell: 75% chance.

Flight

Ranged spell

Daily

Target: You or one nearby ally

Effect: The target can fly until the end of the battle (or for five minutes). Your speed doesn't increase appreciably but you can move in three-dimensions.

9th level spell: When you cast the spell, you can choose one: the effect lasts for an hour OR you can target 1d4 + 1 creatures for the normal duration.

Haste

Ranged spell

Daily

Target: You or one nearby ally

Effect: On the target's next turn (not this one, if you cast it on yourself), the target gains an additional standard action.

In addition, at the start of each of the target's turns this battle, if the escalation die is even, roll a d20 and add the escalation die; on a 16+, the target gains an additional standard action that turn.

9th level spell: The roll for additional standard actions is now 11+ instead of 16+.

Invisibility Purge

Ranged spell

Daily

Targets: Any nearby enemies who are invisible, whether you know they are there or not

Attack: Intelligence + Level vs. MD, rolled by GM

Hit: The target turns visible and cannot become invisible again this battle.

Miss: If there are one or more invisible creatures nearby, you become aware of their presence. Not where they are, or who they are, but that there are invisible creatures present.

9th level spell: The spell also affects far away targets that you could normally see.

Overcome Resistance

Ranged spell

Recharge 16+ after battle

Target: 1d3 nearby allies (including yourself, if you wish)

Effect: Until the end of the battle, the target ignores the resistance power of any creature it targets with an attack.

9th level spell: You can now target 1d4 nearby allies with the spell.

Transfer Enchantment

Ranged spell

Daily

Special: You or an ally you are next to must be suffering from a condition caused by an enemy for you to cast this spell.

Target: One nearby enemy

Attack: Intelligence + Level vs. MD

Hit: 2d6 x 10 psychic damage, and you can transfer one condition caused by your enemies from you or the ally you are next to over to the target. If timing is required, interpret the transferred condition as if you had caused it with this spell.

Miss: Half damage.

9th level spell: 2d10 x 10 damage; if the spell misses, you regain it during your next quick rest.

9th Level Spells

Disintegrate

Ranged spell

Daily

Target: One nearby enemy

Attack: Intelligence + Level vs. PD

Hit: 4d8 x 10 damage, and the target is vulnerable (hard save ends, 16+).

In addition, if the target drops to 0 hp from this attack, or drops to 0 hp before it saves against the vulnerable effect of this attack, it is gone, dusted, nothing remaining.

Miss: Half damage.

Epic Feat

You can now target a far away creature with the spell.

Meteor Swarm

Ranged spell

Daily

Special: You summon a meteor swarm. If you're underground, you get the ur-dark stalactite equivalent! Nothing more happens this round, but roll 1d3 + 1 to determine how many meteors you have summoned.

At the start of your next turn, even if you are unconscious or dead or have left the area, the meteors arrive one per turn at the start of each of your turns and slam into the combat area.

Target: You can make an attack with each meteor against 1d4 enemies in a group. Alternatively, use the spell to level an area with high impact property damage.

Attack: Intelligence + Level vs. PD

Hit: 4d4 x 10 damage of the energy type of your choice (cold, fire, lightning).

Any allies engaged with the enemies you are targeting take one-fourth damage from each meteor that impacts the area.

Miss: Half damage.

Epic Feat

Each meteor now deals 5d4 x 10 damage.

Teleport

Ranged spell

Daily

Effect: You and up to 4 allies next to you can teleport to any location in the world, underworld, or overworld that you have previously visited.

When you teleport, roll a d20. If you roll a 1, you miss your desired location and arrive somewhere else altogether. Otherwise, you and your allies arrive at the desired location at the start of your next turn.

Any effects of spells or items cast before teleporting are dispelled and no longer function on arrival.

Epic Feat

Your allies don't need to be next to you before you cast the spell, just nearby. Alternately, if they are all next to you when you cast the spell, you can teleport to a location known to one of your allies.

Multiclassing

A multiclass character belongs to two classes instead of one. Multiclassing provides versatility—two classes offer more options than one at the expense of raw power.

You can start at 1st level with a multiclass character or convert to being a multiclass character when you gain a level. Changing from a single-class character to a multiclass character during a campaign is often a consequence of some powerful story event.

The core multiclass rule is that you can't apply a talent, feat, or class feature to a spell or attack from a different class. For example, a barbarian/rogue who is raging makes barbarian attacks, rolling 2d20s to hit, but can't add rogue Sneak Attack damage on top of the barbarian melee attack. Likewise, a rogue that uses *shadow walk* has to make a rogue attack upon returning to play, not a barbarian rage attack. Another example: a sorcerer/wizard or sorcerer/cleric can't gather power as a sorcerer and then get double damage casting a spell from their other class.

Some multiclass feats might break these general rules.

These prohibitions usually don't apply to effects you create that don't require actions to maintain. A cleric/barbarian could use an invocation at the start of the battle, cast a spell, and then start raging. The effects of the invocation would continue since it doesn't require new actions to sustain it.

Rage, on the other hand, is a special case, preventing actions from other classes even though you don't have to use actions to keep raging.

Multiclassing Basics

This is the guide to creating a multiclass character. If there's an element of character class configuration not mentioned, assume that it works the same for multiclass characters as it does for single-class characters.

For character class specifics, see below. Note that many multiclass offers bonus feats that help make up for some disadvantages when multiclassing.

Terminology

Your multiclass is a combination of your two classes separated by a slash. There's no significance to the order. A fighter/wizard is the same as a wizard/fighter.

Technically, the rules presented here are for *dual-classing*, i.e. combining only two classes.

Level progression

You gain levels like any other character. For example, a 3rd level fighter/wizard is a 3rd level character, with 3rd level hit points and three feats (or four for a human). You add your level (3) to your attacks, to your defenses, and to your skill checks. You level up as fast as other characters and you never have to worry about gaining specific or separate class levels.

On the other hand, leveling up is not *exactly* like a single-class character. Multiclass characters have the class powers, attacks, maneuvers, bonus talents, and spells of a character that is one level lower than their actual level.

For example, as a 3rd level fighter/wizard, you'll use the fighter and wizard level progression tables for 2nd level. In this example, as a fighter, you'll know 4 maneuvers and they'll all still have to be from the 1st level pool. As a wizard, you'll know six 1st level spells. At 4th level, you then gain the maneuvers of a single-class 3rd level fighter and the spells of a single-class 3rd level wizard.

What you get as a 1st level multiclass character

Each multiclass option in the class-by-class list's level progression sections tells you what you get as a 1st level character when your class abilities are a level lower.

Talents as a 1st level character

Choose one talent from each of your two class choices. Then choose your third talent from either of those classes.

Bonus talents as part of class progression

If your class gets bonus talents (barbarian, commander, fighter, monk, occultist, paladin, ranger), you still get them, but at one level later than a single-class character does.

Class features

Many classes contribute all of their class features to a multiclass. Others only allow some class features, or limit you from taking some talents or feats. The details are in the class-by-class multiclass list.

Ability score bonuses at character creation

You can select your ability score class bonus from the options available to either of your classes. For example, if you are a fighter/wizard, you can gain a single +2 class bonus to Strength, Constitution, Intelligence, or Wisdom.

Key ability scores & key modifiers

To be fully effective, multiclass characters have to be good in at least two ability scores, generally one for each class.

A multiclass character uses a special modifier for most of their attacks and other powers, called the *key modifier*. This modifier is the lower of two ability modifiers determined by your particular class combination. You use the key modifier whenever you would use either of those two ability scores for an attack or an effect of powers or spells.

You don't necessarily use the key modifier for all attacks, only for attacks that would normally use one of the two ability scores in question. For example, a bard/cleric whose key modifier is Wis/Cha would use that modifier for all their spell attacks based on Wisdom or Charisma, but that character would still make cleric melee attacks with Strength, and bard melee attacks with Strength too.

You **don't** use the key ability scores for skill checks. Skill checks live outside the class framework and use your normal ability scores, though if both scores are equal you will not notice the difference.

The Key Modifier table lists the modifier relevant to each multiclass combination. For example, a rogue/wizard's primary abilities are Dexterity and Intelligence, so that character's key modifier is the lower of the character's Dexterity and Intelligence modifiers. You'll use this key modifier in place of any Dexterity modifier or Intelligence modifier you use for all attacks, powers, spells, and class features or effects from the rogue or wizard class.

Core character stats like AC, PD, MD, and Initiative are not considered elements of your class, so they use the normal ability modifiers rather than the key modifiers.

Basic attacks

You have the basic attacks from both your classes. If your ability scores suggest that one of your basic attacks is better than the other, each time you make a basic attack you'll have to specify which class you are using.

Hit Points

Your hit points are the average of the base HP of your two classes, + CON modifier, multiplied by 3, then rounded down.

Recovery dice

Average the dice from both classes, then round *up* to the next higher die size (d6, d8, d10, or d12). For example: d6 + d8 = d8; d6 + d10 = d8; d6 + d12 = d10; d8 + d10 = d10; d8 + d12 = d10; d10 + d12 = d12.

Armor and AC

Use the highest base AC provided by either of your classes for whichever type of armor you are wearing. However, you also retain the penalties for wearing shields or heavy armor while using attacks and spells from classes that have those penalties. For example, a 1st level wizard/fighter has a base AC of 16 in heavy armor from the fighter class. But while the character's fighter attacks would be fine, any of the character's wizard attacks (including spells) would take a -2 penalty.

PD & MD

Use the best PD and MD from either of your classes.

Weapon attacks

Use the better weapon attack abilities among your two classes.

Weapon damage penalty

Most multiclass characters must drop all of their weapon damage dice down one step. That means d12s become d10s; d10s become d8s; d8s become d6s; d6s become d4s; and d4s stay as d4s. This reduction does **NOT** apply if your multiclass contains *only* classes from the following list of skillful warriors: barbarian, bard, commander, fighter, paladin, ranger, or rogue.

If you're one of the many multiclass characters affected by the weapon damage penalty, it applies only to your own attacks, not to the attacks of animal companions, summoned creatures, and the like.

The reduction also applies when you've found a way to gain a larger weapon damage die temporarily. For instance, a cleric casting the *hammer of faith* spell would get to use d12

damage dice for the rest of the battle, but a fighter/cleric (or any other cleric multiclass) would have to use d10 damage dice with the spell.

Feats

You can choose feats from either of your classes. You gain one feat per level like everyone else.

Gear

As a 1st level character, you've got all the gear you need from both your classes, as well as the normal starting gold pieces: 25 gp or 10 x d6 gp.

Key Ability Modifier

The important things to remember in keeping track of the key ability for a multiclass character are a) the key modifier table itself is not affected by any ability score swaps pulled off within class talents, and b) the talents are class elements that are affected by the key ability modifiers.

	Barbarian	Bard	Chaos mage	Cleric	Commander
Barbarian	X	Str/Cha	Str/Cha	Str/Wis	Str/Cha
Bard	Str/Cha	X	Str OR Dex/Cha	Wis/Cha	Str/Cha
Chaos mage	Str/Cha	Str OR Dex/Cha	X	Wis/Cha	Str/Cha
Cleric	Str/Wis	Wis/Cha	Wis/Cha	X	Wis/Cha
Commander	Str/Cha	Str/Cha	Str/Cha	Wis/Cha	X
Druid	Str/Wis	Wis/Cha	Wis/Cha	Str/Wis	Wis/Cha
Fighter	Str/Con	Str/Cha	Str/Cha	Str/Wis	Str/Cha
Monk	Str/Dex	Dex/Cha	Dex/Cha	Dex/Wis`	Str/Dex
Necromancer	Str/Int	Int/Cha	Int/Cha	Int/Cha	Int/Cha
Occultist	Str/Int	Int/Cha	Int/Cha	Int/Wis	Int/Cha
Paladin	Str/Cha	Str/Cha	Str/Cha	Str/Wis	Str/Cha
Ranger	Str/Dex	Str OR Dex/Cha	Str OR Dex/Cha	Str/Wis	Str/Cha
Rogue	Str/Dex	Dex/Cha	Dex/Cha	Dex/Wis	Dex/Cha
Sorcerer	Str/Cha	Dex/Cha	Con/Cha	Wis/Cha	Str/Cha
Wizard	Str/Int	Int/Cha	Int/Cha	Int/ /Wis	Int/Cha
	Druid	Fighter	Monk	Necromancer	Occultist
Barbarian	Str/Wis	Str/Con	Str/Dex	Str/Int	Str/Int
Bard	Wis/Cha	Str/Cha	Dex/Cha	Int/Cha	Int/Cha
Chaos mage	Wis/Cha	Str/Cha	Dex/Cha	Int/Cha	Int/Cha
Cleric	Str/Wis	Str/Wis	Dex/Wis	Int/Wis	Int/Wis
Commander	Wis/Cha	Str/Cha	Str/Dex	Int/Cha	Int/Cha

Druid	X	Str/Wis	Dex/Wis	Int/Wis	Int/Wis
Fighter	Str/Wis	X	Str/Dex	Str/Int	Str/Int
Monk	Dex/Wis	Str/Dex	X	Dex/Int	Dex/Int
Necromancer	Int/Wis	Str/Int	Dex/Int	X	Int/Cha
Occultist	Int/Wis	Str/Int	Dex/Int	Int/Cha	X
Paladin	Str/Wis	Str/Cha	Str/Dex	Str/Int	Str/Int
Ranger	Str OR Dex/Wis	Str/Dex	Str/Dex	Str OR Dex/Int	Str OR Dex/Int
Rogue	Dex/Wis	Str/Dex	Str/Dex	Dex/Int	Dex/Int
Sorcerer	Wis/Cha	Dex/Cha	Dex/Cha	Int/Cha	Int/Cha
Wizard	Int/Wis	Dex/Int	Dex/Int	Int/Cha	Int/Wis
	Paladin	Ranger	Rogue	Sorcerer	Wizard
Barbarian	Str/Cha	Str/Dex	Str/Dex	Str/Cha	Str/Int
Bard	Str/Cha	Str OR Dex/Cha	Dex/Cha	Str OR Dex/Cha	Int/Cha
Chaos mage	Str/Cha	Str OR Dex/Cha	Dex/Cha	Con/Cha	Int/Cha
Cleric	Str/Wis	Str/Wis	Dex/Wis	Wis/Cha	Int/Wis
Commander	Str/Cha	Str/Cha	Dex/Cha	Str/Cha	Int/Cha
Druid	Str/Wis	Str OR Dex/Wis	Dex/Wis	Wis/Cha	Int/Wis
Fighter	Str/Cha	Str/Dex	Str/Dex	Str/Cha	Str/Int
Monk	Str/Dex	Str/Dex	Str/Dex	Dex/Cha	Dex/Int
Necromancer	Str/Int	Str OR Dex/Int	Dex/Int	Int/Cha	Int/Cha
Occultist	Str/Int	Str OR Dex/Int	Dex/Int	Int/Cha	Int/Wis
Paladin	X	Str/Dex	Str/Dex	Str/Cha	Str/Int
Ranger	Str/Dex	X	Str/Dex	Dex/Cha	Dex/Int
Rogue	Str/Dex	Str/Dex	X	Dex/Cha	Dex/Int
Sorcerer	Str/Cha	Dex/Cha	Dex/Cha	X	Int/Cha
Wizard	Str/Int	Dex/Int	Dex/Int	Int/Cha	X

Note: Multiclass combinations that include only the barbarian, bard, commander, fighter, paladin, ranger, and rogue classes don't take the weapon damage die penalty suffered by other multiclass characters. The multiclass ability scores of these combinations appear in italics above.

Barbarian Multiclass

You get to start with three talents, but you don't get bonus talents until 6th level and 9th level.

While raging, you cannot use attacks, powers, or spells from another class unless you take Controlled Rage.

Controlled Rage

Adventurer Tier

You can use powers and attacks from your other class while raging. You can't use the extra d20 that Barbarian Rage gives you while making an attack from the other class, but at least you can slip out of your rage long enough to use a power or attack from your other class.

Champion Tier

Once per battle while raging, you can use a melee attack from your other class as if it was a barbarian attack, rolling 2d20 for the attack. (Examples of possible uses include a bard's flexible attack battle cries, a commander attack using the Lead from the Front talent that will garner command points, a fighter's flexible attacks, a ranger's double melee attack, and so on.)

Bard Multiclass

You lag one level behind in the battle cries and spells/songs known columns of the Bard Level Progression table.

As a 1st level bard, you start with only one 1st level battle cry and one 1st level spell or song.

As usual, the Battle Skald or Spellsinger talents could still add a battle cry or spell/song to what you're getting as a multiclass bard.

Note that the Jack of Spells advantages would only apply to spells jacked by the talent, not to spells known through the multiclass.

If you multiclass with another class that has flexible attacks, such as the fighter or a druid that takes that talent, consider the two feats that follow. Without the feats, you must always declare whether you are using a bard flexible attack or a flexible attack from your other class.

True Flexibility

Adventurer Tier

Once per battle, as long as both classes use flexible attacks for the type of attack you are making, you can choose to roll a flexible attack without deciding which of your two classes it is linked to. Choose from *all* your flexible attacks after you see the result of the roll.

Champion Tier

You can now use the adventurer-tier feat twice per battle.

Chaos Mage Multiclass

You lag one level behind in the three central columns of the Chaos Mage Level Progression table: daily spells, once-per-battle spells, and spell level.

Drop three new stones of the same color (but a different color from your attack/defense/iconic stones) into your chaos mage bag. These stones correspond to your other class. When you draw one of the stones, any warp effects or high weirdness you've got going on from a previous chaos mage turn end. On your next turn, you must use a standard action attack from your non-chaos mage class, just as if you had drawn a stone for one of your standard three types of chaos magic.

If your chaos mage talents allow you to draft random spells from other classes (Stench of Necromancy, Touch of Wizardry, Trace of the Divine, and Whiff of Sorcery), those spells remain with the attack or defense slots you assigned them to as usual.

Continual Warp

Adventurer Tier

If you have a warp effect already going, drawing the stone from your other class doesn't cancel the warp effect. The warp effect continues until it's replaced by another warp effect or the end of the battle, as usual.

Champion Tier

If you invested in high weirdness, your high weirdness effects don't stop when you draw a multiclass stone.

Cleric Multiclass

You lag one level behind in the spells known columns of the Cleric Level Progression table.

As a 1st level multiclass cleric, you start with three 1st level spells.

Commander Multiclass

You lag one level behind in the class-specific elements of the Commander Level Progression table—so it only affects the number of commands and tactics you have and the pool you can draw them from.

Many Fronts

Adventurer Tier

Once per battle, use a melee attack from your non-commander class in place of a commander attack when you use your Front Line Fighting feature.

Champion Tier

You can now use the adventurer-tier feat twice per battle.

Druid Multiclass

You lag one level behind in the powers and spells known columns of the Druid Level Progression tables.

Fighter Multiclass

You lag one level behind two columns of the Fighter Level Progression Table: Maneuvers Known and Maneuver Pool Available. You also won't get the fighter's normal bonus talent at 6th level, instead receiving it at 7th level.

As a 1st level multiclass fighter, you start knowing two maneuvers from the 1st level pool.

Armored Warfare

Adventurer Tier

Once per battle while wearing heavy armor, use an attack from a class that normally takes an attack penalty while wearing heavy armor without taking that penalty.

Champion Tier

You can now ignore heavy armor attack penalties while the escalation die is 3+.

Monk Multiclass

A multiclass monk does get a +2 class bonus to three abilities, but does not get to use Focus abilities as the other class.

You lag one level behind in the three columns of the Monk Level Progression table: class talents, forms, and ki.

The multiclass monk's JAB, PUNCH, and KICK attacks damage dice decrease one size just like the WEAPON attacks of all classes. Yes, this means your JAB dice are d4s, PUNCH dice are d6s, and KICK dice are d8s.

Necromancer Multiclass

You lag one level behind in the spells known columns of the Necromancer Level Progression table.

Occultist Multiclass

You gain the focus required to use a serious occultist spell by using your standard action during your turn to set that up. But when you have your occultist focus, you don't get to use actions and powers and spells from other classes.

You lag one level behind in the spells known columns of the Occultist Level Progression table. You also won't get the occultist's normal bonus talents at 5th level and 8th level, instead receiving them at 6th level and 9th level.

Wider Focus

Adventurer Tier

Once per battle, you can use a power, spell, or other effect from a different class while maintaining your occultist focus.

Paladin Multiclass

You don't get the paladin's normal bonus talents at 5th and 8th level, instead receiving them at 6th level and 9th level.

Armored in Life

Adventurer Tier

Once per battle while wearing heavy armor, use an attack from a class that normally takes an attack penalty while wearing heavy armor without taking that penalty.

Champion Tier

Two battles per day, avoid all attack penalties for wearing heavy armor from a class that normally has such an attack penalty. During any other battles that day, you can still only use the once-per battle power from the adventurer-tier feat.

Ranger Multiclass

Like the paladin, your Level Progression table doesn't have many class-specific elements. You won't get the ranger's normal bonus talents at 5th and 8th level, instead receiving them at 6th level and 9th level.

Unless you've multiclassed with one of the other skilled weapon-using classes, your damage dice for the Double Melee Attack and Double Ranged Attack talents drop down another size (usually from d6s to d4s) as a multiclass ranger.

Two-weapon Multiclass

Adventurer Tier

While you are fighting with two melee weapons, you now gain the benefit of your Two-Weapon Mastery talent and any feats you've taken for it even when using attacks from your non-ranger class.

Adventurer Tier

You can use your Archery ranger talent and any feats you've taken for it even when using ranged attacks from your non-ranger class.

Rogue Multiclass

You lag one level behind in the Powers Known and Pool Available columns of the Rogue Level Progression table. At 1st level, you know 3 powers, all of them from the 1st level pool.

Combining your Sneak Attack damage with attacks from other classes remains off-limits.

Seize the Momentum

Adventurer Tier

Once per day when you hit with an attack from your non-rogue class, you can gain *momentum* as if you had used a rogue attack.

Champion Tier

In addition to using the adventurer-tier feat once per day, you can also use it once per battle (so in a four-battle day, you could use it five times).

Sorcerer Multiclass

You lag one level behind in the spells known columns of the Sorcerer Level Progression table. At 1st level, you know three 1st level spells.

Diverse Gathering

Adventurer Tier

Once per day, you can cast a non-sorcerer spell after you have gathered power. You double the damage of the spell as if it were a sorcerer spell.

Champion Tier

You can now also gather power for a non-sorcerer spell as per the adventurer-tier feat once per battle while the escalation die is 4+ (so in a four battle day, you could use it up to five times assuming the escalation die allows it).

Wizard Multiclass

You lag one level behind in the spells known columns of the Wizard Level Progression table.

At 1st level, you know four 1st level spells.

Combat Rules

Combat is played with various sided dice. You make attack rolls against defense numbers and deal damage against hit points.

Combat Stats

Initiative Bonus

Your initiative bonus is your Dexterity modifier + your level.

Attack Bonuses

For each attack, roll a d20 + an ability bonus + your level (+ magic item attack bonus, if any). Depending on the attack, you might also get other bonuses. Compare your total to the target's defense, usually Armor Class but sometimes Physical Defense or Mental Defense. If the total is equal to or higher than the defense, you hit. If you attack multiple targets, make multiple attack rolls. Your class defines which ability bonus you use on attack rolls, and the attack defines the effects of a hit or a miss.

Damage

Each attack indicates a specified amount of damage it does; subtract that amount from the target's hit points. If the attack targets multiple enemies, you make a separate attack roll for each one, but only roll damage once.

Damage totals for your attacks are calculated by adding one ability score modifier to the attack's damage roll, normally represented by saying "+ Ability."

Calculate the ability modifier subtracting 10 from the ability score, halving the result, then rounding down.

At 5th level, double the ability score modifier before adding to the damage roll for all attacks. (Negative modifiers get are doubled too).

At 8th level, triple the ability score modifier.

Spells indicate a specific number of dice to roll for damage. Weapon attacks work differently.

Weapons

Weapons are rated by how much damage they deal. In the hands of player characters, each weapon attack deals 1 die of damage per character level + ability modifier, notated as WEAPON + [Ability].

Each class has its own version of the weapon chart, showing how well members of the class use weapons of a given damage category.

Other Damage Types

Different monsters and characters may be resistant or vulnerable to various types of damage, including:

- Acid
- Cold
- Fire
- Force

- Holy
- Lightning
- Negative energy
- Poison
- Psychic
- Thunder (sonic energy)

Defenses

There are three different defenses: Armor Class, Physical Defense, and Mental Defense. Each uses three ability scores as part of its calculation. PCs also add their class level to their defenses.

Armor Class (AC)

AC protects you from weapon attacks. It is equal to the middle value among Con, Dex, and Wis. Disregard the higher and the lower values.

Physical Defense (PD)

PD protects you from other physical attacks. It is equal to the middle value among Str, Con, and Dex. Disregard the higher and the lower values.

Mental Defense (MD)

MD protect you against mental attacks. It is equal to the middle value among Int, Wis, and Cha. Disregard the higher and the lower values.

Hit Points

Hit points are based on class, Con modifier, and level. See the level progression chart for each class.

Speed

If it's important to know who covers ground faster, the GM determines how to make the "speed check" by using either common sense or stats and skills.

Stacking Rules

Bonuses and effects to a single stat stack with each other, with these exceptions:

- Magic item bonuses don't stack. Only the best one counts.
- Many condition penalties don't stack. Only the worst one counts.
- Powers, spells, and abilities don't stack with themselves or with other game elements with the same name. This works for both PCs and monsters.

Combat Sequence

At the start of combat, each player rolls initiative for his or her character and the GM rolls for their opponents, with higher-rolling characters or enemies acting earlier each round.

Cyclic Initiative

Roll Once

Each creature rolls to determine its initiative at the start of its first turn in battle (d20 + initiative bonus). Use those results to determine who goes first each round.

All monsters of the same exact type share the same initiative roll.

Delay

By choosing to delay, you take no action and then act normally on whatever initiative count you decide to act. When you delay, you voluntarily reduce your own initiative for the rest of the combat. Your initiative result becomes the count on which you took the delayed action.

If you come to your next action and have not yet performed an action, you don't get to take a delayed action (though you can delay again).

If you take a delayed action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

Readying an Action

The ready action lets you prepare to take an action later, after your turn is over but before your next one has begun. Readying is a standard action.

You can ready a standard action, a move action, or a free action. To do so, specify the action you will take and the conditions under which you will take it. Then, any time before your next action, you may take the readied action in response to that condition. The action occurs just before the action that triggers it. If the triggered action is part of another character's activities, you interrupt the other character. Assuming he is still capable of doing so, he continues his actions once you complete your readied action. Your initiative result changes. For the rest of the encounter, your initiative result is the count on which you took the readied action, and you act immediately ahead of the character whose action triggered your readied action.

Your initiative result becomes the count on which you took the readied action. If you come to your next action and have not yet performed your readied action, you don't get to take the readied action (though you can ready the same action again). If you take your readied action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

Actions on Your Turn

Standard, Move, and Quick Actions

Each turn you can take one of each action, in any order. See Combat Actions.

Free Actions

You can take any number of free actions on your turn, as allowed by the GM. Creatures can also take free actions when it's not their turn as part of a triggering condition. Talking is a free action.

Make Saves Last

If you are subjected to an ongoing effect that requires a save, roll that save at the end of your turn, after the ongoing effect.

Escalation Die

The escalation die represents a bonus to attacks as the fight goes on.

At the start of the second round, the GM sets the escalation die at 1. Each PC gains a bonus to attack rolls equal to the current value on the escalation die. Each round, the escalation die advances by +1, to a maximum of +6.

Monsters and NPCs do not add the escalation die bonus to their attacks

If the GM judges that the characters are avoiding conflict rather than bringing the fight to the bad guys, the escalation die doesn't advance. If combat virtually ceases, the escalation die resets to 0.

Combat Actions

Actions

Regular Actions

On your turn, you can take one standard action, move action, and quick action, and a handful of free actions, in any order.

You can use a standard action to take a move action, and you can use a standard or move action to take a quick action.

Interrupt Actions

You can use one interrupt action when it's not your turn. You can't use another one until the end of your next turn. These types of actions are limited to certain classes and class powers.

Other Actions when it's Not Your Turn

In certain circumstances, characters can intercept foes moving past them, make opportunity attacks, or otherwise act out of turn. These actions are usually free actions.

Position

A creature's position amounts to two things: the creature's whereabouts, and who it's contending with in melee.

Whereabouts

Each creature has a general, relative position on the battlefield. Combat is dynamic and fluid, so miniatures can't really represent where a character "really is."

Nearby

Generally, all the heroes and their enemies in a battle are nearby. That means they can reach each other with a single move action.

Behind

If you're behind an unengaged ally, and an enemy moves past that ally to get to you, your ally has the option to move and intercept.

Intercepting

You intercept a creature when you move to stop an enemy attempting to rush past you to attack someone else. You must be near the enemy and the person that enemy is trying to reach.

Far Away

Generally, the heroes and their enemies are nearby each other and you can use a single move action to reach any of them (provided no enemy intercepts you). If you want to be far away,

two moves away from the enemies, make that clear to the GM and make sure there's room for that maneuver. Wizards and other casters sometimes like to be far away.

Engaged/Next to

In a battle, each combatant is either engaged (locked in combat with one or more enemies) or unengaged (free). When two allies are engaged with the same enemy, they are considered next to each other.

Movement and Melee

The combat system cares about movement and position, but only in simple/approximate terms. It emphasizes where people are and who's fighting whom.

Free

By default, characters in a battle are free. They can move freely, use ranged attacks, engage in battle, etc. If they try to move past a free enemy, however, that foe usually has the option to intercept them.

Engaged

Characters are engaged when they are in melee with foes. Engaged creatures can use melee attacks and close-quarter spells against the creatures they engage. They can use ranged attacks but doing so draws opportunity attacks from the enemies that are engaging them that they don't attack, as does moving away from the enemies they're engaged with.

Unengaged creatures have no particular limits on how they move. They can't use melee attacks until engaged.

When you are engaged:	When you are unengaged:
You draw opportunity attacks if you move	You move freely
You can make melee attacks against enemies engaged with you	You can't make melee attacks
Your ranged attacks draw opportunity attacks from enemies engaged with you that you don't target	You make ranged attacks normally
Your spells draw opportunity attacks (except close-quarters spells)	You can cast spells freely
You can disengage safely as a move action by making a normal save (11+)	You can engage enemies by moving into melee with them
You can't intercept enemies	You can engage an enemy moving past you
You're considered nearby other combatants by default	You're considered nearby other combatants by default, but you can usually move far away if you want

Disengaging

You can move away from the foes that engage you, but you draw an opportunity attack from each of those enemies when you do.

If you don't want to risk an opportunity attack, you can use your move action to attempt to disengage (a disengage check). If you choose to disengage, roll a normal save (11+). You can disengage from more than one foe with a single successful check, but your roll takes a -1 penalty for each foe beyond the first that you are disengaging from.

If the disengage check succeeds, you can move without drawing opportunity attacks from the foes you were engaged with. Use your move normally.

If you fail the disengage check, you don't move, lose your move action for that turn, and remain engaged. You don't take any opportunity attacks.

Disengaging uses a move action. If you succeed, it's like getting popped free at the start of your move. If you fail, you use up the move action to no effect.

When a creature gets to make an opportunity attack, it can make a basic melee attack against that foe as a free action during the turn of the creature that is provoking the opportunity attack. You can only use a basic melee attack.

Intercepting

If you move past someone who is not already engaged, they have the option to engage you and make you stop where they are. The GM rules on what counts as moving "past" a defending character or enemy.

Targeting

Important stats for targeting should be transparent to PCs. The GM should tell you whether your targets are legal targets, or whether they're mooks, normal monsters, or large monsters.

A spell or area-style effect that targets multiple nearby enemies in a group can't skip over enemies. You pick one target and attack the rest in order; you don't skip all over the battlefield. Spells that say they target multiple nearby enemies but don't specify that they have to be in a group are capable of sending magical energy in different directions, allowing spellcasters to choose targets from where they like.

When a spell or power targets a nearby enemy, ally, or creature, you can't target yourself unless it is explicitly stated that you can also be a target.

Special Cases

Here are rules for special situations involving movement and melee.

Allies

Powers and spells in various classes are written with the understanding that a character's allies are the other PCs in the party with a possible addition for an animal companion. NPCs don't count as allies for abilities that are counting the number of allies that meet certain conditions.

Ambushes and Surprise

In situations when one side ambushes or surprises the other, start by letting the ambushing side pick one creature who will start the ambush. Then roll initiative for all members of the ambushing side.

Only two creatures get to act in the ambush round: the nominated ambusher and their highest initiative ally. The GM can choose whether to advance the escalation die after the surprise round.

Then roll initiative for the side that got ambushed and play normal combat rounds.

Dicey Moves

If it's questionable whether a character could execute a particularly interesting move during combat, make a skill check against the ability score that the action is going to use. Specify whether a background will help. The DC depends on the current environment and the dice tell the tale.

Special Actions

Here are a few things you can do that are more involved than just moving or attacking.

Flying

Some classes have spells or talents that enable *flight*. The movement rules for *flight* are the same as for other movement, except that, as long as there is space available, you can fly over enemies you're not engaged with without allowing them to take opportunity attacks against you. You can be intercepted only by other flyers that are already airborne.

The engagement and disengagement rules are also the same when flyers make melee attacks against enemies on the ground. The player may choose to swoop past another flyer, as part of another attack, instead of engaging it directly, at a -2 attack penalty.

Fight in Spirit

This is a special combat action that you can take when you are out of the fight altogether. Once a round you can specify how your character is still there "fighting in spirit" alongside the other party members. Come up with some story about what your character has done that could boost party morale. The GM may grant any ally a +1 bonus to attacks, Armor Class, Physical Defense, or Mental Defense. The first time each battle that someone fights in spirit may be a +2 bonus.

The bonus lasts one to two rounds. If the fight is still on and you have something else to add to the story, sell it to the GM.

If you're still (even partly) in the fight, then you can't fight in spirit.

Flee

Fleeing is a party action. On any PC's turn, any player can propose that all the characters flee the fight. If all players agree, they successfully retreat, carrying any fallen heroes away with them. The party suffers a campaign loss. The point of this rule is to encourage daring attacks and to make retreating interesting on the level of story rather than tactics.

Rally

Once a battle, every PC can use a standard action to rally, spending one of their recoveries and regaining hit points they've lost in combat. (See Recoveries.)

If you want to rally again later in the same battle, make a normal save (11+). If you succeed, you can rally again that battle. If you fail the save, you can take your turn normally, but you can't rally that round.

Attacks

Most attacks follow the general attack rules, except as indicated below.

General Attack Rules

When you use an attack, you declare which attack you are using and pick its target or targets, then roll the d20 for each one to find out if you hit. The attack will indicate what happens to a target that you hit (and sometimes one that you miss).

Ranged Attacks

Any ranged attack (weapon, spell, power, ability, or whatever) draws opportunity attacks from enemies engaged with you that you don't target with the attack.

Spell Attacks

Most spells draw opportunity attacks from enemies engaged with you, even the enemies you target with the spell. Close-quarters spells are the exception; they don't draw opportunity attacks.

Like weapon attacks, you add your level to the attack roll for spell attacks, plus any magical implement or other bonuses you might have.

Target Hit Points

Some spells and effects target creatures with a certain number of hit points or less. The hit point value you use is based on current hit points, not starting hit points.

Crits

Every attack roll that is natural 20 is a crit ("critical hit") for double damage.

Crit Effects

Standard crits deal double damage and, at the GM's discretion, might entail some additional superior result.

If you manage to double your crit damage (through the effect of a talent, power, spell or other source), triple it instead. If you manage to double your triple damage, bump it up to quadruple, and so on.

Crit Range

Crit range is what you must roll to score a crit. The standard crit range is a natural 20. Some powers and spells expand your crit range. Each point of improvement drops the number needed to score a critical hit by 1.

Fumbles

Rolling a natural 1 has no effect on the target, not even miss damage. At the GM's discretion, rolling a 1 while in a precarious position might entail a bad result for the attacker. You might also hit an ally if you're shooting into melee.

Damage on Miss

By default, a miss deals no damage, though some attacks are an exception. These attacks specify what happens on a miss.

Flexible Attacks

Flexible attacks allow you choose your target first, make your attack roll, and then use the natural unmodified die result to determine which of your eligible flexible attacks to use. You still use the modified roll to determine whether or not you hit, but your flexible attacks trigger off the natural result on the die sitting in front of you.

You can only use one flexible attack at a time.

You can't use a flexible attack when you make an opportunity attack.

If you have some attacks that are flexible and some that are not, declare whether you are making a flexible attack or a specific non-flexible attack before you roll.

Unarmed Attacks

To punch or kick, make a Strength attack with a -2 penalty (regardless of your class) against AC. If you hit, you deal 1d6 damage for every two levels you have, plus your Strength modifier. At odd levels, including 1st level, use a d3. If you miss, no damage.

Two-Weapon Fighting

You fight as normal, generally using the weapon in your main hand to attack. If your attack roll is a natural 2, you can reroll the attack but must use the reroll.

You do not get an extra attack for fighting with two weapons.

Some classes (and class talents) provide other advantages when fighting with two weapons. Those classes still get to use this basic two-weapon advantage.

Damage and Healing

Damage and healing affect hit points. Healing also involves *recoveries*.

Damage

Every creature has hit points. You slay enemies (or occasionally knock them out) at 0 hp. PCs at 0 hp begin using the Death and Dying rules.

Recoveries

Each PC starts the adventure with 8 or 9 recoveries, a stat that represents the PC's ability to heal or bounce back from damage. Many healing spells and potions require you to use up a recovery. So does rallying during a battle.

When you use a recovery, regain lost hit points by rolling recovery dice equal to your level and adding your Constitution modifier. Your class indicates which recovery die to use.

At 5th level, double the bonus you get from your Con modifier. At 8th level, triple it.

If you perform an action that requires a recovery but have none left, you get half the healing you would otherwise get and take a -1 penalty to all defenses and attack rolls until your next full heal-up. This penalty stacks for each recovery used that you don't possess.

Staggered

When you are reduced to half your hit points or fewer, you're *staggered*. Some powers, spells, and monster interactions work differently when you are staggered.

In general, monsters become staggered when they take damage equal to half their hit points or more, but it's up to the GM.

Unconscious

When you drop to 0 hp or below, you fall unconscious. You can't take any actions until you're conscious again, though you do make a death save at the start of each of your turns. (See Death and Dying.)

When monsters drop to 0 hp, it means they've been slain, unless the characters' intent is to keep the monster alive and the attack seems like a potentially humane blow that could knock the monster unconscious instead.

Death and Dying

When you drop to 0 hp or below, you fall unconscious and can't take any actions (except to make death saves).

To make a death save, roll a d20 at the start of your turn. If you roll 16+, use a recovery to return to consciousness and heal up to the number of hit points you rolled with your recovery. If you roll a natural 20, you get to take actions normally that turn. If you roll 15 or less, you take one step toward the grave. After the fourth failed death save in a single battle, you die.

You also die when you reach negative hit points equal to half your maximum hit points.

If you're able to use one of your recoveries (or otherwise get healed) while you are dying, ignore your current negative hit points. Start from 0 and add the hit points you've regained.

If one of your allies is unconscious and you don't have magic to heal them, you can still stabilize them to keep them from dying. Get next to them and make a DC 10 healing skill check using Wisdom as a standard action. Failure wastes your standard action, but doesn't hurt your friend. Success stabilizes your ally. If your stabilization check is 25+, you treat their wounds so quickly that it only takes a quick action; you can use your standard action normally that turn.

A stabilized character is still unconscious, rolling death saves on their turn, but failed death saves no longer take them a step closer to death. Ignore failed death saves while stabilized.

Feeding a dying character a healing potion gets them conscious and back on their feet, but always takes a standard action.

Optional Lasting-Wound Rule

If you're dropped to 0 hp or below one or more times during a fight, you take a lasting-wound. Each lasting-wound reduces your maximum hp by an amount equal to 2 + your level.

Lasting-wounds are cumulative. *Staggered* is still half or less of your maximum hit points. A full heal-up removes all lasting-wounds.

Optional Meaningful Death Rule

PCs can only be fully slain by named villains. PCs who fail four death checks fall into a coma and can only be brought back to consciousness once they're fully out of danger.

Rest and Recharge

After each battle, you can use a quick rest to get ready for the next battle. After four battles, you'll usually earn a full heal-up.

Quick Rests

When you take a quick rest, you can choose to heal yourself by using as many recoveries as you have available.

If you are staggered when you take a quick rest, you must try to heal yourself, either with a recovery or from a spell that provides some true healing.

For each recharge power that you used in the last battle, roll a d20 to see if you keep the power for your next battle or lose it until after your next battle. You have to roll the power's recharge value or higher to use it again.

Full Heal-ups

After approximately four battles, characters earn a full heal-up, though the exact number is determined by the GM. Tougher battle can mean more frequent heal-ups, and vice versa.

After a full heal-up, your hit points reset to full. You regain any recoveries you've used. All expended powers are regained or recharged. ("Daily" powers are actually "per heal-up.")

If the party is short of a heal-up but is too beat up to press on, they can retreat and take a full heal-up, which entails a campaign loss. (See Flee.)

Combat Modifiers

The universal combat modifier is +2 when you have advantageous circumstances. Similarly, -2 is the right penalty for adverse situations.

Shooting into Melee

When using a ranged attack to target an enemy that is engaged with one or more of your allies and you fumble (roll a 1), reroll that attack considering the engaged ally as the target. If there are multiple allies, the GM rules which ally is the target.

Invisibility

Invisibility grants a big modifier to any stealth skill checks—at least +5 unless you're dealing with creatures who can detect you without sight.

Once engaged in battle, attacks against invisible enemies have a 50% chance to miss completely, before the attack roll. Attacks that miss in this fashion don't deal any damage or have effects on the invisible creature, though other effects on a miss might occur.

Special Attacks and Effects

Conditions

You can only be affected by the same condition once at a time. The worst one affects you and the lesser effects are ignored. Similarly, penalties from these conditions don't stack.

Confused

You can't make opportunity attacks or use your limited powers. Your next attack action will be a basic or at-will attack against any nearby ally, determined randomly.

Dazed

You take a -4 penalty to attacks.

Fear

Fear dazes you and prevents you from using the escalation die.

Hampered

You can only make basic attacks. You can still move normally.

Helpless

If you're unconscious or asleep, you're helpless. While helpless, you take a -4 penalty to all defenses and you can be the target of a coup de grace.

Stuck

You can't move, disengage, pop free, change your position, or let anyone else move you without teleporting.

Stunned

You suffer a -4 penalty to defenses and can't take any actions.

Vulnerable

Attacks against you have their crit range expanded by 2 (normally 18+).

Weakened

You take a -4 penalty to attacks and to defenses.

Coup de Grace

When you attack a helpless enemy you're engaged with, you score an automatic critical hit if you follow these three steps:

- Skip your move action and your quick action that turn.
- Make a standard action attack on your turn against the helpless enemy you are engaged with.
- Your attack only targets the helpless enemy, even if the attack would normally target multiple creatures.

Grabbed

Some monsters grab you. Generally they grab you after a successful hit. A creature can let go of a creature it is grabbing as a free action.

When you're grabbed you are engaged with the creature grabbing you and you can't move away unless you teleport, somehow pop free first, or successfully disengage. Disengage

checks take a -5 penalty unless you hit the creature that is grabbing you the same turn that you're trying to disengage.

If you are smaller than the creature that is grabbing you, it can move and carry you along with no problem. If you are the same size or larger, it has to let go of you if it wants to move.

Grabbed creatures can't make opportunity attacks. That also applies if the creature grabbing you decides to let go and move away from you; it doesn't have to disengage or take an opportunity attack from you, it just leaves you behind.

Grabbed creatures can't use ranged attacks, although melee and close attacks are fine.

The creature grabbing you gets a +4 attack bonus against you.

Ongoing Damage

A creature (including PCs) taking ongoing damage takes that damage at the end of its turn immediately before it rolls its save (11+ unless otherwise specified) against that ongoing damage. Success with the save means the creature won't take the damage again; failure means the effect will be repeated at the end of the creature's next turn.

Once a battle is over, the PCs automatically make their next saves.

Saves

The save mechanic, a d20 roll with no standard modifiers, handles everything from power recharge to saves against power effects to death saves. There are three difficulty values for saves. If a save doesn't specify what type it is, it's a normal save: 11+.

- **Easy:** Roll 6+ on a d20
- **Normal:** Roll 11+ on a d20
- **Hard:** Roll 16+ on a d20

There are no standard bonuses to saves, but there are occasional talents, feats, and magic items that provide small bonuses to saves.

Resistance

Resistance to types of damage is rated as a number corresponding to the attacker's natural d20 roll. The higher the number, the more resistance you have.

When an attack with a damage type you are resistant to targets you, the natural attack roll must equal or exceed your resistance number to deal full damage. If the roll is lower than your resistance, the attack deals half damage.

If you take ongoing damage of a type you resist, use the original attack roll to determine whether you take the full amount of ongoing damage or half the amount (rounded down).

Any creature with resistance to an energy type is immune to normal energy of that type. Magical attacks, magical weapons, and spells are different: the damage they do can get past the resistance. This resistance = immunity rule only applies to energy types, not to weapons. Weapon resistance does not mean immunity to non-magic weapons.

If there's an automatic damage effect that feels like it should have a chance of being reduced by resistance, fake an attack roll to see if the effect penetrates resistance for full damage or only deals half.

Situational Weapon Use

When the action in the story backs it up, at the GM's discretion, a weapon's normal dice can be swapped for bigger or smaller dice, letting the character roll the same damage dice of a larger or smaller weapon. This is an optional rule in for memorable situations.

Teleportation

Teleportation is an effect by which a creature moves instantaneously from one location to another. Teleporting doesn't draw opportunity attacks, but casting the spell may; spellcasting rules don't change because you are casting a teleport spell.

Temporary Hit Points

Temporary hit points are beneficial effect that keeps a character from harm. When you gain temporary hit points, keep track of them separately from your regular hit points. Temporary hit points don't stack; when you gain more temporary hit points while you still have temporary hit points left, use only the higher amount and ignore the lower amount.

When you take damage, subtract it from your temporary hit points first, and only apply damage to your regular hit points after the temporary hit points are used up.

Temporary hit points reset to 0 after a battle and drop to 0 when you roll initiative.

Running the Game

This section has instruction for the GM on running the game.

Using Icon Relationships

For basic icon relationship rules, see Icon Relationships.

As a GM, use a PCs' icon relationships three different ways: for starting a session, for in-game dramatic events, and for discovery and surprise.

Rolling Relationships at the Start of a Session

All players roll their PC's icon relationship dice at the start of each session, and everybody sees the results. As usual, rolling a 6 with an icon die provides an unambiguous advantage. Rolling a 5 provides a similar advantage, but the benefit is balanced by complications and obligations that advance the story. By the end of the session, each 6 or 5 should contribute to the story somehow, either at the GM's or player's initiative.

The GM uses the results to think ahead about which icons come to the fore this session. Players use the results to start thinking about how their icon relationships might manifest in the story.

As GM, you bear most of the burden of improvising story elements based on the PCs' icon relationship results. Your players may have great suggestions, but it's on you to weave them together with the story elements and battles you have already prepared...or are planning to improvise on the spot.

Rolling New Story-guide Dice Mid-session

Story events and talents can create new icon relationships in the middle of play. Allow players to roll newly acquired icon dice right away as if they'd had them at the start of the session.

Icon Relationship Rolls as Dramatic Events

Players roll all of their relationship dice for a particular icon when their PCs are confronting that icon's representatives, agents, or minions. The GM decides when an event-based roll is called for.

Story-guide rolls should occur most every session. Event-based rolls rise out of circumstances during play.

It's never the player's choice to roll icon relationship dice for dramatic events. When new circumstances and dramatic events force or suggest interactions or confrontations with forces or situations associated with a particular icon, the GM can call for an icon relationship roll as a shorthand guide to the dramatic results of the situation.

Rolling a 5 with Icon Events

Getting a 5 on an icon relationship check moves the story forward, just like a 6 does, but it also generates a complication. A 5 means both good and bad results. The negative result might be secret, it might be delayed, and it might be nothing more than a promise until you figure out what it really means.

Discovery & Surprise

At the GM's option, players may roll icon relationship dice to find out which icons are involved in a plot element, if any. When the characters have slalomed onto paths and adventures you did not anticipate, icon relationship rolls can serve as an idea generator with mechanics that everyone already understands.

Discovery dice aren't interpreted as positively as other icon relationship rolls. You're using the icon dice more to determine whether an icon has a stake in what's involved, not necessarily whether the situation is going to work to a PC's advantage.

You'll probably use this style of roll most often when the characters have gone off your map, chasing enemies you hadn't anticipated, seeking treasures you referred to earlier without having a clear idea about, and taking forest paths you hadn't been aware existed. GMs who enjoy being surprised by new developments may opt for discovery rolls before improvising the consequences of the PCs' unexpected steps.

Using icon relationship rolls from one or more characters keeps the new developments relevant to the players and possibly relevant to the overarching plot.

Environments

Any place in the game world that a player might want to make a skill check is an environment, of which there are three tiers: adventurer, champion, and epic.

Adventurer environments are for level 1-3 characters: city streets, wilderness areas, shallow dungeons, regular old ruins, and that sort of thing.

Champion environments are for level 4-6 characters: deeper dungeons, danker swamps, guarded gates of the big cities, and those sorts of places.

Epic environments are for level 7+ characters. They are typically related to icons, unique villains, deep underworld locations, the most forbidding peaks, the upper reaches of the world, and so on.

The GM determines the environs where the adventure takes place.

Environment Chart by Level

Level	Type of Environment
1-3	Always adventurer
4	Mostly adventurer, some champion
5	Half adventurer, half champion
6	Mostly champion, some adventurer
7	Mostly champion, some epic
8	Half champion, half epic
9	Mostly epic, some champion
10	Always epic

Environment DCs for Skill Checks

The environment the PCs are in determines the DC of skill checks and other challenges they may face.

Adventurer-tier Skill Check DCs

Task	DC
Normal task	DC 15
Hard task	DC 20
Ridiculously hard task	DC 25

Champion-tier Skill Check DCs

Task	DC
Normal task	DC 20
Hard task	DC 25
Ridiculously hard task	DC 30

Epic-tier Skill Check DCs

Task	DC
------	----

Normal task	DC 25
Hard task	DC 30
Ridiculously hard task	DC 35

Impromptu Damage

When you need to determine how much damage some effect deals, use the chart below, basing the damage on two things: the environment, and whether the damage affects one character or many.

Traps & Obstacles

As shown in the chart below, attack rolls for traps and other features of the environment follow the same mathematical model as DCs for skill checks.

Use the skill check DC on the table to give you a general guideline for PCs attempting to disarm a trap (once they notice that there is a trap). Failure means the trap will trigger.

Skill Check DCs, Trap/Obstacle Attacks & Impromptu Damage by Environment

Tier	Degree of Challenge	Skill Check DC	Trap or Obstacle Attack Roll vs. AC/PD/MD	Impromptu Damage (Single Target)	Impromptu Damage (Multiple Targets)
Adventurer	Normal	15	+5	2d6 or 3d6	1d10 or 1d12
Adventurer	Hard	20	+10	3d6	1d12
Adventurer	Ridiculously hard	25	+15	3d6 or 4d6	1d12 or 2d8
Champion	Normal	20	+10	4d6 or 4d8	2d10 or 2d12
Champion	Hard	25	+15	4d8	2d12
Champion	Ridiculously hard	30	+20	4d8 or 2d20	2d12 or 3d10
Epic	Normal	25	+15	2d20 or 3d20	3d12 or 4d10
Epic	Hard	30	+20	3d20	4d10
Epic	Ridiculously hard	35	+25	3d20 or 4d20	4d10 or 4d12

Building Battles

For adventure tier, levels 1-4, start with one enemy creature of the party's level per PC. At champion tier, levels 5-7, start with one enemy creature per PC, with each creature being one level higher than the PCs. At epic tier, levels 8-10, the monsters should weigh in at two levels above the PCs if they appear in equal numbers.

Lower-level monsters count as fractions of an adventurer-level monster, and higher-level monsters count as multiples. See the monster equivalents chart below.

Monster Equivalents

Monster Level vs. Party Level (Adventurer)	Monster Level vs. Party Level (Champion)	Monster Level vs. Party Level (Epic)	Normal counts as...	Mook counts as...	Large counts as...	Huge counts as...
2 levels lower	1 level lower	SAME LEVEL	0.5	0.1	1	1.5
1 level lower	SAME LEVEL	1 level higher	0.7	0.15	1.5	2
SAME LEVEL	1 level higher	2 levels higher	1	.2	2	3
1 level higher	2 levels higher	3 levels higher	1.5	.3	3	4
2 levels higher	3 levels higher	4 levels higher	2	.4	4	6
3 levels higher	4 levels higher	5 levels higher	3	.6	6	8
4 levels higher	5 levels higher	6 levels higher	4	.8	8	

Mooks

At champion and epic tier, it takes 5 mooks to equal one standard creature. At first and second level, use 3 mooks as a standard creature if the mooks are the same level, an equivalent of .33. At third and fourth level, use up to four mooks per monster, or .25.

Large Monsters

A large (or double-strength) monster counts as 2 standard monsters.

Huge Monsters

A huge (or triple-strength) monster counts as 3 standard monsters.

Monster Special Abilities

When you use monsters with especially nasty special abilities, be aware of the increased threat that they represent and take that into account.

Unfair Encounters

To make the battle more difficult, consider outfitting the monsters in the battle with these features:

- Potent powers
- Nastier specials
- Weight of numbers
- Reinforcements
- Advantageous terrain

Full Heal-ups

A party should get a full heal-up after approximately 4 regular battles, 3 hard battles, or 2 regular battles and 1 very hard battle.

For storytelling, try to sync full heal-ups with an appropriate event in the game world.

If the PCs find some special source of healing when they don't deserve a full heal-up yet, allow them to get one or two recoveries back and to make some extra recharge rolls.

If the party is able to rest and decides to heal-up ahead of time, they suffer a campaign loss. The story moves along, but the situation in the campaign gets noticeably worse for the party (at the GM's discretion).

Leveling Up

Characters advance a level after three or four full heal-ups, i.e. between twelve and sixteen serious battles. The whole party levels up together.

Benefits of Leveling Up

When you level up, you get these benefits:

- +1 to attacks, defenses, and skill checks.
- An additional die of damage with weapon attacks.
- More hit points (by class).
- An additional feat. Choose any feat whose prerequisites your character satisfies. Feats are classed as adventurer (can be chosen at any level), champion (can be chosen at level 5+), and epic (can be chosen at level 8+).
- The ability to wield an additional magic item. (See Magic Item Personalities & Quirks.)
- At 4th level, 7th level, and 10th level, you add +1 to three different ability scores.
- At 5th level and 8th level, gain an additional icon relationship point, and possibly more talents depending on your class.
- Possibly more powers and spells, and possibly an increase in their strength. (See Classes.)

Incremental Advance

After each session that goes well, the GM awards the players an incremental advance.

When you gain an incremental advance, choose one of the traits of your next level to receive immediately (if available) instead of waiting until you level up. You're not stuck with your choice, however, once you do level up.

You can take each incremental advance only once (except power/spell, see below). The advancement choices are:

Ability Score Bonuses

As a 4th-, 7th-, or 10th-level incremental advance, you can choose +1 in three of your ability scores.

Feat

Choose a feat. For the purposes of this feat, your level is one higher than normal. When you level up, you can switch this feat out for another feat of your choice.

Hit Points

Your maximum hit points increase as if you were one level higher. If you're presently damaged while mid-adventure, your current hit points increase by the same amount.

Magic Item

You can wield an additional magic item as if you were 1 level higher.

Power or Spell

Choose a single power or spell that you could take at your next level. If you have a choice of multiple powers or spells, then you can take this increment multiple times to match. If you must replace a lower-level spell with a higher-level spell, you cannot replace a spell that has been expended.

Skills

Add +1 to all skill checks.

Talent

If your class gains a new talent at the next level, you can take that talent as an incremental advance at 4th or 7th level.

Icon Relationship Points

As a 4th or 7th level incremental advance, with the GM's permission, you can choose a new icon relationship point that you would get at 5th or 8th level.

No Attack or Defense Bonuses

You only get these bonuses when you level up.

Loot: Treasure Rewards

Use the guidelines that follow to decide how many gold pieces and magic items to reward to successful adventurers.

The majority of treasure reaches the PCs one of two ways (a) as loot from climactic battles, or (b) as rewards after or before an adventure from a PC's icon connections.

Gold Piece Rewards

The table below lists the highest amount of gold pieces you should consider awarding to each character in the course of an adventuring day. Rewarding less gold is fine.

GP per Full Heal-Up

PC Level	GP per Character
1	100
2	125
3	175
4	210
5	250
6	325
7	425
8	500

9	650
10	850

Optional No Math System

Each player rolls a d20 and checks the table below. Results are not cumulative; what you roll is what you get.

Loot per Heal-Up

Roll	Loot
------	------

- | | |
|-------|---|
| 1-2 | Useless stuff, fake potions, costume jewelry, nothing gained. |
| 3-4 | One healing potion, lower tier. |
| 5-10 | One healing potion from PC's tier. |
| 11-15 | Two potions/oils/runes of PC's choice from PC's tier. |
| 16-20 | Three potions/oils/runes of PC's choice from PC's tier. |

Rituals

Rituals are spells cast outside of combat for various free-form magical effects. Clerics and wizards learn ritual magic by default; other spellcasters can learn it by taking the Ritual Casting feat.

Casting a Ritual

To cast a spell as a ritual:

1. Choose the spell that will be used and expended by the ritual.
2. Tell the GM what you are trying to accomplish and gather necessary ingredients for the ritual.
3. Spend 1d4 minutes/quarter-hours/hours (as determined by the GM) preparing and casting the ritual. You can't cast other spells during this period. A PC taking damage won't necessarily end the ritual, but it will be ruined if a character falls unconscious or launches an attack of their own.
4. Make a skill check using one of your magical backgrounds and the ability score the GM deems appropriate. Use the standard DC targets (or a special DC set by the GM), depending on your tier and the results you're hoping for. The higher the level of the spell consumed by the ritual, the greater the effect.

No matter the outcome, the spell is expended until your next full heal-up.

Determining Results

Choose outcomes that are outgrowths of the spell's normal effects. The effects don't have to play within the usual constraints of the magic system, and they don't have to be taken as a precedent for future rituals.

Failure should fail forward.

The High Arcana talent of the wizard allows you to cast a ritual in a matter of rounds instead of minutes, but it still needs the required components.

Monsters

You can use the monsters included in the 13th Age Archmage Engine, or you can make your own.

Monster Rules

Stats & Characteristics

Most monster attacks generally deal a specific amount of damage (instead of rolling for damage) and don't add on the escalation die. Only exceptional monsters get to add the escalation die to their attacks.

Monsters may have particular abilities or powers that are triggered when the attack roll is greater than a certain threshold. The default trigger happens at a 16+ monster d20 attack roll, though unpredictable monsters may have effects trigger on other rolls.

Mooks

Mooks are weaker monsters that can be cut down in large numbers in a single turn. Damage is not tracked against single mooks, but against the entire mob of mooks you're facing. If you roll damage against a mook and it is greater than the single mook's hit points, then another mook takes the remainder. In this way, damage can cascade to multiple mooks, and a player can kill multiple in one turn, even if they're not all directly within your attack range.

A mook's hit point value is one-fifth that of a regular monster.

Mooks move and attack individually. Mooks deal a fixed damage when they hit, and double damage when they roll a natural 20.

Mooks can be split up into multiple mobs with different initiative numbers and hit point pools for each.

Large & Huge Monsters

Large monsters generally have twice the hit points and deal roughly double the damage of a normal-sized monster. They also count as two monsters when you build a battle.

Huge monsters have triple the hit points, deal triple damage, and count as three normal-sized monsters when you're putting together a battle.

Regular-sized monsters may also have the same stats as large and huge monsters, in which case they are labeled as double-strength and triple-strength monsters, respectively.

Dire Animals

Dire animals are bigger (large-sized) versions of normal animals. Dire animals usually have at least one dire feature, determined randomly using the table below.

d6	Dire Feature	Description
1	Armor plates	Add +2 to the dire animal's AC, and add +1 to its PD.

- | | | |
|---|-------------------|---|
| 2 | Spiky bits | Whenever an enemy hits the dire animal with a melee attack, deal damage equal to twice the animal's level to that attacker. |
| 3 | Carnage | The dire animal's attacks that miss deal damage equal to its level. When staggered, its missed attacks deal damage equal to double its level. |
| 4 | Poison | The dire animal's main attack also deals 5 ongoing poison damage per tier (5 ongoing poison at levels 1-4, 10 at 5-7, etc.). |
| 5 | Dire regeneration | When the escalation die is even, this animal heals damage equal to triple its level at the start of its turn. |
| 6 | Fury | While staggered, the dire animal gains a +2 attack bonus and deals +4 damage, but at the end of each of its turns it takes 2d6 damage. |

Abilities

Monsters may have special abilities for use in battle.

Burrowing

Burrowing is a special rule for monsters that allows somewhat restricted movement underground. Unless otherwise specified, monsters generally do not leave functional tunnels behind them when burrowing.

A burrowing creature on the surface may attempt to burrow underground by using a standard action. Burrowing is successful if a saving throw beats the required save for the type of ground.

Type of Ground	Difficulty	Save Needed
Sand, dirt, forest soil	Easy	6+
Hard-packed dirt, loose rocks	Normal save	11+
Rock, caves, dungeon floors	Hard save	16+

After successfully burrowing, a creature may move underground, faster or slower depending on the hardness of the ground, out of sight of other creatures, hidden and safe from attacks.

For breaking through to the surface, the sequence is as follows: a move action from deeper under the ground to come close to the surface, close enough that people see there's something coming, followed by a quick action to break through, and then by a standard action attack.

Death Attacks and Last-Gasp Saves

Some deadly monsters have a special attack called a *death attack* that can kill (petrify, paralyze, liquefy, immolate) in a single attack. Such attacks offer the player a *last-gasp save*.

A player that is affected by a death attack has a limited amount of last-gasp saves to try to throw off the condition of the death attack. On the first turn a player is affected, the player may make a single action (standard, move, or quick), after which they must roll a hard save

(16+). If successful, the player shrugs off the death attack condition and can act normally on their next turn. If unsuccessful, their turn ends and the player may not take any other actions on future turns except for further last-gasp saves. Each successive last-gasp save is a hard save (16+). A successful save means that the player can act normally on the next round, unless the player rolls a natural 20 for their last-gasp save, which means that the player can take their turn normally in the current round.

Once a player fails four last-gasp saves while fighting off the death attack, the death attack effect succeeds, and the player is adversely affected as the attack indicates.

An ally may assist a player affected by a death attack. The ally must use a standard action to help the player shake off the attack. This gives the player a free last-gasp save that may be rolled immediately. (A failure doesn't count against the four allowed saves.) In addition, the assisted save becomes normal difficulty (11+) instead of hard.

Fear

Some monsters may have an aura of fear that makes them more difficult to be attacked.

A character engaged with such a monster must have a certain amount of hit points (according to the level of the monster with the fear aura) or be dazed (-4 attack) and gain no benefit from the escalation die.

Level	Fear threshold (HP)
0	7
1	9
2	12
3	15
4	18
5	24
6	30
7	36
8	48
9	60
10	72
11	96
12	120
13	144
14	192

Should the character's hp increase past the fear threshold or the character disengage from the monster, they lose the dazed effect and regain the escalation die benefits.

Group Abilities

A few monsters have limited abilities that can be used a certain number of times in a battle for the group. Any monster within that group may use the ability, but then the number of available uses is decremented for the entire group. It does not matter which monster uses the ability.

Mooks cannot have group abilities.

Leveling Up

Use these guidelines to raise an existing monster by one or more levels.

1. Raise its attack bonuses and defenses by 1 per added level.
2. For damage, hp, and related special abilities (like healing), multiply the monster's stats accordingly:

Levels Added	Damage Multiplier
+1 level	x 1.25
+2 levels	x 1.6
+3 levels	x 2.0
+4 levels	x 2.5
+5 levels	x 3.2
+6 levels	x 4.0

Monster List

This list is sorted by level, then role, then monster name.

Lvl	Monster	Size	Role	Type
0	kobold grand wizard	normal	mook	humanoid
0	squib swarm	normal	mook	beast
0	stirgelings	normal	mook	beast
0	giant ant	normal	troop	beast
0	stirge	normal	troop	beast
1	archer stirge	normal	archer	beast
1	skeleton archer	normal	archer	undead
1	cobbler stirge	normal	blocker	beast
1	skeletal hound	normal	blocker	undead

1	decrepit skeleton	normal	mook	undead
1	dire rat	normal	mook	beast
1	ettercap acolyte	normal	mook	humanoid
1	goblin scum	normal	mook	humanoid
1	gravemeat	normal	mook	undead
1	kobold archer	normal	mook	humanoid
1	wibble	normal	mook	construct
1	zombie shuffler	normal	mook	undead
1	swarm of bats	normal	spoiler	beast
1	fungaloid creeper	normal	troop	plant
1	goblin grunt	normal	troop	humanoid
1	human thug	normal	troop	humanoid
1	kobold warrior	normal	troop	humanoid
1	orc warrior	normal	troop	humanoid
1	watch skull	normal	troop	undead
1	white dragon hatchling	normal	troop	dragon
1	wolf	normal	troop	beast
1	giant scorpion	normal	wrecker	beast
2	orcish archer	normal	archer	humanoid
2	splotchcap	normal	archer	humanoid
2	enduring shield	normal	blocker	humanoid
2	ettercap hunter	normal	blocker	humanoid
2	giant web spider	large	blocker	beast
2	hook scuttler	normal	blocker	beast
2	avenging orb	normal	caster	humanoid
2	feral warbanner	2x	caster	construct
2	goblin shaman	normal	caster	humanoid
2	kobold hero	normal	leader	humanoid
2	orc shaman	normal	leader	humanoid

2	aerial spore	normal	mook	plant
2	human rabble	normal	mook	humanoid
2	kobold skyclaw	normal	mook	humanoid
2	newly-risen ghoul	normal	mook	undead
2	pit-spawn orc	2x	mook	humanoid
2	razor shark	normal	mook	beast
2	claw flower	normal	spoiler	plant
2	hellwasp	normal	spoiler	beast
2	trog	normal	spoiler	humanoid
2	ankheg	large	troop	beast
2	bear	normal	troop	beast
2	boombug	normal	troop	beast
2	bugbear scout	2x	troop	humanoid
2	dire bat	normal	troop	beast
2	hobgoblin warrior	normal	troop	humanoid
2	human zombie	normal	troop	undead
2	medium brass dragon	normal	troop	dragon
2	medium white dragon	normal	troop	dragon
2	orc berserker	normal	troop	humanoid
2	sahuagin raider	normal	troop	humanoid
2	skeleton warrior	normal	troop	undead
2	skin devil	normal	troop	devil
2	wererat	normal	troop	beast
2	zombie beast	large	troop	undead
2	bat cavalry	large	wrecker	beast & humanoid
2	destroying sword	normal	wrecker	humanoid
2	hunting spider	normal	wrecker	beast
2	lizardman savage	normal	wrecker	humanoid
2	sporrior	normal	wrecker	plant

2	swarming maw	normal	wrecker	beast
3	gnoll ranger	normal	archer	humanoid
3	ettercap warrior	normal	blocker	humanoid
3	ogre penitent	large	blocker	giant
3	otyugh	large	blocker	aberration
3	small water elemental	normal	blocker	elemental
3	blue sorcerer	normal	caster	humanoid
3	drow spider-mage	normal	caster	humanoid
3	ettercap supplicant	normal	caster	humanoid
3	vicious warbanner	2x	caster	construct
3	zealous warbanner	2x	caster	construct
3	bugbear schemer	normal	leader	humanoid
3	kobold engineer	normal	leader	humanoid
3	orc battle screamer	normal	leader	humanoid
3	pixie pod	2x	leader	plant
3	trog chanter	normal	leader	humanoid
3	cave orc	normal	mook	humanoid
3	dretch	normal	mook	demon
3	fire bat	normal	mook	beast
3	lemure	normal	mook	devil
3	podling	normal	mook	plant
3	weaver swarm	normal	mook	beast
3	dawn zorigami	normal	spoiler	construct
3	death-plague orc	large	spoiler	humanoid
3	ghoul	normal	spoiler	undead
3	goblin bat mage	normal	spoiler	beast & humanoid
3	imp	normal	spoiler	demon
3	intellect devourer	normal	spoiler	aberration
3	pixie warrior	normal	spoiler	humanoid

3	rust monster	normal	spoiler	aberration
3	slime-skull	normal	spoiler	undead
3	spinneret doxy	normal	spoiler	humanoid
3	barbellite	normal	troop	beast
3	bugbear	normal	troop	humanoid
3	cenotaph dragon	normal	troop	dragon
3	dire wolf	large	troop	beast
3	fungus drudge	normal	troop	plant
3	gnoll savage	normal	troop	humanoid
3	kobold dog-rider	normal	troop	humanoid
3	large brass dragon	large	troop	dragon
3	ogre	large	troop	giant
3	orc tusker	normal	troop	humanoid
3	small earth elemental	normal	troop	elemental
3	small fire elemental	normal	troop	elemental
3	werewolf	normal	troop	beast
3	braincap	2x	wrecker	plant
3	catacomb dragon	large	wrecker	dragon
3	hellhound	normal	wrecker	beast
3	hungry star	normal	wrecker	aberration
3	magma brute	normal	wrecker	construct
3	medium black dragon	normal	wrecker	dragon
3	medium bronze dragon	normal	wrecker	dragon
3	ochre jelly	large	wrecker	ooze
3	redcap	normal	wrecker	humanoid
3	small air elemental	normal	wrecker	elemental
4	flesh golem	large	blocker	construct
4	gelatinous tetrahedron	huge	blocker	ooze
4	ghoul licklash	normal	blocker	undead

4	kobold bravescale	normal	blocker	humanoid
4	deathly warbanner	2x	caster	construct
4	derro sage	normal	caster	humanoid
4	despoiler	normal	caster	demon
4	kobold dungeon-shaman	2x	caster	humanoid
4	ettercap keeper	normal	leader	humanoid
4	fungaloid monarch	2x	leader	plant
4	gnoll war leader	normal	leader	humanoid
4	hobgoblin captain	normal	leader	humanoid
4	lethal lothario	normal	leader	humanoid
4	awakened trees	normal	mook	plant
4	cambion dirk	normal	mook	demon
4	chaos glorp	normal	mook	aberration
4	drow soldier	normal	mook	humanoid
4	elder spore	normal	mook	plant
4	kobold shadow-warrior	normal	mook	humanoid
4	ravenous cannibal	normal	mook	humanoid
4	the woven	normal	mook	humanoid
4	zombie of the silver rose	normal	mook	undead
4	chaos behemoth	huge	spoiler	aberration
4	demonic ogre	large	spoiler	giant
4	ghoul pusbuster	normal	spoiler	undead
4	harpy	normal	spoiler	humanoid
4	hell imp	normal	spoiler	devil
4	jest bones	normal	spoiler	undead
4	lich baroness	normal	spoiler	undead
4	medium copper dragon	normal	spoiler	dragon
4	medium green dragon	normal	spoiler	dragon
4	wight	normal	spoiler	undead

4	azer soldier	normal	troop	dwarf
4	blackamber skeletal legionnaire	normal	troop	undead
4	centaur lancer	normal	troop	humanoid
4	chaos beast	normal	troop	aberration
4	chuulish slave	normal	troop	aberration
4	derro maniac	normal	troop	humanoid
4	dire bear	large	troop	beast
4	half-orc legionnaire	normal	troop	humanoid
4	honey devil, aka slime devil	normal	troop	devil
4	huge brass dragon	huge	troop	dragon
4	large white dragon	large	troop	dragon
4	minotaur	large	troop	humanoid
4	ogre crusader	large	troop	giant
4	screaming skull	normal	troop	undead
4	troll	large	troop	giant
4	wereboar	2x	troop	beast
4	barbarous bugbear	normal	wrecker	humanoid
4	basilisk	large	wrecker	beast
4	big zombie	large	wrecker	undead
4	chaos brute	large	wrecker	aberration
4	fungaloid empress	huge	wrecker	plant
4	ghoul fleshripper	normal	wrecker	undead
4	ogre berserker	large	wrecker	giant
4	owlbear	large	wrecker	beast
5	demon-touched human ranger	normal	archer	humanoid
5	thunder bat	normal	archer	beast
5	earth elemental	normal	blocker	elemental
5	gelatinous cubahedron	huge	blocker	ooze
5	gelatinous cube	huge	blocker	ooze

5	water elemental	normal	blocker	elemental
5	flaming skull	normal	caster	undead
5	hobgoblin warmage	normal	caster	humanoid
5	manticore bard	large	caster	beast
5	medium blue dragon	normal	caster	dragon
5	sahuagin glow priest	normal	caster	humanoid
5	swaysong naga	large	leader	beast
5	whispering prophet	normal	leader	aberration
5	sea shark	2x	mook	beast
5	binding bride	normal	spoiler	humanoid
5	common treant	normal	spoiler	plant
5	gorge dragon	large	spoiler	dragon
5	mantikumhar	large	spoiler	beast
5	rust monster obliterator	normal	spoiler	demon
5	swarm prince	normal	spoiler	humanoid
5	wraith	normal	spoiler	undead
5	cambion sickle	normal	troop	demon
5	dire boar	large	troop	beast
5	drow sword maiden	normal	troop	humanoid
5	ettin	large	troop	giant
5	gargoyle	normal	troop	construct
5	huge white dragon	huge	troop	dragon
5	kobold dragon-soul	normal	troop	humanoid
5	mausoleum dragon	large	troop	dragon
5	smoke devil	normal	troop	devil
5	werebear	large	troop	beast
5	air elemental	normal	wrecker	elemental
5	bulette	large	wrecker	beast
5	centaur raider	normal	wrecker	humanoid

5	fire elemental	normal	wrecker	elemental
5	frenzy demon	normal	wrecker	demon
5	ghast	normal	wrecker	undead
5	green bulette	large	wrecker	beast
5	half-orc tribal champion	normal	wrecker	humanoid
5	hydra, five-headed	huge	wrecker	beast
5	lumberland dirt-fisher	huge	wrecker	beast
5	ogre champion	large	wrecker	giant
5	ravenous bumoorah	normal	wrecker	beast
5	sahuagin	normal	wrecker	humanoid
5	warped beast	normal	wrecker	aberration
5	wendigo spirit	large	wrecker	undead
5	wyvern	large	wrecker	beast
6	centaur ranger	normal	archer	humanoid
6	manticore	large	archer	beast
6	bearded devil (barbazu)	large	blocker	devil
6	gelatinous octahedron	huge	blocker	ooze
6	intellect assassin	normal	blocker	aberration
6	lich flower	2x	blocker	undead
6	death blossom	2x	caster	undead
6	drider	large	caster	aberration
6	drow spider-sorceress	normal	caster	humanoid
6	centaur champion	2x	leader	humanoid
6	sparkscale naga	large	leader	beast
6	bat demon	normal	mook	demon
6	ice zombie	normal	mook	undead
6	jotun auroch	huge	mook	beast
6	lokkris	normal	mook	beast
6	apex zorigami	normal	spoiler	construct

6	chuul	large	spoiler	aberration
6	clay golem	large	spoiler	construct
6	coursing mantichore	large	spoiler	beast
6	crimsoncap	normal	spoiler	humanoid
6	hag	normal	spoiler	humanoid
6	medium silver dragon	normal	spoiler	dragon
6	parasitic dybbuk	2x	spoiler	demon
6	poison dandelion	2x	spoiler	undead
6	vampire spawn	normal	spoiler	undead
6	vrock (vulture demon)	normal	spoiler	demon
6	chuulish swarm	normal	troop	aberration
6	corpse dybbuk	2x	troop	demon
6	dire tiger	large	troop	beast
6	frost-würm	large	troop	beast
6	hill giant	large	troop	giant
6	spider mount	normal	troop	beast
6	winter beast	large	troop	beast
6	weretiger	large	troop	beast
6	blizzard dragon	large	wrecker	dragon
6	blood rose	2x	wrecker	undead
6	cambion katar	normal	wrecker	demon
6	large black dragon	large	wrecker	dragon
6	large bronze dragon	large	wrecker	dragon
6	medium red dragon	normal	wrecker	dragon
6	medusa outlaw	2x	wrecker	humanoid
6	ogre mage knight	large	wrecker	giant
6	sahuagin mutant	large	wrecker	humanoid
6	specter	2x	wrecker	undead
7	drow darkbolt	normal	archer	humanoid

7	gnoll fiendfletch	normal	archer	humanoid
7	big earth elemental	normal	blocker	elemental
7	big water elemental	normal	blocker	elemental
7	bronze golem	large	blocker	construct
7	gelatinous dodecahedron	huge	blocker	ooze
7	gnoll shredder	normal	blocker	humanoid
7	cloud giant warrior	huge	caster	giant
7	ice sorceress	large	caster	giant
7	medium gold dragon	normal	caster	dragon
7	ogre mage	large	caster	giant
7	void dragon	huge	caster	dragon
7	manafang naga	large	leader	beast
7	orc rager	normal	mook	humanoid
7	bergship raider	large	spoiler	giant
7	fang devil	huge	spoiler	devil
7	frost giant	large	spoiler	giant
7	large green dragon	large	spoiler	dragon
7	phase spider	large	spoiler	beast
7	umluppuk	huge	spoiler	aberration
7	hezrou (toad demon)	large	troop	demon
7	hooded devil	normal	troop	devil
7	lammasu warrior	large	troop	beast
7	moon dragon	huge	troop	dragon
7	big air elemental	normal	wrecker	elemental
7	big fire elemental	normal	wrecker	elemental
7	cloud giant thane	huge	wrecker	giant
7	crustycap	normal	wrecker	humanoid
7	ethereal dybbuk	2x	wrecker	demon
7	fallen lammasu	large	wrecker	beast

7	hydra, seven-headed	huge	wrecker	beast
7	volcano dragon	large	wrecker	dragon
8	giant praying mantis	large	blocker	beast
8	stone golem	large	blocker	construct
8	black skull	normal	caster	undead
8	glabrezou (pincer demon)	large	caster	demon
8	large blue dragon	large	caster	dragon
8	ogre lightning mage	large	caster	giant
8	rakshasa	2x	caster	humanoid
8	shadow dragon	large	caster	dragon
8	elder swaysong naga	normal	leader	beast
8	half-orc commander	normal	leader	humanoid
8	parasitic lightning beetle	normal	mook	beast
8	purple larva	normal	mook	beast
8	shadow thief	normal	mook	dragon
8	trog underling	normal	mook	humanoid
8	couatl	large	spoiler	beast
8	frost giant adventurer	large	spoiler	giant
8	lammasu wizard	large	spoiler	beast
8	lich count	2x	spoiler	undead
8	stone giant	large	troop	giant
8	adult remorhaz	large	wrecker	beast
8	cambion hellblade	normal	wrecker	demon
8	fire giant	large	wrecker	giant
8	fury devil (erinyes)	normal	wrecker	devil
8	iconic chimera	large	wrecker	beast
8	mummy	2x	wrecker	humanoid
8	purple worm	huge	wrecker	beast
9	epic earth elemental	normal	blocker	elemental

9	epic water elemental	normal	blocker	elemental
9	despoiler mage	normal	caster	demon
9	lammasu priest	large	caster	beast
9	prismatic ogre mage	large	caster	giant
9	elder sparkscale naga	normal	leader	beast
9	fire giant warlord	large	leader	giant
9	giant zombie	large	mook	undead
9	hoard spirit	normal	mook	construct
9	hooked demon	normal	mook	demon
9	ogre minion	large	mook	giant
9	the flensed	normal	mook	aberration
9	wraith bat	normal	mook	undead
9	djinn	large	spoiler	giant
9	elder wendigo	huge	spoiler	demon
9	empyrean dragon	huge	spoiler	dragon
9	giant vrock (vulture demon)	large	spoiler	demon
9	hoardsong dragon	large	spoiler	dragon
9	large copper dragon	large	spoiler	dragon
9	soul flenser	normal	spoiler	aberration
9	bone devil (osyluth)	large	troop	devil
9	headless zombie	normal	troop	undead
9	marble golem	large	troop	construct
9	black pudding	huge	wrecker	ooze
9	chimera	large	wrecker	beast
9	deep bulette	huge	wrecker	beast
9	dread specter	3x	wrecker	undead
9	drow cavalry	2x	wrecker	humanoid
9	epic air elemental	normal	wrecker	elemental
9	epic fire elemental	normal	wrecker	elemental

9	huge black dragon	huge	wrecker	dragon
9	huge bronze dragon	huge	wrecker	dragon
9	skull of the beast	large	wrecker	undead
10	storm giant	huge	archer	giant
10	barbed devil (hamatula)	normal	caster	devil
10	nalfeshnee (boar demon)	large	caster	demon
10	elder manafang naga	normal	leader	beast
10	great fang cadre	normal	mook	humanoid
10	spawn of the master	normal	mook	undead
10	large silver dragon	large	spoiler	dragon
10	treant titan	large	spoiler	plant
10	vampire	normal	spoiler	undead
10	dusk zorigami	normal	wrecker	construct
10	efreet	large	wrecker	giant
10	iron golem	large	wrecker	construct
10	large red dragon	large	wrecker	dragon
10	massive mutant chuul	huge	wrecker	aberration
10	river devil	normal	wrecker	devil
11	large gold dragon	large	caster	dragon
11	medusa noble	2x	caster	humanoid
11	ice devil (gelugon)	normal	leader	devil
11	elder couatl	large	spoiler	beast
11	huge copper dragon	huge	spoiler	dragon
11	huge green dragon	huge	spoiler	dragon
11	greathoard elder	huge	wrecker	dragon
11	remorhaz queen	large	wrecker	beast
12	huge blue dragon	huge	caster	dragon
12	smoke minions	normal	mook	construct
12	flamewreathed dragon	huge	spoiler	dragon

12	lich prince	2x	spoiler	undead
12	horned devil (cornugon)	large	troop	devil
12	marilith (serpent demon)	large	troop	demon
12	ancient purple worm	huge	wrecker	beast
13	the final devil	huge	leader	devil
13	river devil minion	normal	mook	devil
13	huge silver dragon	huge	spoiler	dragon
13	balor (flame demon)	large	wrecker	demon
13	hagunemnon	large	wrecker	aberration
13	huge red dragon	huge	wrecker	dragon
14	huge gold dragon	large	caster	dragon
14	pit fiend	huge	wrecker	devil
15	tarrasque	huge	wrecker	beast

Monster Key

Size/Strength	Initiative	AC	xx
Level		PD	xx
Role	Attack	MD	xx
Type	<i>Extra Effects</i>	HP	xx
	<i>Specials</i>		

Size/Strength and Level

These are the key stats that determine how tough a battle will be using the creature. Sizes are regular, large, and huge. Regular-sized monster can have double-strength (2x) and triple-strength (3x). Regular-sized and regular-strength monsters are labeled as normal.

Role

Monsters with different roles still use the same stats.

Archers

Archers are ranged attackers who use weapons rather than spells.

Blockers

Blockers have abilities that help them protect their allies.

Casters

Casters are magician-types who need space to cast their spells properly. They're capable of anything.

Leaders

Leaders have abilities that help other monster allies fight better.

Mooks

Mooks are minor monsters that are good cannon fodder. (See Mooks.)

Spoilers

Spoilers mess the PCs up with attacks that inflict harmful effects instead of or in addition to hit point damage.

Troops

Troops are the default monster type that aim to hurt PCs via hit point damage.

Wreckers

Wreckers really bring the pain. Enemy groups containing only wreckers will be very dangerous to the PCs.

Type

Some spells and magic items care about monster type. A ranger with a favored enemy type definitely cares about it.

Types include aberration, beast, construct, demon, dragon, giant, humanoid, ooze, and undead.

Initiative, AC, PD, MD, HP

See Combat Stats.

Attack

The default attack is a melee attack against one target that requires a standard action to use. If an attack can target more than one creature, that information follows the attack value.

When a monster makes an opportunity attack, it must use a melee attack. If that attack action normally includes multiple attacks, it can make only one attack roll.

The abbreviation **R:** indicates that an attack is a ranged attack instead of a melee attack. The default ranged attack assumes a single nearby target, but some can hit far away targets as well, which is noted in the targeting information or extra effect trigger.

The abbreviation **C:** refers to close-quarters attacks that can be used without triggering opportunity attacks from engaged enemies like ranged attacks do. Each close-quarters attack will note its targets.

Some attacks can only be used when the natural roll triggers it. These attacks have a *[Special trigger]* indicator at the start of the attack line. Other triggers allow a monster to use a normal standard action attack as a free action.

Extra Effect Trigger

Many monster abilities trigger randomly based on the monster's attack roll. Not all attacks have triggers. Most extra effect triggers are natural even or odd attack rolls or other specific die rolls, but a few are more unusual.

Specials

These are other attacks and special abilities like *fear* or movement abilities like *flight*. Not all monsters have them.

Some monsters have nastier special abilities that increase a monster's options and help keep monsters interesting throughout the campaign. Use them as options whenever you like.

Monster Reference

Animal/Critter

For dire animal abilities, see Dire Animals.

All bats have the following abilities:

- **Echolocation:** Bats rely on sound waves to sense their surroundings. A bat can “see” in total darkness, and can detect creatures using invisibility or visual illusions to hide.
- **Flight:** Small bats fly quickly and turn easily. Bigger bats fly more awkwardly.
- **Wall-crawler:** A bat can climb on ceilings and walls as easily as it moves on the ground.

Dire Rat

Normal	Initiative: +2	AC 15
1st level		PD 15
Mook	Infected bite +5 vs. AC—4 ongoing damage	MD 10
Beast		HP 6
<u>Nastier Specials</u>		
<i>Squealing pack attack:</i> This creature gains a +1 attack bonus per other dire rat engaged with the target it's attacking.		

Giant Ant

Normal	Initiative: +0	AC 14
0 level		PD 13
Troop	Mandibles +5 vs. AC—3 damage	MD 9
Beast	<i>Natural 16+:</i> The target also takes 1d3 ongoing acid damage.	HP 20
<i>Wall-crawler:</i> A giant ant can climb on ceilings and walls as easily as it moves on the ground.		

Giant Scorpion

Normal	Initiative: +6	AC 16
1 st level		PD 15
Wrecker	Pincer +6 vs. PD—1 damage, and the scorpion gains a +2 attack bonus against the same target this turn with its <i>stinger</i> attack.	MD 10
Beast	<i>Limited use:</i> 2/round, each requiring a quick action. (Hitting the same target twice with <i>pincer</i> gives the <i>stinger</i> attack a +4 bonus.) Stinger +6 vs. AC—3 damage, and 3 ongoing poison damage	HP 22

Swarm of Bats

Normal	Initiative: +5	AC 16
1 st level	Vulnerability: thunder	PD 16
Spoiler		MD 11
Beast	C: Swarming bites +7 vs. PD (1d3 nearby enemies)—2 damage, and after the attack, the swarm of bats engages one of the targets <i>Natural even hit:</i> The target is hampered until the end of its next turn. It can end the effect by attacking the swarm, or if the swarm drops to 0 hp. <i>No opportunities:</i> The swarm of bats can't make opportunity attacks, and enemies can't make opportunity attacks against it. <i>Swarming resistance:</i> Each turn, the swarm of bats gains <i>resist damage 18+</i> to all damage from attacks by enemies that the swarm did NOT attack that turn.	HP 30

Bat Cavalry

Large	Initiative: +6	AC 19
2 nd level	Vulnerability: thunder	PD 17
Wrecker		MD 14

Beast & Humanoid	<p>Fangs, wings, and sword +8 vs. AC—Damage and effect depends on the natural roll</p> <p><i>Natural even hit:</i> The target takes 10 damage from a sword strike, and the bat cavalry pops free from the target and can move as a free action.</p> <p><i>Natural even miss against a target taking ongoing damage:</i> The target takes 6 damage from clawing wings.</p> <p><i>Natural odd hit:</i> The target takes 8 damage, and 5 ongoing damage from bat fangs.</p> <p><i>Natural 2-5:</i> In addition to any other effect, the bat cavalry pops free from the target, and as a free action, it can move to another nearby enemy and make a <i>fangs, wings, and sword</i> attack against it.</p> <p>R: Thrown javelin +5 vs. AC—8 damage</p> <p><i>Resist ranged damage 16+:</i> When a ranged attack targets this creature while it's flying, the attacker must roll a natural 16+ on the attack roll or it only deals half damage. (Shifty spinning bats are hard to hit unless they're grounded or stuck.)</p> <p><i>Skittish:</i> A bat cavalry engaged with a conscious enemy after attacking it will attempt to disengage and fly into the air if it has a move action remaining that turn.</p> <p><u>Nastier Specials</u></p> <p><i>Blood drinker:</i> When the bat cavalry drops an enemy to 0 hp or below, it continues to attack that enemy (until it dies) instead of attacking other enemies.</p>	HP 70
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Dire Bat

Normal	Initiative: +8	AC
2 nd level	Vulnerability: thunder	PD
Troop		MD
Beast	Fangs and wings +6 vs. AC —5 damage, and 5 ongoing damage	HP

Natural 2-5: The dire bat pops free from the target and can move as a free action.

Resist ranged damage 16+: When a ranged attack targets this creature while it's flying, the attacker must roll a natural 16+ on the attack roll or it only deals half damage. (Shifty spinning bats are hard to hit unless they're grounded or stuck.)

Skittish: A dire bat engaged with a conscious enemy after attacking it will attempt to disengage and fly into the air if it has a move action remaining that turn.

Nastier Specials

Blood drinker: When the dire bat drops an enemy to 0 hp or below, it continues to attack that enemy (until it dies) instead of attacking other enemies.

Dire: This bat is a dire animal.

Hunting Spider

Normal	Initiative: +6	AC 17
2nd level		PD 14
Wrecker	Bite +6 vs. AC—8 damage	MD 11
Beast	<i>Natural 16+:</i> The target also takes 1d8 ongoing poison damage.	HP 34
	<i>Scuttle:</i> A hunting spider can turn its own failed disengage check into a success by taking 1d4 damage.	
	<i>Wall-crawler:</i> A hunting spider can climb on ceilings and walls as easily as it moves on the ground.	

Giant Web Spider

Large	Initiative: +6	AC 17
2nd level		PD 16

Blocker	Bite +7 vs. AC—5 damage, and 5 ongoing poison damage	MD 12
Beast	<p><i>Natural even hit:</i> The target also takes 2d6 ongoing poison damage if it's dazed or stuck.</p> <p>C: Web +7 vs. PD (up to 2 nearby enemies in a group)—3 damage, and the target is dazed until the end of the spider's next turn</p> <p><i>Natural 18+:</i> The target is also stuck until the end of the spider's next turn.</p> <p><i>Wall-crawler:</i> A giant web spider can climb on ceilings and walls as easily as it moves on the ground.</p>	HP 68

Wolf

Normal	Initiative: +4	AC 17
1st level		PD 15
Troop	Bite +5 vs. AC—5 damage	MD 11
Beast	<i>Pack attack:</i> This creature gains a +2 bonus to attack and damage for each other ally engaged with the target (max +4 bonus).	HP 28

Bear

Normal	Initiative: +4	AC 17
2nd level		PD 16
Troop	Bite +7 vs. AC—6 damage	MD 12
Beast	<p><i>Natural even hit:</i> The target takes +1d6 damage from a claw swipe.</p>	HP 45

Dire Wolf

Large	Initiative: +6	AC 17
3rd level		PD 17
Troop	Vicious bite +8 vs. AC—18 damage	MD 13
Beast	<i>Pack attack:</i> This creature gains a +2 bonus to attack and damage for each other ally engaged with the target (max +4 bonus).	HP 80

Chilling howl: Whenever a dire wolf's attack drops an enemy to 0 hp or below, all dire wolves in the battle can howl as a free action. When the wolves howl, each enemy in the battle takes a penalty to its attacks and all defenses equal to the number of living dire wolves in the battle (max -5) until the end of the attacking wolf's next turn. New howls extend the duration of the current howl rather than downgrading the howl's effect if dire wolves have been slain in the meantime.

One dire feature: Roll randomly unless you know this beast's story already.

Goblin Bat Mage

Normal

Initiative: +7

AC 19

3rd level

Vulnerability: thunder

PD 16

Spoiler

MD 16

Beast &
Humanoid

Bloody fangs +7 vs. AC—6 damage, and 6 ongoing damage

HP 44

Natural 2-5: The goblin bat mage pops free from the target and can move as a free action.

R: Blood bolt spell +7 vs. PD—8 negative energy damage

Natural even hit: If target is staggered after taking the damage, it's also hampered until the end of its next turn.

Natural odd hit: One random nearby ally of the target takes 2d6 negative energy damage.

Resist ranged damage 16+: When a ranged attack targets this creature while it's flying, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Skittish: A goblin bat mage engaged with a conscious enemy after attacking it will attempt to disengage and fly into the air if it has a move action remaining that turn.

Unwieldy flyer: When the goblin bat mage is staggered, it must roll an immediate save. On a failure, it loses its ability to fly until the end of its next turn. If flying near the ground, it lands immediately. If flying far away from the ground, it lands badly and takes 15 damage.

Dire Bear

Large	Initiative: +7	AC 19
4 th level		PD 19
Troop	Bite +8 vs. AC—24 damage	MD 14
Beast	<i>Natural even hit:</i> The target takes +2d6 damage from a claw swipe.	HP 130
	<i>Savage:</i> The dire bear gains a +2 attack bonus against staggered enemies.	
	<i>One dire feature:</i> Roll randomly unless you know this beast's story already.	

Dire Boar

Large	Initiative: +6	AC 18
5 th level		PD 16
Troop	Battle-hardened tusks +13 vs. AC—22 damage	MD 12
Beast	<i>Natural 16+:</i> The dire boar can make a <i>bash</i> attack against a different target as a free action.	HP 180
	<i>[Special trigger] Bash +10 vs. PD—</i> The target is weakened (-4 to attacks and defenses) until the end of the boar's next turn	
	<i>Bestial durability:</i> When an enemy's attack has an effect on the dire boar other than damage, the boar can roll an immediate hard save (16+); on a success, it negates that effect.	
	<i>Last stand:</i> The boar doesn't die until it reaches -60 hp. While at 0 hp or below but more than -60 hp, it must roll a normal save at	

the end of each of its turns; on a failure it dies. (Fighting dire boars always presents a choice for the PCs: pile on damage to drop it to -60 hp, or trust the save roll to go their way.)

One random dire feature: Use the dire features table.

Nastier Specials

Furious streak: When the dire boar can make a *bash* attack, if it isn't engaged with a different enemy, as a free action it can pop free of the enemy engaged with it and move to a nearby enemy to make that *bash* attack.

Thunder Bat

Normal	Initiative: +13	AC	22
5 th level		PD	18
Archer	Fangs +10 vs. AC—15 damage	MD	15
Beast	<i>Natural even hit against a dazed enemy:</i> The target takes 20 ongoing thunder damage.	HP	70
	C: Thunder screech +10 vs. PD (1d3 nearby creatures in a group)—12 thunder damage		
	<i>Natural even hit:</i> The target is dazed (save ends).		
	<i>Resist ranged damage 16+:</i> When a ranged attack targets this creature while it's flying, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.		
	<i>Resist thunder 18+:</i> When a thunder attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.		
	<i>Unwieldy flyer:</i> When the thunder bat is staggered, it must roll an immediate save. On a failure, it loses its ability to fly until the end of its next turn. If flying near the ground, it lands		

immediately. If flying far away from the ground, it lands badly and takes 25 damage.

Dire Tiger

Large	Initiative: +9	AC	20
6 th level		PD	19
Troop	Crushing jaws and shredding claws +11 vs. AC (2 attacks)—17 damage	MD	15
Beast		HP	160

[Special trigger] **Pounce +13 vs. AC—38 damage**, and the target is hampered while it's engaged with the tiger

Pouncing opportunity: When an enemy moves to engage the dire tiger while it's unengaged, it can meet that enemy halfway and make a *pounce* atStack as an interrupt action before the target's attack.

Springing attack: If the dire tiger is unengaged and moves to engage an enemy (with a springing leap), it can make a *pounce* attack as a standard action.

One random dire feature: Use the dire features table.

Giant Praying Mantis

Large	Initiative: +14	AC	25
8 th level		PD	21
Blocker	Jagged claws +13 vs. AC (2 attacks)—30 damage , and if the target's initiative bonus is +10 or less, the target is grabbed until it disengages or until the mantis makes a <i>jagged claws</i> attack against a different target	MD	17
Beast		HP	320

Close fighting: When an enemy fails a disengage check against the dire mantis, the mantis can make an opportunity attack against it.

Big but brittle: While the dire mantis might rate as a huge monster in terms of size, its stats are based on those for a large monster.

One random dire feature: Use the dire features table.

Nastier Specials

Clacking mandibles: When the dire mantis starts its turn grabbing an enemy, it can make a *chomp* attack against that enemy as a free action.

Chomp +15 vs. AC—40 damage

Wraith Bat

Normal

Initiative: +14

AC 24

9th level

PD 23

Mook

Ghostly fangs +14 vs. PD—25 negative energy damage, and the target takes +1d8 negative energy damage for each relationship point it has with the bat's associated icon.

MD 20

Undead

HP 36

C: Spiraling assault +14 vs. PD (1d3 nearby enemies)—22 negative energy damage, and after the attack the wraith bat teleports to and engages with one target it hit.

Limited use: Regardless of the number of wraith bats in the battle, only one wraith bat can use this attack each round.

Ghostly: This creature has *resist damage 16+* to all damage except force damage, which damages it normally. A wraith bat can move through solid objects but it can't end its movement inside them.

Ankheg

Large

Initiative: +8

AC 19

2nd level

PD 17

Troop

Mandibles +7 vs. AC—8 damage

MD 11

Beast	<p><i>Natural even hit:</i> If the target is small, the ankheg grabs it. While the ankheg is grabbing a creature, the only legal target for its <i>mandibles</i> attack is the grabbed creature.</p> <p>C: Acid spit +7 vs. PD (one nearby enemy, plus any enemy the ankheg has grabbed)—5 ongoing acid damage</p> <p><i>Limited use:</i> 1/round, as a quick action.</p> <p><i>Escape speed:</i> At the end of the ankheg's turn, roll a d6. If it's equal to or less than the escalation die, the ankheg can move again as a free action.</p>	HP 60
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Azer

Azer Soldier

Normal	Initiative: +7	AC 20
4 th level		PD 17
Troop	Red-hot hammer +9 vs. AC—8 damage	MD 14
Dwarf	<p><i>Natural even hit or miss:</i> 4 ongoing fire damage.</p> <p>R: Throwing axe +9 vs. AC—7 damage</p> <p><i>Blistering heat:</i> When an enemy engaged with the azer attacks it, that enemy takes 2 fire damage.</p> <p><i>Fighting surge:</i> Once per battle when an attack crits the azer but doesn't kill it, the azer can heal 4d6 hp.</p> <p><i>Cold haters:</i> The azer adds the escalation die to its attacks against a target that is capable of dealing cold damage with a spell, attack, or magic item.</p> <p><i>Fire resistance 18+:</i> When a fire attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.</p>	HP 50

Fire Bat

Normal	Initiative: +9	AC 18
3 rd level		PD 16
Mook	Burning claws +8 vs. AC—2 damage, and 2 fire damage	MD 11
Beast		HP 10

Fiery flier: An unengaged fire bat can move, make a *burning contrail* attack, and move away from the target as a standard action without taking an opportunity attack from the target.

Burning contrail +7 vs. PD—5 fire damage

Blistering heat: When an enemy engaged with the fire bat attacks it, that enemy takes 2 fire damage.

Fire resistance 16+: When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Flight: Fire bats are agile fliers, especially when riding hot air currents. They slow down a bit away from warmth.

Magma Brute

Normal	Initiative: +4	AC 19
3 rd level	Vulnerability: cold	PD 18
Wrecker		MD 12
Construct	Blazing-hot iron fists +8 vs. AC (2 attacks)—6 damage	HP 46

Natural 16+: The target takes 6 extra fire damage.

C: Molten spray +7 vs. PD (1d2 + 1 enemies engaged with the brute)—8 fire damage, and the brute loses 12 hit points.

Limited use: 1/battle, only while the brute is staggered.

Blistering heat: When an enemy engaged with the brute attacks it, that enemy takes 2 fire damage.

Fire resistance 18+: When a fire attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

Basilisk

Large

Initiative: +3

AC 24

4th Level

PD 19

Wrecker

Multi-legged attack +8 vs. AC (3 attacks, each against a different enemy)—12 damage

MD 18

Beast

HP 85

Natural 16+: The target takes 5 ongoing poison damage.

Basilisk's stare: When a basilisk hits an enemy that is already taking ongoing poison damage, the basilisk can make a *basilisk's stare* attack against the target as a free action.

[Special trigger] C: Basilisk's stare +8 vs. MD—5 ongoing poison damage, and the target must start making last gasp saves depending on the basilisk's type (see below) as it accidentally takes a full look at the basilisk. Constructs and undead are immune to this effect.

Last Gasp Failed Save Effects

Green Basilisk

Failed save: The target takes 25 poison damage as its blood turns to poison.

Fourth failed save: The target's body liquefies and they die.

Red Basilisk

Failed save: The target takes 15 fire damage, and each of the target's nearby allies takes 5 fire damage as the target's blood boils under their skin and sprays outward in gouts of liquid fire.

Fourth failed save: The target's body ignites as their flaming skull shoots upward on a jet of burning blood, killing them.

Black Basilisk

Failed save: The target's blood begins to coagulate and harden, and dust puffs out of their lungs through their mouth.

Fourth failed save: The target's body turns to stone and they die.

White Basilisk

Failed save: The target begins to evaporate. The target must make an immediate normal save (11+) or it loses a chunk of flesh or a limb, whatever is dramatic but will allow the creature to survive (perhaps with minuses until healed).

Fourth failed save: The target's body explodes into a fine red mist and they die.

Resist melee damage 18+: When a melee attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage. An attacker can ignore this resistance by declaring they are looking directly at the basilisk during the attack. If they do, the basilisk can make a *basilisk's stare* attack against them as a free action before the attack. Constructs and undead are not affected by this resistance.

Stare-down: When an enemy makes a ranged attack against the basilisk, the basilisk can make a *basilisk's stare* attack against them as a free action before the attack.

Nastier Specials

Death breath: Each creature engaged with the basilisk at the end of the basilisk's turn takes 10 poison damage.

Bulette

Bulette

Large	Initiative: +7	AC	22
5 th level		PD	19
Wrecker	Gigantic claws +12 vs. AC (2 attacks)—15 damage	MD	14
Beast	<i>Dual hit:</i> If both claws hit during the same turn, the bulette can make a <i>terrible bite</i> attack during its next turn as a standard action.	HP	170

[Special trigger] **Terrible bite +14 vs. AC—45 damage**

Miss: 22 damage.

Blood frenzy: The bulette's crit range expands to 16+ while the escalation die is 4+.

Serious burrower: A bulette can burrow incredibly quickly for short distances. They're renowned for the mounds of dirt and rock they push above them as they surge through the ground like land torpedoes.

Nastier Specials

Savage response: When an attacker scores a critical hit against the bulette and it survives, the bulette can make a *terrible bite* attack as a free action against one target engaged with it.

Green Bulette

Large

Initiative: +12

AC 19

5th level

PD 17

Wrecker

Charging maw +12 vs. AC—30 damage

MD 13

Beast

Natural even miss: The target pops free from all enemies engaged with it and is vulnerable to all attacks (save ends).

HP 92

Leaping bite: The green bulette gains a +3 bonus to attack and damage with its first attack each battle.

Into the earth: The first time each round an attack hits the bulette, it can choose to hunker down as a free action. If it does, it gains a +3 bonus to AC and PD until the start of its next turn. Force attacks and opportunity attacks don't trigger this ability. If the green bulette hunkers down while it's moving (for example, from a readied action), its movement ends that turn.

Blood-frenzy escalator: While at least one creature in the battle is staggered or unconscious, the bulette gains a bonus to its

attacks and damage equal to the escalation die but can't use *into the earth*. Creatures that have no blood (constructs, oozes, plant creatures, etc.) don't trigger this ability.

Occasional burrower: Like all bulettes, the green bulette can burrow. While above ground, it prefers to move slowly on the surface and rely on its plant- and soil-covered shell to stay hidden until it attacks.

Lumberland Dirt-Fisher

Huge	Initiative: +11	AC	17
5 th level		PD	15
Wrecker	Tongue lash and bite +14 vs. AC (1d3 nearby enemies)—30 damage	MD	11
Beast		HP	135

R: Sticky tongue +15 vs. PD—20 damage

Natural even hit: The target pops free from all enemies engaged with it, is pulled into the pit with the dirt-fisher (who engages it), and loses its next move action. Climbing out of the pit requires a move action and a DC 20 check. If the bulette is not in its pit, the bulette pulls the target to itself and engages it.

Hole digger: A dirt-fisher can burrow incredibly quickly for short distances, but it prefers to attack from within its pre-dug trap-door pit. It usually has a few pits dug nearby if forced to leave its current pit.

Into the earth: The first time each round an attack hits the dirt-fisher, it can hunker down and pull the lid on its pit shut. If it does, it gains a +3 bonus to all defenses until the start of its next turn, and any creature in the pit takes a -5 penalty to checks to climb out of the pit. Force attacks and opportunity attacks don't trigger this ability.

Nowhere to run: The dirt-fisher deals double damage against creatures engaged with it in its pit.

Ravenous Bumoorah

Normal	Initiative: +13	AC	17
5 th level		PD	15
Wrecker	Land-shark maw +15 vs. AC—14 damage	MD	11
Beast	<i>Natural even hit:</i> The target takes 10 thunder damage.	HP	46

Blood-frenzy escalator: While at least one creature in the battle is staggered or unconscious, the bulette gains a bonus to its attacks and damage equal to the escalation die. Creatures that have no blood (constructs, oozes, plant creatures, etc.) don't trigger this ability.

Earth surge: Whenever the bumoorah takes damage from an attack, it rolls a save; on a 16+ it can immediately dive beneath the ground, preventing further attacks against it until it surfaces at the start of its next turn. Force attacks and opportunity attacks don't trigger this ability.

Serious burrower: The bumoorah can burrow incredibly quickly for short distances. Bumoorahs are renowned for the dust-sprurts and vibrating sound they generate as they shoot through the ground like hungry spears.

Deep Bulette

Huge	Initiative: +10	AC	25
9 th level		PD	23
Wrecker	Pulverizing maw +15 vs. AC (1d3 enemies)—90 damage	MD	19
Beast	<i>Miss:</i> 45 damage.	HP	378

Blood frenzy: The deep bulette's crit range expands by 4 while the escalation die is 4+.

Tunnel fighter: While fighting in a tunnel with nowhere for its enemies to move but ahead of it, the deep bulette gains the following abilities based on the escalation die:

Escalation die is odd: When the bulette hits an enemy engaged with it with an attack, that target pops free from it and is hampered (save ends).

Escalation die is even: The deep bulette engages each nearby enemy in front of it as it pushes its bulk inexorably forward down the tunnel. Enemies pushed ahead of it this way don't get to make opportunity attacks.

Centaur

Centaur Lancer

Normal	Initiative: +9	AC	20
4 th level		PD	17
Troop	Charging lance +10 vs. AC—15 damage, and the target pops free from the centaur	MD	14
Humanoid		HP	60
	<i>Hit 'em hard:</i> The crit range of the attack expands by 2 and instead deals 20 damage on a hit if the centaur first moves before attacking an enemy it wasn't engaged with at the start of its turn.		
	<i>Natural 18+:</i> The target is also dazed until the end of its next turn.		
	Spear +9 vs. AC—13 damage		
	<i>Natural even hit:</i> The centaur lancer can make a <i>kick</i> attack as a free action.		
	Kick +8 vs. PD (1d2 enemies engaged with the centaur)—The target takes 5 damage and pops free from the centaur.		
	<i>Harnessed speed:</i> The centaur lancer gains a +4 AC bonus against opportunity attacks.		

Centaur Raider

Normal	Initiative: +10	AC	20
5 th level		PD	19
Wrecker	Hoof and weapon +10 vs. AC—15 damage	MD	14
Humanoid		HP	70

Natural even hit: As a free action, the centaur raider can move and make another *hoof and weapon* attack against a different nearby enemy (it will take opportunity attacks for moving).

R: Short bow +9 vs. AC—18 damage

Natural 16+: The centaur raider can take an additional move action this turn.

Harnessed speed: The centaur raider gains a +4 AC bonus against opportunity attacks and only takes half damage from opportunity attacks that hit it.

Nastier Specials

Barreling charge: When the escalation die is even, the centaur raider can use a standard action and a move action to make a *sweeping blow* attack against multiple enemies as it moves past them (it will take opportunity attacks). It ends this move and attack unengaged.

Sweeping blow +10 vs. AC (1d3 nearby enemies)—15 damage, and the target loses its next move action.

Centaur Champion

2x

Initiative: +12

AC 22

6th level

PD 20

Leader

Two-handed sword +11 vs. AC (2 attacks)—20 damage

MD 16

Humanoid

Champion's challenge: If the centaur champion scores a crit against the target, it can challenge that enemy. If it does, until the end of the battle the champion and the target each take a -4 attack penalty against any target except the other. If the centaur champion dies or challenges a new foe, the old challenge is canceled.

HP 170

Crushing hooves +10 vs. PD (2 attacks)—13 damage, and the target is vulnerable until the start of its next turn

Hooves and slash: As a standard action, the centaur champion can make a *crushing hooves* attack and a single *two-handed sword* attack (one attack roll) against the same enemy.

Leader of the clan: When the centaur champion engages an enemy, each other centaur ally engaged with that creature can pop free from it.

Moving combatant: The centaur champion gains a +4 AC bonus against opportunity attacks and only takes half damage from opportunity attacks that hit it. When an enemy makes an opportunity attack against it and misses, that enemy takes 20 damage from a counter-attack.

Nastier Specials

Chief's challenge: When the champion issues a *champion's challenge*, it only takes a -2 attack penalty against other enemies than its chosen foe, but that enemy still takes the -4 attack penalty. In addition, the champion can use *champion's challenge* as a free action when it becomes staggered.

Champion's scorn: Each of the champion's centaur allies in the battle gains a +5 damage bonus with ranged attacks.

Centaur Ranger

Normal Initiative: +13

6th level

Archer

Twin scimitars +10 vs. AC (2 attacks)—10 damage

Humanoid

AC 22

PD 20

MD 16

HP 85

R: Longbow +11 vs. AC—20 damage

Natural even hit: The centaur ranger can take an additional move action this turn.

Natural 16+: The centaur ranger can make a second (but not a third) *longbow* attack this turn as a free action.

Moving combatant: The centaur ranger gains a +4 AC bonus against opportunity attacks and only takes half damage from

opportunity attacks that hit it. When an enemy makes an opportunity attack against it and misses, that enemy takes 10 damage from a counter-attack.

Terrain familiarity: Once each round when the escalation die is odd, the centaur ranger can make use of the area's terrain to its advantage as a free action. It can choose either to gain a +2 attack bonus for its attacks that turn, or to gain a +2 bonus to all defenses against the next attack that targets it by using a flashy or tricky maneuver (leaping off a rock over an enemy, stirring up a hornet's nest near an attacker, etc.). The target of its attack or a creature attacking it when it attempts this stunt rolls a normal save; on a success, the bonus is negated.

Nastier Specials

R: Pinning volley +11 vs. AC (2 attacks)—8 damage, and the target is hampered until the end of its next turn

Natural 18+: The target is stuck (save ends) instead of hampered.

Limited use: 2/battle.

Chaos Beast

Chaos Glorp

Normal	Initiative: +5	AC 17
4 th level		PD 16
Mook	Oozespasm +8 vs. AC—3 ongoing damage, or 10 damage if the target is already taking ongoing damage	MD 13
Aberration		HP 20
	<i>Miss:</i> The chaos glorp pops free from all enemies and moves as a free action to engage a nearby enemy taking ongoing damage.	
	<i>Spontaneous chaos:</i> When the escalation die reaches 6, the chaos glorp rolls a normal save. If it succeeds, it transforms into a chaos beast with full hit points.	

Chaos Beast

Normal	Initiative: +6	AC 18
4 th level		PD 14

Troop	Bestial chaos +9 vs. AC —Damage and effect depends on the natural roll	MD 17
Aberration		HP 48
<i>Natural even hit:</i> 7 damage, and the chaos beast can make another <i>bestial chaos</i> attack as a free action.		
<i>Natural odd hit:</i> 15 ongoing damage.		
<i>Miss:</i> The chaos beast pops free from all enemies and moves to engage a random nearby enemy as a free action, preferably one it wasn't just engaged with.		
 <i>Chaos combined:</i> Once a chaos beast is staggered, it can combine with another chaos beast next to it as a quick action to become a full-strength chaos brute acting on this beast's initiative. Replace the other beast with a chaos glorp mook.		

Chaos Brute

Large	Initiative: +8	AC 20
4 th level		PD 17
Wrecker	Brute chaos +9 vs. AC —Damage and effect depends on the natural roll	MD 13
Aberration		HP 60
<i>Natural even hit:</i> 25 damage.		
<i>Natural odd hit:</i> 15 ongoing damage.		
<i>Miss:</i> 1d3 random nearby enemies each take 10 psychic damage.		
 <i>Chaos combined:</i> Once a chaos brute is staggered, it can combine with another chaos brute or chaos beast* next to it as a quick action to become a full-strength chaos behemoth: the new creature rolls initiative as if it had just entered the battle.		
If a chaos beast and a chaos brute combine to create a chaos behemoth, the behemoth starts with 70 hp instead of 90 hp and takes a -1 penalty to all attacks and defenses.		

Chaos Behemoth

Huge	Initiative: +5	AC 21
4 th level		PD 16
Spoiler		MD 16

Aberration	<p>Behemoth chaos +9 vs. AC—Damage and effect depends on the natural roll</p> <p><i>Natural even hit:</i> 30 damage, and the chaos behemoth can make a <i>mewhowlwail</i> attack as a free action.</p> <p><i>Natural odd hit:</i> 25 ongoing damage.</p> <p><i>Miss:</i> 10 damage, and the target is hampered until the end of its next turn.</p> <p>Mewhowlwail +9 vs. MD (each nearby enemy)—10 psychic damage, and if the target is taking ongoing damage, saves against that ongoing damage become hard saves (16+)</p> <p><i>The betrayal of flesh:</i> When a nearby enemy taking ongoing damage drops to 0 hp or below, add +15 to the amount of ongoing damage that enemy is taking as its body melts and warps. At the GM's option, a creature slain in a battle involving a chaos behemoth might transform into a chaos glorp or chaos beast instead of having the decency to just die.</p>	HP 90
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Chimera

Iconic Chimera

Large	Initiative: +15	AC 24
8 th level		PD 20
Wrecker	Fangs, claws, and horns +14 vs. AC (3 attacks) —25 damage	MD 17
Beast	<p><i>Natural 14-15:</i> The target is dazed until the end of the chimera's next turn from a headbutt.</p> <p><i>Natural 16-17:</i> The target takes 20 ongoing damage from raking claws.</p> <p><i>Natural 18-20:</i> The chimera can make a <i>fiery breath</i> attack as a free action.</p> <p>[Special trigger] Fiery breath +14 vs. PD (up to 3 nearby enemies in a group)—3d10 fire damage</p> <p><i>Chimerical change:</i> At the start of battle each PC rolls one icon relationship die of their choice and one die chosen from their</p>	HP 320

relationships by the GM. A roll of 6 means the chimera has shifted in a manner that gives it a chimerical flaw (F) that the adventurers can exploit. A roll of a 5 indicates that the chimera gains both a flaw and a benefit associated with that icon. A result of 1 or 2 means that the chimera gains the icon's chimerical benefit (B) without the flaw. Actual benefits and flaws are up to the GM, and should reflect the icons with which the players have relationships.

(B) *Bearded spell-eating head:* When a spell attack misses the chimera, it has no miss effect and the chimera heals 40 hp.

(F) *Vulnerability, melee:* The crit range of melee attacks against the chimera expands by 2.

(B) *Skin of indomitable faces:* When the chimera saves against a condition, it becomes immune to that condition until the end of the battle.

(F) *Vulnerability, spells:* The crit range of spell attacks against the chimera expands by 2.

(B) *Flaming oil glands:* When a creature is engaged with the chimera at the start of its turn, it takes 20 fire damage.

(F) *Overconfident predator:* Each time the chimera scores a critical hit, it takes a cumulative -2 penalty to all defenses.

(B) *Stone-studded dermis:* Any damage dice that roll maximum damage against the chimera count as 1s.

(F) *Stubborn beast:* The chimera won't willingly disengage from a creature engaged with it.

(B) *Springing stag legs:* When the escalation die is odd, the chimera gains an additional standard action that turn.

(F) *Overly gracile:* The chimera's form is unusually frail, and any damage dice that roll 1s against the chimera count as 2s.

(B) *Mane of scorpion tails:* The chimera has a *fear aura*: Enemies engaged with the chimera who are below 48 hit points are dazed and can't use the escalation die.

(F) *Golden fleece:* The chimera has transformed itself into a form that's gem encrusted with golden fur. When slain it will yield 1d6 x 100 gp per adventurer in gems and precious metals. At the GM's say-so, knowledge of this bounty may grant particularly

mercenary characters a +1 attack bonus against the chimera once it's staggered.

(B) *Inferno belly:* When the chimera makes a *fiery breath* attack, it can make another *fiery breath* attack that turn as a quick action.

(F) *Flammable blood:* When the chimera rolls a natural odd miss with *fiery breath*, it takes 20 fire damage.

(B) *Wild heart:* The chimera is constantly evolving and changing. When an enemy rolls a natural 1-5 on an attack roll against it, the chimera adds the escalation die to its attack rolls until the end of its next turn.

(F) *Vulnerability, poison:* The crit range of poison attacks against the chimera expands by 2.

(B) *Bone plates:* When an enemy rolls a natural even miss with a melee attack against the chimera, the weapon temporarily loses all its bonuses and powers and the wielder is weakened (save ends both).

(F) *Vulnerability, holy:* The crit range of holy attacks against the chimera expands by 2.

(B) *Mighty tusks:* As a standard action, the chimera can make a *tusk charge* attack. It can't make any other attacks the same turn.

Tusk charge +20 vs. AC—100 damage

Limited use: Once the chimera has damaged an enemy with this attack, it can't use *tusk charge* again until it drops an enemy to 0 hp or lower.

(F) *Too many horns:* The horns and tusks of the chimera lock together at inopportune moments. When it rolls a natural 1-5 with an attack against multiple targets, it loses any further attacks that turn.

(B) *Eagle wings:* The chimera can fly like an eagle, swooping in and out of the battle.

(F) *Vulnerability, negative energy:* The crit range of negative energy attacks against the chimera expands by 2.

(B) *Poison fangs:* When the chimera rolls a natural 1-5 with an attack and misses, the target takes 20 ongoing poison damage.

(F) *Bickering heads:* The first time each turn the chimera hits with an attack, it rerolls the attack and takes the lower roll.

(B) Draconic sinews: While not staggered, the chimera rolls 2d20 with its melee attacks and uses the higher roll.

(F) Too many wings: Whenever the chimera moves, it rolls an easy save (6+). On a failure, it provokes opportunity attacks from each nearby enemy.

Chimera

Large	Initiative: +15	AC	24
9 th level		PD	20
Wrecker	Fangs, claws, and horns +14 vs. AC (3 attacks)—25 damage	MD	16
Beast	<i>Natural 14-15:</i> The target is dazed until the end of the chimera's next turn from a headbutt. <i>Natural 16-17:</i> The target takes 20 ongoing damage from raking claws. <i>Natural 18-20:</i> The chimera makes a <i>fiery breath</i> attack as a free action. <i>[Special trigger] Fiery breath +14 vs. PD (up to 3 nearby enemies in a group)—3d10 fire damage</i> <i>Bestial thresher:</i> Whenever a creature misses the chimera with a melee attack, the chimera's multiple sharp bits deal 3d10 damage to that attacker. <u>Nastier Specials</u> <i>Now it's angry:</i> When an attacker scores a critical hit against the chimera and it survives, its attack rolls on its next turn deal the effects of the lower rolls as well as their own results.	HP	320

Chuul

Chuul

Large	Initiative: +11	AC	25
6 th level		PD	18

Spoiler	Crushing claws +11 vs. AC (2 attacks)—21 damage	MD 18
Aberration	<i>Both attacks hit the same target:</i> The chuul grabs the target.	HP 126
<p>Crippling tentacles +11 vs. PD—The target is weakened (save ends)</p> <p><i>First failed save:</i> The target is hampered and weakened (save ends both).</p> <p><i>Second failed save:</i> The target is instead helpless (hard save ends, 16+).</p> <p><i>Quick use:</i> This attack only requires a quick action when used against an enemy the chuul is grabbing.</p> <p><i>Resist psychic 16+:</i> When a psychic attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> <p><i>Water-breathing:</i> Chuuls swim well and can breathe underwater, though they prefer not to.</p> <p><u>Nastier Specials</u></p> <p><i>Bite it off:</i> When the chuul scores a critical hit against a weakened or helpless foe, it bites off one of that enemy’s hands. An adventurer with no hands might have trouble casting spells or holding weapons. (A cleric might be able to restore the missing appendage with a ritual.)</p> <p><i>Fueled by hate:</i> Once per round when the chuul misses with an attack, its next attack that battle deals 4d6 extra poison damage on a hit.</p>		

Chuulish Swarm

Normal	Initiative: +13	AC 20
6 th level		PD 18
Troop	Fly-by tentacle sting +11 vs. AC—15 poison damage	MD 16
Aberration		HP 80

Natural even miss: The swarm can pop free from all enemies, and as a quick action this turn, it can move normally even if it has already moved this turn.

Natural odd hit or miss: The swarm can make a *sharp claws* attack this turn as a quick action instead of a standard action.

Sharp claws +11 vs. AC—10 damage, and 5 ongoing poison damage

Flight: The swarm flies fast and is agile, but has a wide turning circle.

Resist damage 16+: When any attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Swarm: This monster is a swarm of chuul body-parts cooperating to attack humanoids. Even though there are thousands of them, treat them as a single creature.

Water-breathing: Chuuls swim well and can breathe underwater, though they prefer not to.

Nastier Specials

Burrow under your skin: When an attacker misses the swarm with a melee attack, that enemy takes 10 ongoing damage.

Massive Mutant Chuul

Huge	Initiative: +15	AC 27
10 th level		PD 25
Wrecker	Crushing claws +15 vs. AC (2 attacks)—70 damage	MD 22
Aberration	<i>Both attacks hit the same target:</i> The chuul grabs the target. <i>Miss:</i> 35 damage.	HP 450

Crippling tentacles +15 vs. PD—The target is weakened (hard save ends, 16+)

First failed save: The target is hampered and weakened (hard save ends both, 16+).

Second failed save: The target is instead helpless (hard save ends, 16+).

Quick use: This attack only requires a quick action when used against an enemy the chuul is grabbing.

I hate you all: Once per round when the chuul is engaged with one or more enemies and is the target of an attack, it can try to interpose one of those enemies between itself and the attack as a free action after seeing the attack roll. That enemy rolls a normal save; on a failure, it becomes the target of the attack instead of the chuul. If the chuul tries to interpose an enemy it's grabbing, the save is hard (16+) instead.

Resist psychic 16+: When a psychic attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Water-breathing: Chuuls swim well and can breathe underwater, though they prefer not to.

Chuul Mutations: Choose ONE

Exposed brain nightmare aura: When an enemy is engaged with the chuul at the start of its turn, that creature must roll a normal save; on a failure, it's hampered (easy save ends, 6+).

Extra claw: The mutant chuul can make three *crushing claws* attacks instead of two. If two of the attacks hit the same target, the chuul grabs it.

Oversized claw: When the chuul rolls a natural even hit with *crushing claws*, it deals 120 damage instead of 70.

Venom spit: The chuul gains a *venom spit* attack.

R: Venom spit +16 vs. PD (1d3 nearby or far away enemies in a group)—40 poison damage

First attack is a natural even roll: The chuul can make a second *venom spit* attack against the same group as a free action.

Whipping tentacles: The *crippling tentacles* attack is now a close attack against 1d3 enemies in a group.

Chuulish Slave

Normal	Initiative: +9	AC	20
4 th level		PD	18
Troop	Misshapen claws +9 vs. AC (2 attacks)—7 damage	MD	14
Aberration	<i>Both attacks hit the same target:</i> The chuulish slave can make a <i>writhing tentacles</i> attack against that target as a quick action this turn.	HP	54
	Writhing tentacles +9 vs. PD— The target is weakened (save ends)		
	<u>Chuulish Slave Mutations: Choose ONE</u>		
	<i>Chitinous plates:</i> The slave gains a +2 AC bonus.		
	<i>Acid saliva:</i> The <i>writhing tentacles</i> attack also deals 10 acid damage on a hit.		
	<i>Poisonous blood:</i> When a melee attack hits the chuulish slave, the attacker takes 10 poison damage.		
	<i>Grossness:</i> The slave is a large blob-like mess. It has 72 HP but takes a -2 penalty to all defenses.		

Couatl

In addition to their standard abilities, all elder couatls and some 8th level couatls have another ability or attack—sometimes even two—that flows from the power of the icon or icons they are presently associated with. Memory keeper couatls who are associated with icons that no longer exist should be given whichever ability or attack that seems right. Alternatively, make up a new ability/attack that suits the former icon you've created.

Here are some Icon-centered abilities:

Icon-centered Abilities

8th level

C: Striking comets +13 vs. PD (each nearby creature)—40 damage

Natural even miss: The target is dazed (save ends).

Natural odd miss: 20 damage.

Limited use: 1/battle, when the escalation die is 2+.

11th level

C: Comet strike +17 vs. PD (each nearby creature)—70 damage

Natural even miss: The target is weakened (save ends).

Natural odd miss: 35 damage.

Limited use: 1/battle, when the escalation die is 2+.

The couatl gains a +1 bonus to AC and PD. In addition, all the couatl's melee attacks deal half damage when they miss.

Roll a d6 and a d8 on the Demon Ability table. If you get the same result, reroll the d8 until you have two *different* demonic abilities for the couatl.

Secretly roll a d6 at the start of each battle. If the roll is odd, the PCs can't use any of their magic items' powers when the escalation die is odd this battle. If the roll is even, the PCs can't use their magic items' powers when the escalation die is even this battle. Default chakra bonuses still function, but powers don't. And for the fun of it, once they've been powered off for a turn, all the PCs' magic items will be freaking out and creating roleplaying havoc by forcing their quirks to the forefront for the rest of the battle.

At the start of each battle, the couatl gains 1d4 powers of its choice from this list:

- *Cruel:* Once per battle, deal ongoing damage to a target you hit with a natural even attack roll as a free action. The ongoing damage equals 5 times your level. As usual, a normal save (11+) ends the damage. A critical hit doesn't double this ongoing damage.
- *Highblood Teleport:* Once per battle as a move action, place yourself in a nearby location you can see.
- *Elven Grace:* At the start of each of your turns, roll a die to see if you get an extra standard action. If your roll is equal to or lower than the escalation die, you get an extra standard action that turn. At the start of battle, you roll a d6. Each time you successfully gain an extra action, the size of the die you roll increases by one step on the following progression: (d4), d6, d8, d10, d12, d20. If you get an extra action after rolling a d20, you can't get any more extra actions that battle.
- *Surprising:* Once per battle, subtract one from the natural result of one of your own d20 rolls.

The couatl gains a +4 bonus to MD. It also gains a +2 bonus to attacks and to all defenses against each PC who has one or more icon relationship points with the icon(s) associated with this power.

The couatl gains a +1 bonus to attacks and to all defenses against each PC who has one or more icon relationship points with the icon(s) associated with this power. In addition, the couatl can use the following attack once per battle.

8th level

C: Golden dragon breath +13 vs. PD (2d4 nearby enemies)—50 fire damage

Miss: Half damage.

11th level

C: Golden dragon breath +17 vs. PD (2d4 nearby enemies)—90 fire damage

Miss: Half damage.

The couatl gains a +2 bonus to attacks and to all defenses against each PC who has one or more icon relationship points with the icon(s) associated with this power. In addition, the couatl regenerates 10% of its maximum hit points at the start of its turn when the escalation die is even and it has taken damage.

The couatl gains a +2 bonus to attacks and to all defenses against each PC who has one or more icon relationship points with the icon(s) associated with this power. In addition, all PCs take a -4 penalty to death saves this battle.

The couatl gains a +4 bonus to PD. It also gains a +2 bonus to attacks and to all defenses against each PC who has one or more icon relationship points with the icon(s) associated with this power.

8th level

C: Visions of a higher plane +13 vs. MD (1d3 nearby enemies)—30 psychic damage

Natural even hit: The target is confused (save ends).

Natural odd hit: The target treats the escalation die as if it was 0 (not in effect) for its attacks and effects (save ends).

11th level

C: Visions of a higher plane +17 vs. MD (1d4 nearby enemies)—50 psychic damage

Natural even hit: The target is confused (save ends).

Natural odd hit: The target treats the escalation die as if it was 0 (not in effect) for its attacks and effects (save ends).

Intermittent dragon breath: A couatl can use *dragon breath* 1d3 times per battle, but never two turns in a row. The couatl's personal relationship with a dragon-associated icon determines whether the damage is acid, fire, or lightning.

8th level

C: Dragon breath +13 vs. PD (2d3 nearby enemies)—36 [energy] damage

Miss: Half damage.

11th level

C: Dragon breath +17 vs. PD (2d3 nearby enemies)—70 [energy] damage

Miss: Half damage.

Couatl

Large	Initiative: +14	AC	24
8 th level		PD	21
Spoiler	Rippling scales +13 vs. PD (each enemy engaged with it)—10 damage, and the couatl must pop free from the target	MD	21
Beast	<i>Quick use:</i> This attack only requires a quick action (once per round) to use.	HP	300
	Serpent strike +13 vs. AC (one dazed, confused, staggered, or stunned enemy)—60 damage, and 20 ongoing poison damage		
	R: Forked devastation +13 vs. PD (one nearby or far away enemy)—50 damage of the following type (couatl's choice): fire, holy, or lightning		
	<i>Natural even hit or miss:</i> The couatl can make a <i>forked devastation</i> attack against a different enemy as a free action.		
	<i>Resist holy and poison 16+:</i> When a holy or poison attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.		

Flight: Couatls fly and hover so smoothly on their multi-colored wings that other flyers get jealous.

Cyclic escalator: When the escalation die is even, the couatl adds the escalation die to its attack rolls.

Nastier Specials

Ever-rippling: The couatl can use more than one *rippling scales* attack during its turn.

Flee: Once per campaign, the couatl can take a “campaign loss” similar to the PC-oriented flee special action to escape from certain death, along with its allies.

One or two icon-centric abilities: Choose each appropriate ability from the couatl’s Icon-centered Abilities list.

Elder Couatl

Large

Initiative: +16

AC

11th level

PD

Spoiler

Rippling scales +17 vs. PD (each enemy engaged with it)—25 damage, and the couatl must pop free from the target

MD

Beast

HP

Quick use: This attack only requires a quick action (once per round) to use.

Serpent strike +17 vs. AC (one dazed, confused, staggered, or stunned enemy)—110 damage, and 40 ongoing poison damage

R: Forked devastation +17 vs. PD (one nearby or far away enemy)—90 damage of the following type (couatl’s choice): fire, holy, or lightning

Natural even hit or miss: The couatl can make a *forked devastation* attack against a different enemy as a free action.

Cyclic salvation escalator: When the escalation die is even, the couatl adds the escalation die to its attack rolls and saves.

Flight: Couatls fly and hover so smoothly on their multi-colored wings that other flyers get jealous.

One or two icon-centric abilities: Choose each appropriate ability from the couatl's Icon-centered Abilities list.

Resist holy and poison 16+: When a holy or poison attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Nastier Specials

Ever-rippling: The couatl can use more than one *rippling scales* attack during its turn.

Flee: Once per campaign, the couatl can take a "campaign loss" similar to the PC-oriented flee special action to escape from certain death, along with its allies.

Demon

Demons may or may not have a special demonic ability. Roll 1d10 for each non-mook normalized demon. If you roll less than or equal to the demon's level, it has a random ability. Large or huge (or double- or triple-strength) demons automatically get one at least one random ability.

When a demon has an ability, roll 1d6 or 1d8 (GM's choice) on the table below to determine what it is.

d6 or d8	Demonic Ability	Description
1	True seeing	The demon is immune to invisibility and ignores any illusions.
2	Resist fire 18+	You'll see that the demon resists fire the first time you use fire against it.

3	Invisibility	The first time the demon is staggered in a battle, it becomes invisible until the end of its next turn.
4	Resist energy 12+	The demon's resistance to all energy types puts a damper on enemy spellcasters, but at least the resistance is only 12+.
5	Fear aura	Enemies engaged with the demon who are below its fear hit point threshold are dazed and can't use the escalation die. See Fear.
6	Teleport	1d3 times per battle, as a move action, the demon can teleport anywhere it can see nearby.
7	Demonic speed	The demon can take an extra action each turn while the escalation die is 4+.
8	Gate	Once per battle as a standard action, if the demon is staggered, it can summon a single demon ally at least two levels below its own level. The allied demon rolls initiative and does not appear on the battlefield until its turn starts.

Dretch

Normal	Initiative: +5	AC 17
3 rd level		PD 15
Mook	Claws +8 vs. AC-6 damage	MD 11
Demon		HP 13
<i>Fear:</i> While engaged with this creature, enemies that have 15 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks.		

Imp

Normal	Initiative: +8	AC 20
3 rd level		PD 13
Spoiler	Festering claws +7 vs. AC-3 damage, and 5 ongoing damage	MD 16
Demon		HP 40
R: Blight jet +7 vs. PD-7 damage, and the target is dazed (save ends)		
<i>First natural 16+ each turn:</i> The imp can choose one: the target is weakened instead of dazed; OR the imp can make a <i>blight jet</i> attack against a different target as a free action.		

Curse aura: Whenever a creature attacks the imp and rolls a natural 1-5, that creature takes 1d10 psychic damage.

Flight

Cambion Dirk

Normal	Initiative: +8	AC	20
4 th level		PD	18
Mook	Damned dirk +10 vs. AC—7 damage	MD	14
Demon	<i>Natural even hit or miss:</i> The cambion becomes cloaked until it's hit by an attack against MD or until it misses with a natural odd attack roll.	HP	13
	<i>Dark step:</i> While cloaked, the cambion dirk automatically succeeds on all disengage checks.		

Despoiler

Normal	Initiative: +9	AC	19
4 th level		PD	14
Caster	Horns and daggers +8 vs. AC (2 attacks)—5 damage	MD	18
Demon	<i>Natural 16+:</i> The despoiler can pop free from the target.	HP	52
	R: Abyssal whispers +9 vs. MD (one nearby or far away enemy)—15 psychic damage, and the target is confused (save ends); OR the target can choose to avoid the confusion effect by taking 6d6 psychic damage.		
	C: Sow discord +9 vs. MD (2 nearby enemies engaged with the same creature or with each other)—one target makes an at-will melee attack against this power's other target		
	<i>Limited use:</i> 1/day, as a quick action.		

Cambion Sickle

Normal	Initiative: +11	AC	21
5 th level		PD	19
Troop	Damned sickle +11 vs. AC—17 damage	MD	15
Demon	<i>Natural even hit or miss:</i> The cambion becomes cloaked until it's hit by an attack against MD or until it misses with a natural odd attack roll. R: Ray of darkness +11 vs. MD—10 negative energy damage <i>Natural even hit:</i> The target is confused until the end of its next turn, or if the cambion was cloaked when it attacked, the confusion is save ends. <i>Improved dark step:</i> While cloaked, the cambion sickle automatically succeeds on all disengage checks and gains a +2 bonus to all defenses against ranged attacks.	HP	70

Bat Demon

Normal	Initiative: +14	AC	20
6 th level		PD	19
Mook	Scrabbling claws +11 vs. AC—10 damage	MD	16
Demon	<i>Miss:</i> 3 damage. <i>Flight:</i> Bat demons are indifferent flyers, better suited to gliding between stalactites and clinging to walls than to skillful flying. <i>Murder-pile</i> At the start of each of the bat demon mob's turns, choose one random nearby conscious enemy. All bat demons in the battle attempt to attack that enemy this turn, moving to it without disengaging and relying on their <i>shifty</i> ability to protect them. They keep attacking their target that turn even if it drops to 0 hp or below. <i>Shifty:</i> Bat demons gain a +5 AC bonus against opportunity attacks. In addition, they have <i>resist damage 18+</i> against	HP	22

opportunity attacks (half damage if the natural attack roll isn't 18+).

Frenzy Demon

Normal Initiative: +10

5th level

Wrecker **Claw +9 vs. AC (2 attacks)—9 damage**

Demon

Raging frenzy: Whenever the frenzy demon misses with a melee attack, it gains a +1 attack bonus and deals +1d4 damage until the end of the battle (maximum bonus +4, +4d4).

AC 21

PD 17

MD 17

HP 70

Cambion Katar

Normal Initiative: +13

6th level

Wrecker **Damned katar +12 vs. AC—20 damage**

Demon

Natural even hit or miss: The cambion becomes cloaked until it's hit by an attack against MD or until it misses with a natural odd attack roll.

Spiky headbutt +12 vs. AC—8 damage, and 10 ongoing poison damage

R: Ray of darkness +12 vs. MD—10 negative energy damage

Natural even hit: The target is confused until the end of its next turn, or if the cambion was cloaked when it attacked, the confusion is save ends.

Corruption aura: When an enemy misses the cambion katar with a melee attack, it suffers one of the following effects:

Natural even miss: The attacker takes 5 poison damage.

Natural odd miss: The cambion katar can make a *spiky headbutt* attack against the attacker as a free action.

AC 21

PD 19

MD 15

HP 80

Superior dark step: While cloaked, the cambion katar automatically succeeds on all disengage checks and gains a +2 bonus to all defenses against close and ranged attacks.

Corpse Dybbuk

2x Initiative: +12

6th level

Troop **Supernatural strength +11 vs. AC—35 damage**

Demon *Natural 16+:* The target is vulnerable to the dybbuk's attacks until the end of the battle.

Natural 18+: The dybbuk gains a *fear* aura against the target (save ends) as the dybbuk warps its corpse-flesh into a horrifying form. While engaged with the dybbuk, if the scared target has 30 hp or fewer, it's dazed (-4 attack) and does not add the escalation die to its attacks.

Miss: 3d6 damage.

Unholy aversion: When an enemy makes a spell attack or magic weapon attack against the corpse dybbuk that deals holy damage and rolls a natural 18+, the dybbuk leaves its host body. The body drops in place and the corpse dybbuk becomes an undamaged ethereal dybbuk (see that entry). If the escalation die is 3+, reset the escalation die to 2.

Warp another's flesh: Once per battle as a free action, the corpse dybbuk can grant a nearby ally a +2 bonus to attack and damage until the end of the battle. The warped ally takes damage equal to its level each time it uses a standard action to attack. If this ability is expended, the dybbuk regains it when the escalation die reaches 4+.

AC 22

PD 16

MD 20

HP 180

Parasitic Dybbuk

2x Initiative: +13

6th level

Spoiler **Loathsome vomity smear +10 vs. PD—40 poison damage**

AC 22

PD 16

MD 20

C: Unearthly glare +10 vs. MD (one nearby enemy)—30 psychic damage

Natural even hit or miss: One special dybbuk ability triggers as a free action (see below).

Shapechange: As a standard action, the dybbuk can change its host's form to that of another humanoid, or back to its own shape. Seeing through the shapechange requires a DC 25 skill check. When the dybbuk is driven out of the host body, the body reverts to its original form.

Unholy aversion: When an enemy makes a spell attack or magic weapon attack against the parasitic dybbuk that deals holy damage and rolls a natural 18+, the dybbuk leaves the host body. The body drops in place (unconscious) and the parasitic dybbuk becomes an undamaged ethereal dybbuk (see that entry). If the escalation die is 3+, reset the escalation die to 2.

Wall-crawler: A dybbuk can climb on ceilings and walls as easily as it moves on the ground.

Special Dybbuk Abilities: Choose ONE

C: Visage of innocence +11 vs. MD (one nearby enemy)—The target can't attack the dybbuk until the end of its next turn.

C: Horrific visage +11 vs. MD (1d3 nearby enemies)—The target is weakened (save ends).

C: Puppet strings +11 vs. MD—The target is confused (save ends).

Scratching nails: When the target is engaged with the dybbuk at the start of its turn, it takes 20 damage.

Warped flesh: The dybbuk heals 30 hp.

Nastier Specials

Experienced possessor: When the dybbuk rolls a natural odd hit or miss with *unearthly glare*, one special dybbuk ability triggers.

Flight: The dybbuk can hover 6 feet off the ground and make boneless flea-like leaps.

Vrock (vulture demon)

Normal

Initiative: +9

AC 21

6th level

PD 17

Spoiler

Filth-covered claws +11 vs. AC (2 attacks)—7 damage, and 5 ongoing poison damage

MD 17

Demon

HP 88

Natural even hit: The vrock can make a *demonic screech* attack as a free action.

[Special trigger] C: Demonic screech +11 vs. MD (1d3 nearby enemies), 5 psychic damage, and the target is vulnerable (attacks vs. it have crit range expanded by 2) until the end of the battle

Nastier Specials

Predation: Creatures hit by the vrock's *demonic screech* attack that are already vulnerable are also hampered (save ends).

Ethereal Dybbuk

2x

Initiative: +16

AC 26

7th level

PD 24

Wrecker

R: Soul-suck +12 vs. MD (3 attacks, against nearby or far away enemies)—38 negative energy damage

MD 20

Demon

HP 206

Limited use: If the dybbuk hits the same target with its first two *soul-suck* attacks, it must make the third attack against a different target if it can (or loses the attack).

Fading: When the escalation die is 2+, the dybbuk's *soul-suck* attack only deals 19 damage, and when it's 4+, *soul-suck* only deals 10 damage. When the escalation die reaches 6, the dybbuk fades away at the end of the round. A dybbuk that fades away

undefeated is not gone forever and may return in a later adventure.

Fear: While engaged with this creature, enemies that have 36 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks.

Flight: The dybbuk hovers eerily, roughly 6 feet off the ground.

Otherworldly: When a melee attack that doesn't deal holy damage targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

Hezrou (toad demon)

Large	Initiative: +11	AC	22
7 th level		PD	16
Troop	Meaty, clawed hands +12 vs. AC (2 attacks)—28 damage	MD	20
Demon	<i>Any hit:</i> The demon can grab the target if it isn't already grabbing a creature. The grabbed foe can't move except to teleport, pop free, or attempt to disengage, and disengage attempts take a -5 penalty unless the creature hit the hezrou with an attack that turn. The hezrou gains a +4 attack bonus against any enemy it is grabbing. <i>Demonic stench:</i> While engaged with this creature, enemies with 84 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks. <u>Nastier Specials</u> <i>Abysal sergeant:</i> Lower-level non-mook demons nearby the hezrou deal damage equal to their level when they miss with an attack. <i>Stab this now:</i> The hezrou's allies gain a +4 attack bonus against any creature it is grabbing.	HP	210

Cambion Hellblade

Normal	Initiative: +17	AC	24
8 th level		PD	21
Wrecker	Damned hellblade +14 vs. AC—40 damage	MD	21
Demon	<i>Natural even hit or miss:</i> The cambion becomes cloaked until it's hit by an attack against MD or until it misses with a natural odd attack roll. <i>Miss:</i> 20 damage. Spiky headbutt +14 vs. AC—10 damage, and 15 ongoing poison damage R: Ray of darkness +14 vs. MD—20 negative energy damage <i>Natural even hit:</i> The target is confused until the end of its next turn, or if the cambion was cloaked when it attacked, the confusion is save ends. <i>Cloaked in evil:</i> The cambion hellblade starts every battle cloaked. As a quick action, the hellblade can drop its cloaking to make a <i>spiky headbutt</i> attack as a free action. <i>Corruption aura:</i> When an enemy misses the cambion hellblade with a melee attack, it suffers one of the following effects: <i>Natural even miss:</i> The attacker takes 15 poison damage. <i>Natural odd miss:</i> The cambion hellblade can make a <i>spiky headbutt</i> attack against the attacker as a free action. <i>Ultimate dark step:</i> While cloaked, the cambion hellblade automatically succeeds on all disengage checks, gains a +2 bonus to all defenses against close and ranged attacks, and can drop its cloaking as a quick action to teleport to a nearby location it can see (instead of making an extra attack).	HP	140

Glabezou (pincer demon)

Large	Initiative: +16	AC 22
8 th level		PD 22
Caster	Pincer +13 vs. AC—45 damage	MD 18
Demon	<p><i>Natural even hit:</i> The demon can grab the target as long as it isn't already grabbing a creature. The grabbed foe can't move except to teleport, pop free, or attempt to disengage, and disengage attempts take a -5 penalty unless the creature hit the glabezou with an attack that turn.</p> <p>The glabezou gains a +4 attack bonus against any enemy it is grabbing.</p> <p>R: Painbolt +13 vs. MD (one nearby or far away creature)—70 psychic damage</p> <p>C: Hellfire + 13 vs. PD (1d3 nearby enemies in a group <i>and</i> any glabezou allies engaged with those enemies)—50 fire damage</p> <p><i>Mirror images:</i> At will, as a move action, a glabezou can create multiple images of itself that make it harder to target. The next time an attack would hit the glabezou, the attacker has to roll 11+ with another d20 roll: success indicates a hit; failure is a miss that hits one of the mirror images instead, dealing no miss damage to the glabezou but dispelling all the images.</p> <p>Once the glabezou is staggered, it takes 2d10 damage whenever it uses <i>mirror image</i>, so movement or escape start registering as alternatives.</p> <p><i>Power word stun:</i> Once per day as a free action, the glabezou can utter a word of power, canceling a single action just taken by a nearby creature with fewer hit points than the glabezou—whether it was casting a spell, healing an ally, or whatever. The GM can see the results of the action, such as a die roll, before deciding whether to use the <i>power word</i>.</p>	HP 320

Despoiler Mage

Normal	Initiative: +14	AC 24
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9 th level		PD 19
Caster	Horns and swords +13 vs. AC (2 attacks)—20 damage	MD 23
Demon	<i>Natural 16+</i> : The despoiler mage can pop free from the target.	HP 170
	<p>R: Abyssal whispers +14 vs. MD (one nearby or far away enemy)—45 psychic damage, and the target is confused (save ends); OR the target can choose to avoid the confusion effect by taking 10d10 psychic damage to clear their head . . .</p>	
	<p>R: Magic missile (one nearby or far away enemy)—10 automatic force damage</p> <p><i>Limited use:</i> 1/round, as a quick action.</p>	
	<p>C: Sow discord +14 vs. MD (2 nearby enemies engaged with the same creature or with each other)—one target makes an at-will melee attack against this power’s other target</p> <p><i>Limited use:</i> 1/battle, as quick action.</p>	
	<p><i>Aura of betrayal:</i> At the start of each of the despoiler mage’s turns, choose a random nearby enemy. Until the start of the despoiler mage’s next turn, that creature’s allies no longer consider it an ally, though its enemies’ powers can still target it as an enemy. The creature isn’t compelled to attack its former friends.</p>	

Hooked Demon

Normal	Initiative: +12	AC 23
9 th level		PD 21
Mook	Hooks and barbs +14 vs. AC—27 damage	MD 17
Demon	<i>Natural 16+</i> : The hooked demon can make another <i>hooks and barbs</i> attack as a free action (and yes, this can keep going up to a maximum number of attacks equal to the escalation die + 1).	HP 45
	<p><u>Nastier Specials</u></p>	

Bleeding wounds: Whenever the hooked demon hits a creature with *hooks and barbs*, that creature takes 10 damage each time it makes a non-basic attack (save ends).

Giant Vrock (vulture demon)

Large	Initiative: +12	AC	24
9 th level		PD	21
Spoiler	Giant filth-covered claws +14 vs. AC (2 attacks) —30 damage, and 15 ongoing poison damage	MD	21
Demon	<i>Natural even hit:</i> The vrock can make a <i>demonic screech</i> attack as a free action. <i>[Special trigger] C: Demonic screech +14 vs. MD (1d3 nearby enemies)</i> —15 psychic damage, and the target is vulnerable (<i>attacks vs. it have crit range expanded by 2</i>) until the end of the battle C: Sporeburst +14 vs. PD (all nearby enemies) —30 damage, and 30 ongoing damage; while the target is taking ongoing damage, it is hampered <i>Limited use:</i> 1/battle, when the escalation die is 4+. <i>Predation:</i> Creatures hit by the vrock's <i>demonic screech</i> attack that are already vulnerable are also hampered (save ends).	HP	333

Nalfeshnee (boar demon)

Large	Initiative: +13	AC	25
10 th level		PD	20
Caster	Musky claw or slimy hoof +15 vs. AC —90 damage	MD	24
Demon	<i>Miss:</i> The nalfeshnee gains a +4 attack bonus until it hits. Unlike most effects, let it stack. R: Accursed burst +15 vs. PD (1d3 nearby enemies) —50 cold/fire/lightning/negative energy damage (your choice), and the nalfeshnee can make an <i>abyssal curse</i> attack as a free action	HP	400

[Special trigger] **Abyssal curse +15 vs. MD (each creature hit by *accursed burst*)**—the target is weakened until the end of its next turn

Flight

Unpredictable: Nalfeshnee always have at least two random demon abilities.

Nastier Specials

Hooked mooks: Once per battle, if the nalfeshnee is staggered, it can gate in 2d4 hooked demons as a quick action. Roll initiative for the hooked demons; they do not appear in the battle and take their turns until their next initiative count comes up.

Marilith (serpent demon)

Large	Initiative: +20	AC	28
12 th level		PD	21
Troop	Six whirling swords +17 vs. AC (6 attacks) —30 damage, and the marilith can pop free from the target after the attacks	MD	25
Demon		HP	666

R: Beguiling gaze +17 vs. MD (one nearby or far away unengaged enemy)—As a free action, the target immediately moves toward the marilith, attempting to engage it or get as close as possible to it

Limited use: 1/round, as a quick action.

Terrible swift swords: The marilith's crit range with melee attacks expands by a number equal to the escalation die.

Balor (flame demon)

Large	Initiative: +17	AC	29
13 th level		PD	27

Wrecker	Abyssal blade +18 vs. AC —160 damage	MD 23
Demon	<p><i>Natural even hit:</i> The balor deals +1d20 lightning damage to the target and to one other nearby enemy of balor's choice. Then repeat that damage roll against the targets once for each point on the escalation die (so if it's 4, that's four more d20 rolls)</p> <p><i>Natural even miss:</i> 80 damage.</p> <p>C: Flaming whip +18 vs. PD (one nearby enemy)—50 fire damage, and the target is pulled to the balor, who engages it.</p> <p><i>Natural even miss:</i> 25 fire damage.</p> <p><i>Limited use:</i> 1/round, as a quick action.</p> <p><i>Desperate escalator:</i> While staggered, the balor adds the escalation die to its attack rolls.</p> <p><i>Fiery aura:</i> At the start of the balor's turn, each enemy engaged with it takes 4d10 fire damage; any die result of 10 is kept and the die rerolled.</p> <p><i>Flight</i></p> <p><i>Shadow and flame:</i> The balor gains a +5 bonus to all defenses against attacks by far away enemies.</p> <p><u>Nastier Specials</u></p> <p><i>Vorpal blade:</i> Critical hits with the abyssal blade deal triple damage instead of double damage.</p>	HP 850

Derro

Confusion effects only affect derro if they secretly want to murder one of their own companions.

Derro Maniac

Normal	Initiative: +8	AC 19
4 th level		PD 16

Troop	Shortsword +9 vs. AC—12 damage	MD 18
Humanoid	<p><i>Natural 16+</i>: The derro can cast one of the following close-quarters spells as a quick action this turn.</p> <p><i>Cloaking dark</i>: All nearby derro gain a +1 bonus to attacks and defenses until the end of the derro maniac's next turn (cumulative).</p> <p><i>Sonic squeal</i>: Two random nearby non-derro creatures take 2d4 thunder damage.</p> <p>R: Light repeating crossbow +9 vs. AC—10 damage</p> <p><i>Natural 16+</i>: The target also takes 5 ongoing poison damage.</p> <p><i>Natural 19+</i>: As above, and the derro maniac can make another <i>light repeating crossbow</i> attack as a free action.</p>	HP 52

Derro Sage

Normal	Initiative: +7	AC 18
4 th level		PD 15
Caster	Staff +7 vs. AC—7 damage	MD 18
Humanoid	<p><i>Natural 16+</i>: The derro can cast one of the following close-quarters spells as a quick action this turn.</p> <p><i>Cloaking dark</i>: All nearby derro gain a +1 bonus to attacks and defenses until end of the derro sage's next turn (cumulative).</p> <p><i>Sonic squeal</i>: Two random nearby non-derro creatures take 2d8 thunder damage.</p> <p>R: Mind scream +9 vs. MD—12 psychic damage, and the target is confused (<i>make a basic or at-will attack vs. ally</i>) until the end of the derro sage's next turn</p> <p><i>Natural 16+</i>: The derro sage can make another <i>mind scream</i> attack against a different nearby target as a free action.</p> <p><u>Nastier Specials</u></p> <p><i>Group gibbering</i>: The derro sage starts a group of derro gibbering as a quick action. It can maintain the gibber as a free action at the start of each turn by taking 1 damage. Each nearby non-derro</p>	HP 40

creature that hears the gibber must roll a d6 at the start of its turn and takes psychic damage equal to the die roll or to the number of gibbering derro, whichever is lower.

Devil

Although devils vary between campaigns, they need to retain certain key elements. Devils:

- Come from somewhere unearthly.
- Embody evil.
- Act through stealth, calculation, and guile.
- Covertly interfere in mortal affairs.
- Respect power and hierarchy—theirs, if no one else’s.
- Are clearly distinguishable from demons.
- Have horns.

Devils have a unique ability called *devil’s dues*. Player characters that attack a devil don’t automatically get to use the escalation die. If you want to add the escalation die to your attack, you have to decide before rolling the attack to give the devil its due. Each type of devil (except for those with the weakling ability) will specify what it gets when you give it its due. Note that an attack that targets more than one devil would require multiple devil’s due decisions and trade-offs.

Devils have other special abilities that can be picked randomly or purposely. Choose 0 to 2 abilities per devil. Some abilities may be conditional. For example, a devil may only get a special ability while a boss devil is commanding them.

d10	Devil Ability	Description
1	Alternative element	Change the <i>resist fire 13+</i> ability to a different element, e.g. lightning or acid.
2	Beast form	This rare special ability lets a devil pass unnoticed through populated areas, though with a tell-tale sign that it’s preternatural, such as a big cat that looks normal except for its forked tongue. Changing forms is a move action.
3	Devilish resilience	The devil gains a +4 bonus to saves.
4	Fear	The devil gains fear aura. Players with fewer hit points than double the devil’s current hit points are dazed. They cannot use the escalation die.
5	Final-gasp strike	When the devil drops to 0 hp, it stays up until its turn, at which point it can take one last standard action before dropping. The devil will drop without getting that last action if it takes enough damage to reduce its hit points to negative 25% of its starting hp.

6	Humanoid form	This rare special ability lets the heroes meet a pit fiend over dinner and not know it until too late. Changing forms is usually a move action.
7	Resist non-damage effects	The devil resists the effects (but not the damage) of attacks with a natural attack roll of 12 or less. Ongoing damage isn't affected by this ability. If the attack deals energy damage that the devil is resistant to (like fire), that damage is halved as normal. This ability is tied to a devil's energy resistance number, so if you increase that number for a devil with this ability, the non-damage range also increases.
8	Summon other devils	This ability is better used as a conditional feature of a particular battle than as a standard special ability. On the first round of battle, a group of devils keeps eerily, and everyone knows they're summoning something, but no one knows exactly what, or when it will show up.
9	True seeing, see invisible	Powerful devils might have the ability to see through simple ruses and illusions.
10	Unearthly toughness	If a devil takes X damage or less, negate that damage. Bigger blows have full effect, but petty blows are beneath the devil's notice. Set X at the devil's level + 1. It will be immune to normal miss damage from enemies that are its level or lower. Or set X at 5% of its starting hit points to have the value scale up faster at higher levels.

Skin Devil

Normal	Initiative: +6	AC 17
2 nd level		PD 16
Troop	Fleshy limb +7 vs. AC-6 damage	MD 16
Devil		HP 28
<p><i>Stay whole:</i> At the start of its turn, a skin devil heals 8 hp. If it doesn't heal up to its maximum hit points, it loses its ability to heal from this ability until the end of the battle.</p> <p><i>Structural collapse:</i> While the skin devil is staggered, when an enemy damages it, it loses an additional 4 hp as the hapless thing fails to hold its boneless, bulky mass together.</p> <p><i>Weakling:</i> When building battles using this monster, it only counts as half a normal monster.</p>		

Free-form covert ability—Unnoticed: The skin devil is routinely able to pass through civilized areas without alerting dogs, bouncers, city guards, or passersby. If the thing attacks, that's when you notice that it's not a human but a monstrous pile of flesh. In addition to passing unnoticed in crowds, it uses its fluid shape to sneak through hidden places, and it doesn't make much noise unless it wants to. PCs looking for the devil won't find it unless they have some special information or advantage, and even then it's a hard check (DC 25). Normally when PCs think they have the devil cornered, it escapes through a tight exit that it had previously identified.

Lemure

Normal

Initiative: +3

AC 17

3rd level

PD 15

Mook

Heedless claws +8 vs. AC—6 damage

MD 17

Devil

HP 13

Devil's due (Squirm): When you choose to add the escalation die to an attack against a lemure, another lemure in the mob somehow ends up in an unwanted place in the battle, though it's hard to say how exactly. They don't seem to teleport, but there are so many of the things squirming around it just happens.

Living wave: When three or more lemures engage an enemy, they can pick it up and move it along with them as they please without taking opportunity attacks. The enemy getting moved around pops free of any other enemies engaged with it.

Nobody home: When a lemure is targeted by an attack against MD, it ignores any effects of the attack and only takes damage from it. In addition, lemures fight in a straightforward way, without tactics. They never disengage willingly, and they're not coordinated enough to concentrate attacks on a vulnerable target.

Resist fire 13+: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

Free-form ability—Mass: Heedless of each other's safety or their own, lemures use sheer numbers to press through locked doors, climb walls, or dog pile on defenders.

Nastier Specials

Too dumb to die: At the start of the lemure mob's turn, roll a d6 for each lemure in the mob that's dropped this battle. For each 6, one of them reassembles its horrid self and stumbles back into the melee that turn (add 13 hit points to the mob's hp total). To make sure a downed lemure is truly dead, an attacker can spend an additional 7 damage of the total dealt to finish the job instead of carrying that damage over to another lemure in the mob. Expending the right sort of limited-use power, such as a daily spell, might also keep a number of downed lemures totally dead. Once the last member of the mob drops, stop rolling to see if lemures rise up.

Hell Imp

Normal	Initiative: +9	AC	20
4 th level		PD	18
Spoiler	Needling taunt +9 vs. MD—8 psychic damage, and the target is hampered until the end of its next turn	MD	18
Devil		HP	50

[Special trigger] Stinging tail +9 vs. PD—8 ongoing poison damage and the target is weakened (save ends both)

Limited use: As a free action, when an enemy engaged with the hell imp misses it with an attack.

Devil's due (Mwhahahah!): When you choose to add the escalation die to an attack against a hell imp, the imp automatically hits with its next *needling taunt* attack this battle, and the target takes 2d6 extra psychic damage.

Flight: Hell imps are capable of impressive feats of aerial agility, but only when their lives depend on it.

Resist fire 13+: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

Vanish: Once per battle as a move action, a hell imp can become invisible, pop free from all enemies engaged with it, move away somewhere nearby, and then reappear.

Free-form ability—Provoke: Hell imps are as capable as you might expect at handling social situations, sneaking, noticing spies, and the like. Their special talent is provocation. They can talk their associates into all sorts of extreme emotions and imprudent behavior. Likewise, they can probably goad PCs into losing their cool.

Nastier Specials

Potent venom: The *stinging tail* attack deals 3 extra ongoing poison damage (11 total), but the target must succeed on two saves (one for ongoing and one for weakened).

Honey Devil, aka Slime Devil

Normal	Initiative: +6	AC	18
4 th level		PD	17
Troop	Hidden dagger +9 vs. AC—6 damage	MD	18
Devil	The target has MD 15 or lower: The honey devil can make a disengage check this turn as a free action.	HP	35

Desperate plea: When the honey devil is staggered by an attack, it makes a *confusing plea* attack against the attacker as a free action after the attack.

Confusing plea +9 vs. MD—The target is confused (save ends).

Glamour of innocence: This creature seems innocent, not someone a hero should hurt. At worst, it's ugly, but is that a crime? When an enemy rolls a natural odd attack roll against a honey devil, the attack misses and has no effect.

Resist fire 13+: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

Weakling: When building battles using this monster, it only counts as half a normal monster.

Free-form covert ability—Slimy: In any non-combat struggles with a honey devil, it excels at being too slippery for the PCs, both personally and through its underground network of minions. In an indirect contest, the PCs might try to talk sense to one of the devil's dupes or to discern suspicious activity while staking out the devil's secret network. The honey devil is an expert at what it does, so use DC 25 for any such skill checks. Assume that the devil is competent at slipping its influence through the network unnoticed. Failure might mean that the PC has succeeded in gaining information, which in turn sends them down a dead end or into a trap. In a direct confrontation, the devil is likewise hard to pin down, see through, or otherwise get the better of.

A slime devil seems unremarkable and innocuous, so downplay its significance whenever describing it, especially when it has company. When mortals actually decide to attack or capture a honey devil, it's probably slippery enough to escape at the last minute, maybe through a hidden exit.

Smoke Devil

Normal

Initiative: +8

AC

5th level

PD

Troop

Dire embrace +10 vs. PD—15 poison damage

MD

Devil

Full embrace: If the target is the only creature engaged with the smoke devil, the attack deals 30 poison damage instead.

HP

Miss: 7 poison damage.

Ember of hate: Each time the smoke devil hits an enemy, the embers floating in the center of its body glow more brightly. Once per battle as a free action during its turn, the devil can

make an *ember burst* attack. It also makes this attack as an interrupt action when it drops to 0 hp.

Ember burst +10 vs. PD (each enemy engaged with the devil)—The target takes 5 fire damage for each creature hit by the smoke devil earlier in the battle (max 15 damage; remember to track this).

Devil's due (Formless): When you choose to add the escalation die to an attack against a smoke devil, it gains *resist damage 16+* against the attack.

Flight: Smoke devils drift and eddy as if blown by an evil wind.

Resist fire 13+: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

Free-form covert ability—Insinuate: Smoke devils have a preternatural ability to get to their chosen victims. Keeping the smoke devil out is a hard, champion-tier challenge (DC 25).

Nastier Specials

Smokey retreat: A smoke devil can “take 12” on disengage checks, taking a natural result of 12 instead of rolling (which normally would allow it to disengage automatically from up to two enemies).

Bearded Devil (Barbazu)

Large	Initiative: +8	AC	23
6 th level		PD	20
Blocker	Wicked halberd +11 vs. AC—30 damage	MD	20
Devil	<i>Natural 16+</i> : The bearded devil gains a +4 bonus to all defenses until the start of its next turn.	HP	200

Supernaturally filthy beard +11 vs. PD—The target is weakened until the end of its next turn (-4 attacks and defenses)

Bearded defense: When an enemy engaged with the bearded devil misses it with an attack, the devil can make a *filthy beard* attack against that enemy as a free action.

Devil's due (Solidity): When you choose to add the escalation die to an attack against a bearded devil, the devil or one of its nearby allies can roll a save against a save ends effect.

Opportunistic beard: When the bearded devil makes an opportunity attack, it can also make a *filthy beard* attack against the same target as a free action.

Skilled interceptor: A bearded devil can intercept an enemy while engaged with other enemies. As a free action, it can either make a disengage check to try to move to intercept the enemy, or move to intercept the enemy and only take half damage from opportunity attacks.

Resist fire 13+: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

Nastier Specials

Toxic beard: The target of the bearded devil's *filthy beard* attack now takes 10 ongoing poison damage and is weakened (save ends both) instead.

Hooded Devil

Normal	Initiative: +14	AC	23
7 th level		PD	22
Troop	Crushing punch or kick +12 vs. AC —18 damage	MD	22
Devil		HP	90

Natural 16+: If this is the devil's first attack during its turn, it can make a *telepathic harry* attack as a free action.

C: Telepathic harry +12 vs. MD (one nearby enemy)—The target takes 30 psychic damage each time it makes a non-basic attack (save ends). The target silently hears a terribly hurtful statement, in the voice of the person who would hurt them the most by saying it.

Natural 16+: If this is the devil's first attack during its turn, it can make a *crushing punch or kick* attack as a free action.

Devil's due (Mastery): When you choose to add the escalation die to an attack against a hooded devil, it adds the escalation die to its attacks until the end of the battle and no other attacks against it can use the escalation die.

Resist fire 13+: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

Restoration: At the start of a hooded devil's turn, it can roll a save against each save ends effect affecting it if it doesn't attack that turn (so it could successfully save against confused or stunned conditions and still move that turn, for example.)

Free-form covert ability—Master: A hooded devil instinctively masters everything around it: the furniture, terrain, conversations, and people. If the PCs attempt to overcome a hooded devil through skill checks, the check is DC 30. Good luck if you need to win an argument, get to an exit first, use terrain to your advantage, or pressure one of the devil's thugs to rat it out. The name of this ability is a verb.

Fury Devil (Erinyes)

Hellbent

Fury devils become hellbent against a creature for story reasons outside the scope of a single battle. PCs could give devils ample reason to hate them. Or a succession of 5s as relationship dice with icon interactions that involve the devils might suffice to make the fury devil

hellbent. More often than not, it won't be one of the PCs who is the target, but getting in the way of hellbent furies is a problem. They will try to bypass defenders, however, to concentrate on killing their target or targets.

Typically, a single fury devil leaves the Pit to exact retribution. If heroes manage to beat that erinyes back, then three new fury devils rise up to try to finish the mission that the first one failed at, and whoever killed the first erinyes is on their hit list, too. If those devils fail, five erinyes come next, with another hero added to their list. If stout-hearted heroes defeat all five fury devils, they're safe. Maybe.

Normal	Initiative: +13	AC 23
8 th level		PD 22
Wrecker	Stout, sharp dagger +13 vs. AC–24 damage	MD 22
Devil	<i>Any hit while hellbent:</i> The target also takes 8 psychic damage and 8 ongoing psychic damage (that feels like a terminal case of guilt). <i>Miss while hellbent:</i> 4 psychic damage. R: Word of rebuke +13 vs. MD–15 psychic damage <i>Any hit while hellbent:</i> The target takes 30 psychic damage instead. <i>Defense against the inconsequential:</i> Attacks against a fury devil take a -4 penalty unless the devil is hellbent against that attacker. <i>Devil's due (Fury):</i> When you choose to add the escalation die to an attack against a fury devil, the fury devil deals 1d10 extra damage with its next attack this battle, hit or miss. <i>Flight:</i> Fury devils fly from place to place but fight on their feet. <i>Menacing charge:</i> When an enemy intercepts the fury devil, the next attack this battle the devil makes against that enemy that hits is a critical hit instead.	HP 120

Resist fire 13+: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

Bone Devil (Osyluth)

Large	Initiative: +12	AC	26
9 th level		PD	23
Troop	Bone claw +14 vs. AC—80 damage, and the bone devil can make a <i>doom venom sting</i> attack as a free action.	MD	23
Devil		HP	320

Doom venom sting +14 vs. PD—20 damage, and the target can't use recoveries, even involuntarily (save ends)

R: Bone javelin +14 vs. AC—50 damage

Devil's due (Free!): When you choose to add the escalation die to an attack against a bone devil, one bone devil in the battle can teleport to a nearby location it can see as a move action once later this battle. Multiple attacks accumulate into multiple possible move action teleports for any bone devils in the battle.

Resist fire 13+: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

Nastier Specials

Mana venom: The devil's *doom venom sting* attack also negates one spell effect created by the target until the target is able to use recoveries again. (The effect isn't canceled, only suppressed until the target saves.)

Barbed Devil (Hamatula)

Normal	Initiative: +16	AC	24
10 th level		PD	24
Caster	Glistening claws +15 vs. AC (2 attacks)—12 damage	MD	24

Devil

Natural 16+: The barbed devil can make a *whirling barbs* attack as a free action.

Miss: 6 damage.

[*Special trigger*] **Whirling barbs +15 vs. PD–9 damage**

R: Ball of hellfire +15 vs. PD (1d3 nearby enemies in a group)–30 fire damage

Natural 16+: The target also takes 20 poison damage and is hampered until the end of its next turn as it chokes on sulphurous fumes.

Barbs everywhere: When an enemy engages the devil, the barbed devil can make a *whirling barbs* attack against it as a free action.

Devil's due (Loot): When you choose to add the escalation die to an attack against a barbed devil, you must expend one of your unused true magic item powers as the item gets a close encounter with the barbed devil's "soul." If you can't expend such a power, no escalation die for you.

Slashing dodge: While engaged with a single enemy, the barbed devil can "take 11" on a disengage check, taking a natural result of 11 instead of rolling. When it does so and successfully disengages, it can make a *whirling barbs* attack against that enemy as part of the move action.

Resist fire 13+: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

HP 175

Ice Devil (Gelugon)

Normal

Initiative: +15

AC 26

11th level

PD 24

Leader	Wicked glaive +16 vs. AC (2 attacks)—25 damage	MD 24
Devil	<p><i>Natural even hit:</i> As a free action, one of the ice devil's nearby allies of its level or lower can make a basic attack as the ice devil sets the battlefield. That attack only deals half damage.</p> <p><i>Natural odd hit:</i> The target is stuck (save ends).</p> <p><i>Miss:</i> 10 damage.</p> <p><i>Devil's due (Rime):</i> When you choose to add the escalation die to an attack against an ice devil, you are stuck (save ends).</p> <p><i>Shattering counsel:</i> When a lower level nearby ally of the ice devil attacks a creature that's stuck, the crit range of that attack expands by the escalation die.</p> <p><i>Resist cold 13+:</i> When a cold attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.</p>	HP 270

Horned Devil (Cornugon)

Large	Initiative: +15	AC 28
12 th level		PD 26
Troop	Barbed fork +17 vs. AC—150 damage, and until the end of the battle against the target, the devil gains a +1 bonus to attacks and its crit range expands by 1 (cumulative)	MD 26
Devil	<p><i>Natural even hit:</i> The horned devil can make a <i>slicing tail</i> attack against a different target as a free action.</p> <p><i>Natural even miss:</i> The horned devil can make a <i>slicing tail</i> attack as a free action.</p> <p>Slicing tail +17 vs. PD—35 ongoing damage from a bleeding wound</p> <p>R: Flaming dart +17 vs. AC—60 damage, and 30 fire damage</p> <p><i>Natural 16+:</i> The target also takes 30 ongoing fire damage.</p>	HP 700

Devil's due (Weakness): When you choose to add the escalation die to an attack against a horned devil, you are weakened until the end of your next turn after you make the attack.

Flight: Horned devils are clumsy but determined fliers.

Resist fire 13+: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

Pit Fiend

Huge

Initiative: +19

AC 29

14th level

PD 27

Wrecker

Fiendish weapon +19 vs. AC (2 attacks)—140 damage, and until the end of the battle the target takes a -2 penalty to attacks, defenses, and level-based d20 rolls. Hit points, feats, weapon damage, and other level-based benefits don't change. (The penalty isn't cumulative.)

MD 27

Devil

HP 1600

Natural 11+: The pit fiend can make an *entangling tail* attack against a different target as a free action.

Both attacks hit: The pit fiend can use *fiendish vigor* as a free action.

Entangling tail +19 vs. PD—40 damage, and the target is hampered until the end of its next turn or until the pit fiend makes another *entangling tail* attack.

R: Burst of hellfire +19 vs. PD (up to 3 nearby or far away enemies in a group)—120 fire damage

Miss: Half damage.

C: Black utterance of denial +19 vs. MD (each enemy engaged with the pit fiend)—The target is hampered until the end of its next turn

Limited use: 1/battle, as a quick action.

Devil's due (Menace): When you choose to add the escalation die to an attack against a pit fiend, the escalation die does not increase at the start of the next round. Special circumstances and PC powers can still increase it.

Fiendish vigor: As a standard action, the pit fiend can heal 300 hp and roll a save against each ongoing effect on it. It can use *fiendish vigor* up to five times per battle.

Flight: Amidst wind and flames, a pit fiend can fly with surprising agility.

Resist fire 13+: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

Nastier Specials

Cloak of fire: When a creature is engaged with the pit fiend at the start of its turn, that creature takes 20 fire damage.

Fang Devil

Fang Devil is a singular river creature. The first time the heroes encounter the devil, it should be a 7th level monster. If the PCs slay the devil near water, you may foreshadow that the devil will be back as a multiplicity of 10th level river devils. In 13th Age, threats don't necessarily die the first time you deal with them. In the case of Fang Devil, it's a localized threat within one river at a time at 7th level. When it becomes a multiplying group of 10th level creatures, it could spread out wherever the campaign requires it.

Fang Devil

Huge	Initiative: +13	AC	22
7 th level		PD	22
Spoiler	Mighty tentacles +12 vs. PD (2 attacks; can target nearby enemies)—20 damage	MD	22
Devil	<i>Natural even hit:</i> The target pops free from each enemy and moves next to the Devil, which engages and grabs it. (The Devil	HP	360

can grab any number of enemies simultaneously.) If it has quick actions left, it will use its *devil's beak* and *cutting talon* attacks.

Miss: 10 damage.

Cutting talon +12 (+16 against a grabbed enemy) vs. AC—40 damage

Natural even hit: The target also takes 20 ongoing damage.

Natural odd miss: 20 ongoing damage.

Quick use: This ability only requires a quick action (once per round) to use.

[Special trigger] Devil's beak +16 vs. AC (one enemy it's grabbing; includes +4 grab bonus)—30 damage

Miss: 15 damage.

Quick use: This ability only requires a quick action (once per round) to use.

Devil's due (Trouble): When you choose to add the escalation die to an attack against Fang Devil, you are hampered until the end of your next turn after you make the attack.

Resist energy 13+: When an energy attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

River Devil

Normal

Initiative: +18

AC 25

10th level

PD 25

Wrecker

Cutting talons +15 vs. AC (2 attacks)—20 damage

MD 25

Devil

Natural even hit: The target also takes 10 ongoing damage.

HP 230

Natural odd miss: 10 ongoing damage.

Ripping tentacle +15 vs. AC—10 damage

Natural even hit: The target is hampered until the end of its next turn.

Quick use: This ability only requires a quick action (once per round) to use.

Devil's due (Foreshadowed weakness): When you choose to add the escalation die to an attack against a river devil, you only heal half the normal hit points the next time you heal using a recovery this battle. The effect is cumulative (so the second time you heal, the third time, etc.) if you pay the *devil's due* more than once before using a recovery.

Resist energy 13+: When an energy attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

The Final Devil

Huge

Initiative: +20

AC 28

13th level

PD 28

Leader

Mighty tentacles +18 vs. PD (3 attacks; can target nearby enemies)—50 damage

MD 28

Devil

HP 1300

Natural even hit: The target pops free from each enemy and moves next to the Devil, which engages and grabs it. (The Devil can grab any number of enemies simultaneously.) If it has quick actions left, it will use its *devil's beak* and *cutting talon* attacks.

Miss: 30 damage.

Cutting talon +18 (+22 against a grabbed enemy) vs. AC—100 damage

Natural even hit: The target also takes 50 ongoing damage.

Natural odd miss: 50 ongoing damage.

Quick use: This ability only requires a quick action (once per round) to use.

[Special trigger] Devil's beak +22 vs. AC (one enemy it's grabbing; includes +4 grab bonus)—50 damage

Miss: 30 damage.

Quick use: This ability only requires a quick action (once per round) to use.

Devil's due (Destiny): When you choose to add the escalation die to an attack against the Final Devil, one of the Final Devil's nearby allies can make an attack as an interrupt action before your attack.

Resist energy 13+: When an energy attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

Nastier Specials

The icons are speechless: Icon relationship dice don't provide any help in a battle (or even an adventure) that involves the Final Devil. The Devil broke the icons' hold on it, and it's up to pure mortals to solve this problem, because the icons can't cope.

Lord of the waters: If the Final Devil is fighting in a sea or river, when a nearby enemy rolls a normal save, it's a hard save (16+) instead. The same goes for easy saves; they're normal saves instead.

River Devil Minion

Normal	Initiative: +24	AC	27
13 th level		PD	25
Mook	Tentacles and talons—60 damage	MD	25
Devil	<i>Natural even hit:</i> The target also takes 20 ongoing damage. <i>Natural odd hit:</i> The target is vulnerable (save ends).	HP	100
	<i>Devil's due (Obsession):</i> When you choose to add the escalation die to an attack against a river devil minion, you must only		

attack river devil minions until the end of the battle or until all river devil minion mobs have dropped to 0 hp.

Dragon

All dragons have two standard abilities: *escalator* and *flight*. The *escalator* ability allows the dragon to add the escalation die to its attack rolls. The *flight* ability allows the dragon to fly—fairly well, and quickly in a straight line, though not as maneuverable as more agile fliers.

Dragons have a breath attack. Unlike most close attacks that target a number of enemies, dragon breath attacks don't care about whether the targets are in a group.

Young dragons are medium-sized. Adult dragons are usually large sized. Huge-sized dragons are the exception, and have usually outgrown the vulnerabilities of their weaker kin.

Some metallic dragons inspire debilitating awe in their enemies. The *inspire awe* ability is similar to *fear*, but it's not fear, so its effect can combine with the dazed condition. Enemies at a hit point threshold or lower take a -4 penalty to limited attacks (attacks that aren't basic or at-will) against the dragon—the enemy's confidence in their own heroism/puissance is shaken.

Each metallic dragon has an at-will breath weapon attack that uses the natural result of the first attack roll to determine how long the dragon must wait before it can use the breath weapon again.

Natural Attack

Roll Variable Waiting Period for Metallic Dragon's At-Will Breath Attack

1-5 The dragon can use its breath weapon again next turn.

6-10 The dragon must wait one turn before it can use its breath weapon.

After waiting one turn, the dragon rolls a normal save at the start of its next turn. If it succeeds, it can use its breath weapon that turn. Otherwise, it keeps rolling a save at the start of each turn until it regains its breath weapon attack.

11+ Once it uses its breath again, use the attack roll again to determine its next breath weapon attack.

All dragons have distinct personalities. A few have unique features. They are smart enough not to fight to their own death.

Dragons may have random abilities. This table is for chromatic dragons. For GMs who are uncertain whether a medium dragon should have a random ability, roll a d8. Otherwise, roll a d12. If the roll is less than or equal to the dragon's level, it gets a random ability according to the table below. Some huge dragons have two abilities. If you want to give the dragon a chance of having one of the abilities that has campaign implications, add +2 to the roll.

d8

or

d12

Dragon Ability	Description (for Chromatic Dragons)
1 True seeing	The dragon is immune to invisibility and ignores any illusions. When an enemy engaged with the dragon rolls a natural 1 or 2 with an attack roll, the dragon can make an opportunity attack against that creature as a free action. The attack is set up by the dragon's whipping tail but delivered by the dragon's usual melee attack.
2 Whipping tail	
3 Tough Hide	The dragon has a +1 bonus to AC.
4 Twisted Mind	The dragon has a +2 bonus to MD.
5 Nimble	The dragon has a +2 bonus to PD.
6 No vulnerability	Unlike other dragons of its color, this dragon has no vulnerability. The PCs will figure that out the first time they try to use its supposed vulnerability against it. The first time the dragon is staggered each battle, it uses its breath weapon attack as a free action that does not count against the normal uses of its breath.
7 Now I'm mad!	
8 Serious threat	Disengage checks against the dragon take a -5 penalty. When a creature fails to disengage from the dragon, it takes damage equal to double the dragon's level.
9 PC-style racial power	The dragon has one of the racial powers of a player character race. The most common expressions per color are: white (halfling); black (halfling, half-orc, human, wood elf); green (dwarf, dark elf); blue (high elf, half-orc); red (half-orc, human, wood elf).
10 Raw power	Until it is staggered, the dragon rolls 2d20 with its melee attacks and uses the higher roll.
11 Damage aura	When an enemy starts its turn engaged with the dragon, it takes damage equal to the dragon's level (adventurer tier), double the level (champion tier), or triple the level (epic tier). The damage type is the same as the dragon's breath weapon.
12 More breath	The dragon can use its intermittent breath 1d4 more times each battle. If its breath weapon isn't intermittent (white and green dragons), the dragon gains the extra uses anyway, making it more dangerous than lesser specimens of its color.
13 Humanoid form	The dragon is capable of shapechanging into a humanoid form, usually of a warrior or spellcaster appropriate to its nature and usually not obviously draconic, registering as a normal humanoid.

The dragon has the PC-style racial power of their humanoid form, but only while in shapechanged form.

- 14 Some Unique Thing The dragon has an entirely unique characteristic, something akin to a player character's one unique thing except that the dragon's version may be relevant to combat. GM, if you don't feel like making something up, choose an ability from the list above.

Metallic dragons also have special abilities, though they differ slightly from the chromatic dragons' abilities.

d20	Dragon Ability	Description (for Metallic Dragons)
1	True seeing	The dragon is immune to invisibility and ignores illusions.
2	Whipping tail	When an enemy engaged with the dragon rolls a natural 1 or 2 with an attack roll, the dragon can make an opportunity attack against that creature as a free action. The attack is set up by the dragon's whipping tail but delivered by the dragon's usual melee attack.
3	Tough hide	The dragon has a +1 bonus to AC.
4	Fortress mind	The dragon has a +2 bonus to MD.
5	Nimble	The dragon has a +2 bonus to PD.
6	Murderous	The crit range of the dragon's melee attacks expands by 2.
7	Now I'm mad!	The first time the dragon is staggered each battle, it uses its breath weapon attack as a free action that does not count against the normal uses of its breath.
8	Serious threat	Disengage checks against the dragon take a -5 penalty. When a creature fails to disengage from the dragon, it takes damage equal to double the dragon's level.
9	PC-style racial power	The dragon has one of the racial powers of a player character race. If the dragon's story suggests a specific power, choose that. Otherwise, use the most common expression per color: brass (gnome, halfling); bronze (dark elf, dwarf, half-orc, human); copper (dwarf, human, wood elf); silver (forgeborn, wood elf); gold (high elf, holy one, human, wood elf).
10	Raw power	Until it's staggered, the dragon rolls 2d20 with its melee attacks and uses the higher roll.
11	Damage aura	When an enemy starts its turn engaged with the dragon, it takes damage equal to the dragon's level (adventurer tier), double the level (champion tier), or triple the level (epic tier). The damage type is the same as the dragon's breath weapon.

- 12 More breath The dragon gains a +5 bonus to saves to regain its breath weapon.
- 13 Spellbreaker When the dragon hits a creature with an attack, one spell effect that creature created is negated (hard save ends, 16+). Once the creature saves, the effect returns.
- 14 Shake off At the start of each of its turns, the dragon can roll a save against one save ends effect on it.
- 15 Free to flee Like the PCs, the dragon can escape at any time by giving up what amounts for it to a campaign loss. If the PCs are the ones to benefit from this, they should experience this as a major victory. But the dragon is still out there.
- 16 Air supremacy The crit range of the dragon's attacks against flying creatures expands by an amount equal to the escalation die.
- 17 Denial If a PC or other creature uses an attack against the dragon that is related to an icon that the dragon also has a relationship with, the dragon gains a +5 bonus to all defenses against that attack, and it only takes damage from the attack without suffering any of its effects.
- 18 Survivor Each time the dragon drops to 0 hit points, it can roll a save. The first save in a battle is easy (6+), the second normal, the third and subsequent saves are hard (16+). If it succeeds, the dragon stays conscious and takes no damage from the attack or effect that would have dropped it.
- 19 Humanoid form The dragon is capable of shapechanging into a humanoid form, usually of a warrior or spellcaster appropriate to its nature and usually not obviously draconic, registering as a normal human or elf or whatever. This ability is best used for long-term dragon characters that make it worth the GM's time to create a double- or triple-strength humanoid monster to represent the shapechanged form. The dragon has the PC-style racial power of their humanoid form, but only while in shapechanged form. Shapechanging is a move action.
- 20 Some unique thing The dragon has an entirely unique characteristic, something akin to a player character's one unique thing except that the dragon's version may be relevant to combat. GM, if you don't feel like making something up, choose an ability from the list above.

White Dragon Hatchling

Normal	Initiative: +5	AC 15
1 st level	Vulnerability: fire	PD 12
Troop		MD 8

Dragon	<p>Claws and bite +6 vs. AC (2 attacks)—4 damage</p> <p><i>Natural 16+</i>: The hatchling can make an <i>ice breath</i> attack as a free action.</p> <p><i>[Special trigger] C: Ice breath +6 vs. PD—4 cold damage</i></p> <p><i>Natural odd miss</i>: The hatchling takes 1d3 damage.</p> <p><i>Freezing vapors</i>: When the hatchling scores a critical hit, it prevents the escalation die from increasing at the start of the next round.</p> <p><i>Resist cold 12+</i>: When a cold attack targets this creature, the attacker must roll a 12+ on the attack roll or the dragon takes half damage.</p>	HP 28
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Medium Brass Dragon (Metallic)

Normal	Initiative: +10	AC 18
2 nd level		PD 12
Troop	Flurry of claws +6 vs. AC—5 damage	MD 16
Dragon	<p><i>Natural 11+</i>: The dragon can make a <i>babble</i> attack as a free action.</p> <p><i>Miss</i>: 3 damage.</p> <p><i>[Special trigger] C: Babble +7 vs. MD (each enemy engaged with the dragon)—The target is dazed (save ends)</i></p> <p>C: Fiery breath +6 vs. PD (1d3 nearby enemies in a group)—5 fire damage, or 7 fire damage against a dazed, weakened, or stunned target</p> <p><i>Natural 6+</i>: The dragon can pop free from the target.</p> <p><i>Miss</i>: Half damage.</p>	HP 31

Resist fire 12+: When a fire attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.

Medium White Dragon

Normal	Initiative: +6	AC	18
2 nd level	Vulnerability: fire	PD	15
Troop		MD	11
Dragon	Claws and bite +6 vs. AC (2 attacks)—4 damage	HP	38
	<i>Natural 16+</i> : The white dragon can make an <i>ice breath</i> attack as a free action.		
	<i>[Special trigger] C: Ice breath +6 vs. PD (1d3 nearby enemies)—4 cold damage</i>		
	<i>Natural odd hit or miss</i> : The dragon takes 1d4 damage.		
	<i>Resist cold 12+</i> : When a cold attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.		

Catacomb Dragon (Black)

Large	Initiative: +9	AC	19
3 rd level	Vulnerability: thunder	PD	17
Wrecker		MD	15
Dragon	Acid fangs +8 vs. AC (2 attacks)—8 damage, and 5 ongoing acid damage	HP	104
	<i>Natural 5, 10, 15, or 20</i> : The dragon regains the use of its <i>caustic breath</i> if it's expended and can use it during its next turn.		
	C: Caustic breath +7 vs. PD (1d3 nearby enemies)—10 acid damage, 5 ongoing acid damage, and the target is caught in an acidic haze (see below) with an effect that depends on the roll		
	<i>Even hit</i> : While in the haze, the target is dazed from choking or blinding.		

Odd hit: While in the haze, the target takes a -5 penalty to all saves against acid damage.

Miss: 5 ongoing acid damage.

Acidic haze: The haze is magical, semi-aware, and remains around the target until the end of the battle or until removed magically. A spellcaster can cast a spell that targets AC or PD to attack the haze and destroy it—the haze has 1 HP and an AC/PD of 22. The GM is encouraged to play fast and loose with physics here: the mist can be burned, condensed/frozen, blown away, absorbed, transmuted, etc. At the GM's discretion, there may be physical ways to remove the haze, but it should require a hard DC.

Limited use: 1/battle, as a quick action.

All-terrain terror: A catacomb dragon flies reasonably well, powerful and fast in a straight line though it's not as maneuverable as more agile flyers. It can also burrow quickly and effectively due to the acidic coating on its skin.

Corrosive contact: When an enemy is engaged with the catacomb dragon at the start of its turn, it takes 3 acid damage.

Resist acid 14+: When an acid attack targets this creature, the attacker must roll a natural 14+ on the attack roll or it only deals half damage.

Cenotaph Dragon (White)

Normal	Initiative: +8	AC	18
3 rd level	Vulnerability: fire	PD	18
Troop		MD	14
Dragon	Claws and bite +7 vs. AC (2 attacks)—6 damage	HP	48
	<i>Natural 16+:</i> The cenotaph dragon can make an <i>infused ice breath</i> attack as a free action.		
	<i>[Special trigger] C:</i> Infused ice breath +7 vs. PD (1d3 nearby enemies)—6 cold damage		

Natural 20: The target also takes 5 ongoing holy damage (in addition to double damage for crit).

Natural odd hit or miss: The dragon takes 1d6 damage.

Resist cold and negative energy 12+: When a cold or negative energy attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.

Large Brass Dragon (Metallic)

Large	Initiative: +11	AC	18
3 rd level		PD	13
Troop	Flurry of claws +7 vs. AC—15 damage	MD	17
Dragon	<i>Natural 11+:</i> The dragon can make a <i>babble</i> attack as a free action.	HP	80
	<i>[Special trigger] C: Babble +8 vs. MD (each enemy engaged with the dragon)—</i> The target is dazed (save ends)		
	C: Fiery breath +7 vs. PD (1d3 nearby enemies)—15 fire damage, or 20 fire damage against a dazed, weakened, or stunned target		
	<i>Natural 6+:</i> The dragon can pop free from the target.		
	<i>Miss:</i> Half damage.		
	<i>Resist fire 16+:</i> When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.		

Medium Black Dragon

Normal	Initiative: +9	AC	19
3 rd level	Vulnerability: thunder	PD	17
Wrecker		MD	15
Dragon	Claws and bite +8 vs. AC (2 attacks)—4 damage	HP	42

Natural 16+: The target also takes 4 ongoing acid damage.

C: Acid breath +9 vs. PD (1d3 nearby enemies)—5 acid damage, and 5 ongoing acid damage

Miss: 3 acid damage.

Draconic grace: At the start of each of the black dragon's turns, roll a d6 to see if it gets an extra standard action. If the roll is equal to or less than the escalation die, the black dragon can take an extra standard action that turn.

After the first success, the grace die bumps up to a d8. After the second success, it's a d10, then a d12 after the third success, and finally a d20 after the fourth one.

Intermittent breath: A medium black dragon can use *acid breath* 1d3 times per battle, but never two turns in a row.

Water-breathing: Black dragons swim well and can breathe underwater.

Resist acid 12+: When an acid attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.

Medium Bronze Dragon (Metallic)

Normal	Initiative: +6	AC	19
3 rd level		PD	17
Wrecker	Crushing bite +8 vs. AC —11 damage	MD	13
Dragon	<i>Natural 11+</i> : The dragon can pop free from one enemy engaged with it.	HP	50
	C: Lightning breath +8 vs. PD (1d6 nearby or far away enemies in a rough line) —8 lightning damage, and the closest target hit is dazed (save ends)		

Miss: Half damage.

Resist lightning 12+: When a lightning attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.

Rugged defenses: When a creature attacks the dragon, if it used another action this turn before the attack, the dragon gains a +4 bonus to all defenses against the attack.

Huge Brass Dragon (Metallic)

Huge	Initiative: +12	AC	19
4 th level		PD	14
Troop	Flurry of claws +8 vs. AC—25 damage	MD	18
Dragon	<i>Natural 11+:</i> The dragon can make a <i>mind-bending babble</i> attack as a free action.	HP	145

*[Special trigger] C: Mind-bending babble +9 vs. MD (each enemy engaged with the dragon)—*The target is dazed (save ends)

Natural 18+: The target is confused instead of dazed (save ends).

C: Fiery breath +8 vs. PD (1d3 nearby enemies)—25 fire damage, or 30 fire damage against a dazed, weakened, or stunned target

Natural 6+: The dragon can pop free from the target.

Miss: Half damage.

Inspire awe: While an enemy has 24 hp or fewer, it takes a -4 penalty to limited attacks against the dragon.

Resist fire 18+: When a fire attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

Medium Copper Dragon (Metallic)

Normal	Initiative: +9	AC	19
4 th level		PD	14
Spoiler	Needle-sharp claws and teeth +8 vs. AC (2 attacks)—7 damage	MD	18
Dragon	<i>First natural 11+ each turn:</i> The dragon can make an <i>acid smoke</i> attack as a free action. <i>[Special trigger] C: Acid smoke +9 vs. PD (up to 3 enemies engaged with the dragon)</i> —The target is hampered until the end of its next turn C: Acid breath +9 vs. PD (1d4 nearby enemies)—4 acid damage, and 4 ongoing acid damage <i>Miss:</i> 2 ongoing acid damage. <i>Out-think:</i> Once per battle as a free action when an enemy rolls a natural even hit against the dragon, the dragon negates the attack (no damage or effects). <i>Resist fire 12+:</i> When a fire attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage. <i>Swift mind:</i> Once per battle as a free action when an attack targets the dragon's MD, it can force the attacker to reroll the attack.	HP	44

Large White Dragon

Large	Initiative: +8	AC	20
4 th level	Vulnerability: fire	PD	17
Troop		MD	13
Dragon	Claws and bite +8 vs. AC (2 attacks)—12 damage	HP	104

Natural 16+: The white dragon can make an *ice breath* attack as a free action.

[Special trigger] C: Ice breath +8 vs. PD (1d3 nearby enemies)—10 cold damage

Natural odd hit or miss: The dragon takes 2d4 damage.

Resist cold 16+: When a cold attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Medium Green Dragon

Normal Initiative: +9

4th level Vulnerability: psychic

Spoiler

Dragon **Sharp claws +9 vs. AC—7 damage**

Natural 11-15: The dragon can make a *bite* attack as a free action.

Natural 16+: The dragon can make a *poison breath* attack as a free action.

[Special trigger] Bite +9 vs. AC—10 damage

Natural 16+: The target also takes 5 ongoing poison damage.

[Special trigger] C: Poison breath +9 vs. PD (1d3 nearby enemies)—7 poison damage, and the target is hampered (save ends)

Burrow

Resist poison 12+: When a poison attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.

AC 21

PD 18

MD 14

HP 60

Gorge Dragon (Black)

Large	Initiative: +13	AC	21
5 th level	Vulnerability: fire	PD	19
Spoiler		MD	17
Dragon	<p>Coiling +10 vs. PD—18 damage, and the dragon grabs the target; while grabbed, the target takes 9 damage at the start of each of its turns</p> <p><i>Natural 5, 10, 15, or 20:</i> The dragon regains the use of its <i>dazzling breath</i> if it's expended and can use it during its next turn.</p> <p>Bite +13 (includes grab bonus) vs. AC (one enemy it's grabbing)—25 damage</p> <p><i>Natural 16+:</i> The target takes no damage and is instead <i>swallowed whole</i> (see below).</p> <p><i>Limited use:</i> 1/round, as a free action.</p> <p>C: Dazzling breath +9 vs. MD (1d3 nearby enemies)—14 damage, and if the target has 40 HP or fewer after being hit, it's weakened until the end of its next turn</p> <p><i>Limited use:</i> 1/battle, as a quick action.</p> <p><i>Swallowed whole:</i> A creature that is swallowed whole must start making last gasp saves during its next turn. An ally can assist with the save as normal, but the save remains hard (16+) in that case. A roll of 16-19 causes the creature to be regurgitated from the dragon's gut, while a 20 means that the creature cuts/rips a hole through the dragon's flesh to escape (dealing basic attack damage automatically).</p> <p><i>Chain constrictor:</i> The gorge dragon can have up to two enemies grabbed at the same time.</p>	HP	164

Resist cold 14+: When a cold attack targets this creature, the attacker must roll a natural 14+ on the attack roll or it only deals half damage.

Water-breathing: Gorge dragons swim well and can breathe underwater.

Huge White Dragon

Huge	Initiative: +10	AC	21
5 th level	Vulnerability: fire	PD	18
Troop		MD	14
Dragon	Claws and bite +9 vs. AC (2 attacks)—25 damage	HP	200
	<i>Natural 16+</i> : The white dragon can make an <i>ice breath</i> attack as a free action.		
	<i>[Special trigger] C: Ice breath +9 vs. PD (1d3 nearby enemies)—20 cold damage</i>		
	<i>Natural odd hit or miss</i> : The dragon takes 2d8 damage.		
	<i>Resist cold 18+</i> : When a cold attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.		

Mausoleum Dragon (White)

Large	Initiative: +9	AC	20
5 th level	Vulnerability: fire	PD	20
Troop		MD	16
Dragon	Claws and bite +9 vs. AC (2 attacks)—16 damage	HP	140
	<i>Natural 16+</i> : The mausoleum dragon can make an <i>infused ice breath</i> attack as a free action.		
	<i>[Special trigger] C: Infused ice breath +9 vs. PD (1d3 nearby enemies)—14 cold damage</i>		

Natural even hit: The target also takes 7 ongoing holy damage.

Natural odd hit or miss: The dragon takes 2d6 damage.

Infused blood: When an enemy scores a critical hit against the mausoleum dragon, the dragon gains the following ability until the end of the battle: When an enemy is engaged with the dragon at the start of its turn, it takes 5 holy damage.

Resist cold and negative energy 16+: When a cold or negative energy attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Medium Blue Dragon

Normal	Initiative: +9	AC	22
5 th level	Vulnerability: force	PD	19
Caster		MD	19
Dragon	Dragon claw +9 vs. AC—10 damage	HP	76
	<i>Natural even hit or miss:</i> The dragon can make a <i>bite</i> attack as a free action.		
	<i>[Special trigger] Bite +9 vs. AC—10 damage, and 2d6 lightning damage</i>		
	C: Lightning breath +9 vs. PD (1d3 nearby enemies)—8 lightning damage		
	<i>Natural even hit:</i> The target is also dazed (save ends).		
	<i>Counter-spell:</i> When an enemy targets the blue dragon with a spell, the dragon can roll a save; success means the spell has no effect on the dragon. If the level of the spell is lower than the dragon's level, it's a normal save (11+). Against an equal or higher-level spell, the save is a hard save (16+). If the dragon is staggered, the save target increases by +5 (normal becomes hard, hard becomes 21+: impossible unless the dragon has a save bonus from some other source).		

Intermittent breath: A medium blue dragon can use *lightning breath* 1d4 times per battle, but never two turns in a row.

Resist lightning 12+: When a lightning attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.

Blizzard Dragon (White)

Large	Initiative: +10	AC 22
6 th level	Vulnerability: fire	PD 19
Wrecker		MD 15
Dragon	Claws and bite +10 vs. AC (2 attacks)—18 damage	HP 175
	<i>Natural 16+:</i> The blizzard dragon can make a <i>blizzard breath</i> attack as a free action.	
	<i>[Special trigger] C: Blizzard breath +10 vs. PD (each nearby creature)—20 cold damage, and 5 ongoing cold damage</i>	
	<i>Natural 18+:</i> The target takes 10 ongoing cold damage instead of 5.	
	<i>Natural odd hit or miss:</i> The dragon takes 2d6 damage.	
	<i>Continuous breath:</i> A blizzard dragon can use <i>blizzard breath</i> as its standard action during the round after it uses the breath as a free action. <i>Blizzard breath</i> doesn't deal miss damage to the dragon when used as a standard action.	
	<i>Resist cold 14+:</i> When a cold attack targets this creature, the attacker must roll a natural 14+ on the attack roll or it only deals half damage.	
	<i>Wreathed in snow and cold:</i> When an enemy is engaged with the blizzard dragon at the start of its turn, it takes 5 cold damage.	

Medium Silver Dragon (Metallic)

Normal	Initiative: +11	AC	21
6 th level		PD	17
Spoiler	Swift, keen claws +10 vs. AC—15 damage	MD	21
Dragon	<i>Natural 6+</i> : The dragon can make a <i>paralyzing smoke</i> attack as a free action. <i>[Special trigger] C: Paralyzing smoke +11 vs. MD (1d3 enemies engaged with the dragon)</i> —The target must roll an immediate save. On a failure, the target can't take any actions and is helpless until the start of the dragon's next turn as its limbs become paralyzed. On a success, the target is dazed until the end of its next turn. C: Ice breath +11 vs. PD (1d4 nearby enemies in a group)—10 cold damage , and the closest target hit is dazed until the start of the dragon's next turn <i>Miss</i> : Half damage. <i>Evasive turn</i> : Once per battle as a free action when an attack targets the dragon, it can force the attacker to reroll the attack and has <i>resist damage 12+</i> against that attack. <i>Resist cold 12+</i> : When a cold attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.	HP	90

Large Black Dragon

Large	Initiative: +13	AC	22
6 th level	Vulnerability: thunder	PD	20
Wrecker		MD	19
Dragon	Claws and bite +11 vs. AC (2 attacks)—18 damage <i>Natural 16+</i> : The target also takes 10 ongoing acid damage.	HP	160

C: Acid breath +11 vs. PD (1d3 nearby enemies)—20 acid damage, and 10 ongoing acid damage

Miss: 10 acid damage.

Draconic grace: At the start of each of the black dragon's turns, roll a d6 to see if it gets an extra standard action. If the roll is equal to or less than the escalation die, the black dragon can take an extra standard action that turn.

After the first success, the grace die bumps up to a d8. After the second success, it's a d10, then a d12 after the third success, and finally a d20 after the fourth one.

Intermittent breath: A large black dragon can use *acid breath* 1d3 times per battle, but never two turns in a row.

Water-breathing: Black dragons swim well and can breathe underwater.

Resist acid 16+: When an acid attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Large Bronze Dragon (Metallic)

Large	Initiative: +9	AC	22
6 th level		PD	20
Wrecker	Crushing bite +11 vs. AC—45 damage	MD	16
Dragon	<i>Natural 11+:</i> The dragon can pop free from one enemy engaged with it.	HP	200

C: Lightning breath +11 vs. PD (1d6 nearby or far away enemies in a rough line)—32 lightning damage, and the closest target hit is dazed (save ends)

Miss: Half damage.

Resist lightning 16+: When a lightning attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Rugged defenses: When a creature attacks the dragon, if it used another action this turn before the attack, the dragon gains a +4 bonus to all defenses against the attack.

Medium Red Dragon

Normal	Initiative: +11	AC	21
6 th level	Vulnerability: cold	PD	20
Wrecker		MD	16
Dragon	Fangs, claws, and tail +11 vs. AC (2 attacks)—8 damage	HP	90
	<i>First natural even hit or miss each turn: Roll another fangs, claws, and tail attack.</i>		
	C: Fiery breath +11 vs. PD (2d3 nearby enemies)—10 fire damage		
	<i>Miss: Half damage.</i>		
	<i>Intermittent breath: A medium red dragon can use fiery breath 1d3 times per battle, but never two turns in a row.</i>		
	<i>Resist fire 12+</i> : When a fire attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.		

Medium Gold Dragon (Metallic)

Normal	Initiative: +12	AC	22
7 th level		PD	18
Caster	Ferocious bite +13 vs. AC—20 damage	MD	22
Dragon	<i>Natural 11+</i> : The dragon can make a <i>stultifying smoke</i> attack as a free action.	HP	85

[Special trigger] **C: Stultifying smoke +13 vs. MD (one enemy engaged with the dragon)**—The target is stunned until the start of the dragon's next turn

C: Fiery breath +13 vs. PD (up to 5 nearby enemies in a group)—14 fire damage

Miss: Half damage.

Spiral of golden flame: Once per battle as a quick action while the escalation die is 3+, the dragon can fly into the air, popping free from all enemies engaged with it, and make a *fiery breath* attack against each enemy that was engaged with it.

Indomitability: Once per battle as a free action at the start of its turn, the dragon can cancel all effects and conditions on it, including ongoing damage. It can cancel these effects even if it's prevented from taking actions, such as by being stunned.

Resist fire 12+: When a fire attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.

Large Green Dragon

Large	Initiative: +11	AC	24
7 th level	Vulnerability: psychic	PD	21
Spoiler		MD	16
Dragon	Sharp claws +12 vs. AC —25 damage	HP	230
	<i>Natural 11-15:</i> The dragon can make a <i>bite</i> attack as a free action.		
	<i>Natural 16+:</i> The dragon can make a <i>poison breath</i> attack as a free action.		
	<i>[Special trigger]</i> Bite +12 vs. AC —38 damage		

Natural 16+: The target also takes 10 ongoing poison damage.

[Special trigger] C: Poison breath +12 vs. PD (1d3 nearby enemies)—25 poison damage, and the target is hampered (save ends)

Burrow

Resist poison 16+: When an acid attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Moon Dragon (White)

Huge	Initiative: +12	AC 23
7 th level		PD 21
Troop	Claws and bite +12 vs. AC (2 attacks) —40 damage	MD 17
Dragon	<i>Natural 16+</i> : The moon dragon can make an <i>ice breath</i> attack as a free action. <i>Both attacks miss</i> : If the full moon is within seven days, the moon dragon's next <i>ice breath</i> attack this battle will deal double damage. <i>[Special trigger] C: Ice breath +12 vs. PD (1d3 nearby enemies)</i> —32 cold damage <i>Lunar resonance</i> : A moon dragon gains a +1 bonus to attacks when the full moon is within seven days or when within its lair. A moon dragon takes a -1 penalty to all defenses and gains <i>vulnerability: fire</i> when the new moon is within seven days. <i>Resist cold 18+</i> : When a cold attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.	HP 324

Void Dragon (Black)

Huge	Initiative: +13	AC	23
7 th level		PD	21
Caster	Jaws and claws +12 vs. AC (2 attacks)—26 damage	MD	19
Dragon	<i>Natural 5, 10, 15, or 20:</i> The dragon regains the use of its <i>ensorceling breath</i> if it's expended and can use it during its next turn. <i>Miss:</i> 13 damage. C: Ensorceling breath +12 vs. PD (1d3 nearby enemies)—24 damage , and the dragon's breath coalesces into two small void beasts of rapidly shifting form (see below) <i>Miss:</i> The dragon's breath coalesces into one small void beast (see below). <i>Void beasts:</i> Each beast appears next to the dragon, acts as it wishes, and enters the initiative order after the next two creatures have taken their turns. See void beast. <i>Limited use:</i> 1/battle, as a quick action. <i>Draconic grace:</i> At the start of each of the void dragon's turns, roll a d6 to see if it gets an extra standard action. If the roll is equal to or less than the escalation die, the void dragon can take an extra standard action that turn. After the first success, the grace die bumps up to a d8. After the second success, it's a d10, then a d12 after the third success, and finally a d20 after the fourth one. <u>Level 6 Void Beast</u> Slam +11 vs. AC—18 damage <i>Natural 5, 10, 15, or 20:</i> The void beast spawns a new void beast at full hit points. It follows the same rules for beasts formed by <i>ensorceling breath</i> .	HP	290
	AC	22	
	PD	20	

MD 18
HP 27

Volcano Dragon (Red)

Large	Initiative: +12	AC 23
7 th level	Vulnerability: cold	PD 22
Wrecker		MD 16
Dragon	Fangs, claws, and wings +12 vs. AC (2 attacks)—18 damage <i>Natural 16+</i> : The target takes 5 extra damage from a wing buffet. <i>Natural 18+</i> : The target takes 10 extra damage from a claw strike. <i>[Special trigger]</i> Tail smash +12 vs. PD (one nearby enemy)—18 damage <i>Miss</i> : 9 damage. <i>Limited use</i> : When a nearby enemy attacks and rolls a natural even hit against the dragon, the dragon can make a <i>tail smash</i> attack against it as a free action. C: Volcanic breath +12 vs. PD (each nearby enemy)—20 fire damage, and 5 ongoing fire damage <i>Natural 18+</i> : The target takes 10 ongoing fire damage instead of 5. <i>Burning skin</i> : When an enemy is engaged with the volcanic dragon at the start of its turn, it takes 5 fire damage. <i>Continuous breath</i> : A volcanic dragon can use <i>volcanic breath</i> 1d3 times per battle, but if it does not use its breath weapon on consecutive rounds, it loses its remaining <i>volcanic breath</i> attacks for the battle.	HP 220

Resist fire 14+: When a fire attack targets this creature, the attacker must roll a natural 14+ on the attack roll or it only deals half damage.

Large Blue Dragon

Large	Initiative: +13	AC	25
8 th level	Vulnerability: force	PD	22
Caster		MD	22
Dragon	Double claws +12 vs. AC (2 attacks)—15 damage	HP	260
	<i>Natural even hit or miss</i> : The dragon can make a <i>bite</i> attack as a free action.		
	<i>[Special trigger] Bite +12 vs. AC—20 damage, and 2d10 lightning damage</i>		
	C: Lightning breath +12 vs. PD (1d3 nearby or far away enemies)—40 lightning damage		
	<i>Natural even hit</i> : The target is also dazed (save ends).		
	<i>Intermittent breath</i> : A large blue dragon can use <i>lightning breath</i> 1d6 times per battle, but never two turns in a row.		
	<i>Counter-spell</i> : When an enemy targets the blue dragon with a spell, the dragon can roll a save; success means the spell has no effect on the dragon. If the level of the spell is lower than the dragon's level, it's a normal save (11+). Against an equal or higher-level spell, the save is a hard save (16+). If the dragon is staggered, the save target increases by +5 (normal becomes hard, hard becomes 21+: impossible unless the dragon has a save bonus from some other source).		
	<i>Resist lightning 16+</i> : When a lightning attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.		

Shadow Dragon

Large	Initiative: +13	AC	25
8 th level		PD	22
Caster	Shadow claws +13 vs. AC —50 psychic damage	MD	22
Dragon	<i>Natural 16+</i> : The target is confused (hard save ends, 16+).	HP	260

C: Nightmare breath +12 vs. MD (1d3 nearby or far away enemies)—60 negative energy damage, and the target becomes a living shadow (hard save ends, 16+)

Living shadow: While a living shadow, the target can't physically interact with or gain aid from companions or aid them (including healing, bonuses, and effects) but is otherwise "normal."

Limited use: 1/battle, but the ability recharges when the dragon is staggered. If it hasn't already made a *nightmare breath* attack when it becomes staggered, the dragon makes the attack as a free action and then the breath recharges.

Made of shadow: The shadow dragon perceives the invisible, is unaffected by the *blur* spell, and ignores illusions. Rogues attempting to *shadow walk* near a shadow dragon end up in the dragon's belly (save ends). While there, they are helpless and take 2d12 damage at the start of each of their turns until they save and fall back out of shadow.

Shadowy escalation: When in poorly lit areas of shadow, the dragon adds the escalation die to its attack rolls. Complete darkness or bright daylight negates the ability.

Nastier Specials

Shadow illusions: As a standard action, the dragon can appear to be humanoid, usually disguising itself as an unthreatening old man in a cloak (DC 35 to detect). Daylight will show the illusion for what it is—an insubstantial dragon. Dragons with a *Book of Many Faces* will have perfect humanoid disguises. Dropping the illusion is a free action.

Shadowy phasing: When the escalation die is even, natural odd attack rolls against the dragon automatically miss. When the escalation die is odd, natural even attack rolls against the dragon

automatically miss. Attacks that deal holy damage ignore this ability.

On Holy Ground

While on “holy ground” such as a temple or consecrated shrine, all hard saves against shadow dragon effects become normal saves. As a standard action, a cleric who invokes the gods can produce a similar anti-shadow effect in the nearby area until the start of their next turn, or they can turn hard saves against shadow dragon abilities to easy saves if that area is already on holy ground. Shadow dragons try to avoid holy ground, and shadow thieves can only enter it while possessing victims and will flee once the possession ends. It’s up to the GM what counts as “holy ground” in their game.

Shadow Thief

Normal	Initiative: +17	AC	25
8 th level		PD	20
Mook	Shadow strangulation +13 vs. PD—20 psychic damage	MD	16
Dragon	<i>Natural 16+</i> : The target takes 20 negative energy damage, and the shadow thief can make a <i>shadow possession</i> attack as a free action (but see <i>group ability</i>).	HP	38

[Group ability] C: Shadow possession +13 vs. MD (one enemy hit by shadow strangulation)—The shadow thief “crawls inside” the target. The target is confused (save ends), and the shadow thief can’t be the target of an attack or effect until it’s forced from the target’s body when that creature saves against the confusion effect.

Group ability: For every four shadow thieves in the battle (round up), one of them can use *shadow possession* during the battle.

Shadow thievery: The shadow thief is an extension of the shadow dragon, not really a separate entity. When it drops to 0 hp, it flees back to the shadow dragon and merges with it. When this happens, if there is at least one enemy engaged with that shadow thief, the thief chooses one enemy engaged with it. Roll

a d20; on a 16+, the shadow thief steals a random magic item from the chosen enemy as it flees back to the dragon (but see *stop...thief* below). Stolen items are replaced with shadowy duplicates that work until the end of the battle then fade to nothingness. The items can be recovered if the dragon is slain in the same battle.

Stop...thief! When a shadow thief steals an item, the creature it steals from can choose to prevent the theft, but at a cost. If the natural d20 thievery roll was odd, the target of the thievery attempt can choose to keep the item but become hampered (save ends) as they wrestle with the shadow. If the natural thievery roll was even, the target has the same choice, but it's a hard save (16+) to end the hampered effect.

Empyrean Dragon (Black)

Huge	Initiative: +17	AC 25
9 th level		PD 23
Spoiler	Gleaming bite +14 vs. AC —50 damage, and one effect triggers based on the head that attacks (GM's choice)	MD 21
Dragon	<p><i>Head 1:</i> The target can't use recoveries until end of its next turn.</p> <p><i>Head 2:</i> One enemy that hit the dragon since the dragon's last turn takes 12 damage.</p> <p><i>Head 3:</i> The target moves to a nearby non-harmful location of the dragon's choice as a free action. This movement can provoke opportunity attacks.</p> <p>C: Venom breath +13 vs. PD (1d3 + 1 nearby enemies)—35 damage</p> <p><i>Swarming motes:</i> Each time the dragon uses this attack, a swarm of light motes that resolve into scorpions and stinging insects swirl around the targets. The swarm harasses each targeted enemy, hit or miss. During its next turn, any enemy being swarmed this way must choose one: Take 25 damage; OR roll twice for each attack roll it makes that turn, taking the lower result.</p>	HP 510

[Special trigger] C: Crying heavens +13 vs. MD (each enemy in the battle)—20 ongoing damage

Miss: 10 ongoing damage.

Temporal manastorm: The empyrean dragon's connection to the overworld falters, creating a storm of distorted time and magic in the area. The dragon's critical hit range for all attacks expands by 2 until the end of the battle. In addition, when a target saves against the ongoing damage from this attack, the crit range of its attacks against the dragon expands by 1 until the end of the battle.

Limited use: 1/battle, as a free action when first staggered.

Three heads are better than one: The empyrean dragon can make two *gleaming bite* attacks as a single standard action, one each from two heads. The third head is assumed to be maneuvering the body around. It can choose not to make one of those attacks to end any condition affecting it except for ongoing damage (this includes the stunned condition, even though it technically doesn't get an action when stunned).

An enemy who scores a critical hit against an empyrean dragon can forego the extra damage to lop off one of the dragon's heads. If an enemy deals 150 damage with a single attack against the dragon, the attack will also remove a head. An empyrean dragon with two remaining heads can make only one *gleaming bite* attack as a standard action and can't sacrifice that attack to remove conditions. The dragon dies if all three heads are removed.

Intermittent breath: An empyrean dragon can use *venom breath* 1d2 + 1 times per battle, but never two turns in a row.

Hoardsong Dragon (Red)

Large Initiative: +13

9th level Vulnerability: cold

Spoiler

Dragon **Fangs and claws +14 vs. AC (3 attacks)—30 damage**

Natural 16+: The target takes 15 extra damage from a precise strike.

AC 25

(In Lair) 26

PD 24

MD 18

HP 360

C: Hoardsong +14 vs. MD (one nearby enemy in the dragon's lair)—10 psychic damage, and the target is confused (save ends)

Limited use: 2/battle, as a quick action (once per round).

C: Precise breath +14 vs. PD (1d4 + 1 nearby enemies, or one enemy)—20 fire damage, and 10 ongoing fire damage; OR 80 fire damage, and 20 ongoing fire damage if used against a single enemy

Natural 18+: If the breath targeted multiple enemies, the target takes 20 ongoing fire damage instead of 10. If the breath targeted a single enemy, the target takes 40 ongoing fire damage instead of 20.

Intermittent breath: A hoardsong dragon can use *precise breath* 1d4 times per battle, but never two turns in a row.

Known to an ounce: The dragon knows where every treasure in its hoard is located, allowing it to detect any movement or shifting of the coins and valuables. While in its lair with its hoard, the hoardsong dragon is immune to invisibility and ignores illusions, and creatures attempting to hide from it take a -5 penalty to their checks.

Resist fire 16+: When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Nastier Specials

Hoard minions: The dragon's connection to its hoard is so strong that it has some control over the souls of those it previously killed who owned the treasures. Once per round as a quick action, the hoardsong dragon can summon 1d4 hoard spirits that take form by surrounding themselves in coins, wear empty suits of armor, etc., and defend the dragon's hoard. Roll initiative for the minions once and use that count for all additional minions.

The call of the hoard: The connection of a hoardsong dragon to its hoard imparts the dragon's magic upon the hoard. Before battle, if the PCs are able to see the hoard while the dragon speaks to them, each PC that can hear the dragon must roll a Wisdom check. On a result of 24 or less, that PC is charmed as per the *charm person* spell and considers the dragon a friend. On a result of 25-29, the PC is lulled by the dragon's words and the sight of the hoard; if combat occurs, the PC will be stunned during their first round. The dragon will make a suggestion to charmed PCs to leave and bring it more treasure for its hoard (while it prepares surprises for their return). Charmed PCs won't attack the dragon, but can make a normal save each round in battle to break the charm effect (or every day outside of combat).

Hoard Spirit (Red)

Normal	Initiative: +15	AC	24
9 th level		PD	22
Mook	Hoard-fueled strike +14 vs. AC—35 damage	MD	18
Construct	<i>Natural 16+:</i> The target is stuck under a pile of treasure until the end of its next turn.	HP	50

Huge Black Dragon

Huge	Initiative: +17	AC	25
9 th level		PD	23
Wrecker	Claws and bite +14 vs. AC (3 attacks)—30 damage	MD	21
Dragon	<i>Natural 16+:</i> The target also takes 15 ongoing acid damage. <i>Miss:</i> 20 damage.	HP	510
	C: Acid breath +14 vs. PD (1d3 nearby or far away enemies)—50 acid damage, and 15 ongoing acid damage <i>Miss:</i> 4d12 acid damage.		
	<i>Draconic grace:</i> At the start of each of the huge black dragon's turns, roll a d4 to see if it gets an extra standard action. If the		

roll is equal to or less than the escalation die, the black dragon can take an extra standard action that turn.

After the first success, the grace die bumps up to a d6. After the second success, it's a d8, then a d10 after the third success. The fourth success is a d12, and finally a d20 after the fifth one.

Intermittent breath: A huge black dragon can use *acid breath* 2d3 times per battle, but never two turns in a row.

Water-breathing: Black dragons swim well and can breathe underwater.

Resist acid 18+: When an acid attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

Huge Bronze Dragon (Metallic)

Huge	Initiative: +12	AC	25
9 th level		PD	23
Wrecker	Crushing bite +14 vs. AC —170 damage	MD	19
Dragon	<i>Natural 11+:</i> The dragon can pop free from one enemy engaged with it.	HP	600

C: Lightning breath +14 vs. PD (1d6 nearby or far away enemies in a rough line)—120 lightning damage, and the closest target hit is dazed (save ends)

Miss: Half damage.

Inspire awe: While an enemy has 72 hp or fewer, it takes a -4 penalty to limited attacks against the dragon.

Resist lightning 18+: When a lightning attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

Retributive lightning: Once per battle as an interrupt action when an enemy targets it with an attack, the dragon can make a *lightning breath* against that attacker (and yes, if the dragon hits, the interrupted attack takes the -4 penalty due to dazed).

Rugged defenses: When a creature attacks the dragon, if it used another action this turn before the attack, the dragon gains a +4 bonus to all defenses against the attack.

Large Copper Dragon (Metallic)

Large	Initiative: +14	AC	24
9 th level		PD	19
Spoiler	Needle-sharp claws and teeth +13 vs. AC (2 attacks)—50 damage	MD	23
Dragon		HP	290
	<i>First natural 11+ each turn:</i> The dragon can make an <i>acid smoke</i> attack as a free action.		
	<i>[Special trigger] C: Acrid smoke +14 vs. PD (up to 3 enemies engaged with the dragon)—The target is hampered until the end of its next turn</i>		
	C: Acid breath +14 vs. PD (1d4 nearby enemies in a group)—25 acid damage, and 25 ongoing acid damage		
	<i>Miss:</i> 10 ongoing acid damage.		
	<i>Out-think:</i> Once per battle as a free action when an enemy rolls a natural even attack against the dragon, the dragon negates the attack (no damage or effects).		
	<i>Resist fire 16+:</i> When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.		

Swift mind: Once per battle as a free action when an attack targets the dragon's MD, it can force the attacker to reroll the attack.

Large Red Dragon

Large	Initiative: +13	AC	25
10 th level	Vulnerability: cold	PD	24
Wrecker		MD	20
Dragon	Fangs, claws, and tail +15 vs. AC (2 attacks)—35 damage <i>First natural even hit or miss each turn: Roll a third fangs, claws, and tail attack.</i> C: Fiery breath +15 vs. PD (2d3 nearby enemies)—40 fire damage <i>Miss: Half damage.</i> <i>Intermittent breath:</i> A large red dragon can use <i>fiery breath</i> 1d4 times per battle, but never two turns in a row. <i>Fear:</i> While engaged with this creature, enemies with 72 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks. <i>Resist fire 16+:</i> When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.	HP	400

Large Silver Dragon (Metallic)

Large	Initiative: +14	AC	25
10 th level		PD	21
Spoiler	Swift, keen claws +14 vs. AC—95 damage	MD	25
Dragon	<i>Natural 6+:</i> The dragon can make a <i>paralyzing smoke</i> attack as a free action.	HP	430

[Special trigger] C: Paralyzing smoke +15 vs. MD (1d3 enemies engaged with the dragon)—The target must roll an immediate save. On a failure, the target can't take any actions and is helpless until the start of the dragon's next turn as its limbs become paralyzed. On a success, the target is dazed until the end of its next turn.

C: Ice breath +14 vs. PD (1d4 nearby enemies in a group)—60 cold damage, and the closest target hit is dazed until the start of the dragon's next turn

Miss: Half damage.

Evasive turn: Once per battle as a free action when an attack targets the dragon, it can force the attacker to reroll the attack and has *resist damage 16+* against that attack.

Resist cold 16+: When a cold attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Greathoard Elder (Red)

Huge Initiative: +14

11th level

Wrecker **Fangs, claws, and wings +16 vs. AC (2 attacks)**—90 damage

Dragon **Natural 14+:** The target takes 12 extra damage from a wing buffet.

Natural 16+: The target takes 20 extra damage from a claw strike.

Natural 19+: The dragon can make a *treasury master* attack as a free action.

C: Treasury master +16 vs. MD (the nearby non-confused enemy with the most true magic items)—30 psychic damage, and the target is confused (save ends)

AC	27
(In Lair)	28
PD	26
MD	20
HP	870

Limited use: 2/battle, as a quick action (once per round).

C: Precise breath +16 vs. PD (1d4 + 1 nearby enemies, or one enemy)—50 fire damage, and 15 ongoing fire damage; OR 170 fire damage, and 30 ongoing fire damage if used against a single enemy

Natural 18+: If the breath targeted multiple enemies, the target takes 25 ongoing fire damage instead of 15. If the breath targeted a single enemy, the target takes 60 ongoing fire damage instead of 30.

Call of the hoard: When an enemy is engaged with the greathoard elder in its lair at the start of its turn, it must roll a normal save; on a failure, it hurls one random non-armor true magic item into the dragon's hoard (adjust stats accordingly). The item is unavailable until the end of the battle. If the dragon flees or is defeated, lost magic items can be retrieved.

Greathoard rage: When an enemy scores a critical hit against the greathoard elder while it's in its lair, the elder can reroll one of its missed attacks each round (cumulative) as its hoard sings a song of carnage to it.

Intermittent breath: A greathoard elder can use *precise breath* 1d4 + 1 times per battle, but never two turns in a row.

Resist fire 16+: When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Nastier Specials

Iconic comparisons: The dragon is enamored/envious of the icons with the greatest hoards. For each PC who has at least one positive or conflicted relationship point with one or more of those icons, the greathoard elder gains an extra use of *treasury master* this battle.

Huge Copper Dragon (Metallic)

Huge	Initiative: +16	AC	26
11 th level		PD	21
Spoiler	Needle-sharp claws and teeth +15 vs. AC (2 attacks)—70 damage	MD	25
Dragon	<i>First natural 11+ each turn:</i> The dragon can make an <i>acid smoke</i> attack as a free action. <i>[Special trigger] C: Acrid smoke +16 vs. PD (up to 3 enemies engaged with the dragon)—The target is hampered until the end of its next turn</i> C: Acid breath +16 vs. PD (1d4 nearby enemies in a group)—35 acid damage, and 35 ongoing acid damage <i>Miss:</i> 15 ongoing acid damage. <i>Inspire awe:</i> While an enemy has 120 hp or fewer, it takes a -4 penalty to limited attacks against the dragon. <i>Resist fire 18+:</i> When a fire attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage. <i>Supreme Out-think:</i> Once per battle as a free action when an enemy rolls a natural even attack against the dragon, the dragon negates the attack (no damage or effects). In addition, this effect against natural even attacks lasts against the dragon's enemies until the start of the dragon's next turn. <i>Swift mind:</i> Once per battle as a free action when an attack targets the dragon's MD, it can force the attacker to reroll the attack.	HP	700

Huge Green Dragon

Huge	Initiative: +15	AC 28
11 th level		PD 25
Spoiler	Sharp claws +16 vs. AC—100 damage	MD 20
Dragon	<i>Natural 11-15:</i> The dragon can make a <i>bite</i> attack as a free action. <i>Natural 16+:</i> The dragon can make a <i>poison breath</i> attack as a free action. <i>[Special trigger] Bite +16 vs. AC—140 damage</i> <i>Natural 16+:</i> The target also takes 20 ongoing poison damage. <i>[Special trigger] C: Poison breath +16 vs. PD (1d3 nearby enemies)—100 poison damage, and the target is hampered (save ends)</i> <i>Burrow</i> <i>Resist poison 18+:</i> When a poison attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.	HP 900

Large Gold Dragon (Metallic)

Large	Initiative: +15	AC 26
11 th level		PD 22
Caster	Ferocious bite +16 vs. AC—100 damage	MD 26
Dragon	<i>Natural 11+:</i> The dragon can make a <i>stultifying smoke</i> attack as a free action. <i>[Special trigger] C: Stultifying smoke +16 vs. MD (one enemy engaged with the dragon)—The target is stunned until the start of the dragon's next turn</i>	HP 460

C: Fiery breath +16 vs. PD (up to 5 nearby enemies in a group)—70 fire damage

Miss: Half damage.

Spiral of golden flame: Once per battle as a quick action while the escalation die is 3+, the dragon can fly into the air, popping free from all enemies engaged with it, and make a *fiery breath* attack against each enemy that was engaged with it.

Indomitability: Once per battle as a free action at the start of its turn, the dragon can cancel all effects and conditions on it, including ongoing damage. It can cancel these effects even if it's prevented from taking actions, such as by being stunned.

Resist fire 16+: When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Flamewreathed Dragon (Red)

Huge Initiative: +15

12th level

Spoiler **Fangs and claws +17 vs. AC (3 attacks)—75 damage**

Dragon *Natural 16+:* The target takes 20 ongoing fire damage.

AC 28

PD 21

MD 27

HP 1100

C: Primal fire breath +17 vs. PD (1d4 + 1 nearby enemies, or one enemy)—60 fire damage, and 15 ongoing fire damage; OR 180 fire damage, and 30 ongoing fire damage and the target is weakened (save ends both) if used against a single enemy

Natural 18+: If the breath targeted multiple enemies, the target takes 25 ongoing fire damage instead of 15. If the breath targeted a single enemy, the target takes 60 ongoing fire damage instead of 30.

C: Whirling inferno +17 vs. PD (each nearby enemy taking ongoing fire damage)—The target's ongoing fire damage

increases by 5 and becomes hard save ends (16+) as the dragon fans the flames

Limited use: 2/battle, as a quick action (once per round).

Intermittent breath: A flamewreathed dragon can use *primal fire breath* 1d4 + 2 times per battle, but never two turns in a row.

Resist fire 18+: When a fire attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

Wyrm of fear and flame: While engaged with this creature, enemies with 120 hp or fewer are dazed (-4 attacks), do not add the escalation die to their attacks, and take 4d20 fire damage at the start of their turn.

Nastier Specials

Draconic fire: The dragon's will and magic are so powerful that it ignores the fire resistance of creatures battling it.

Smoke minions: The dragon's lair is wreathed in smoke and fumes, and through its magic the dragon has some control over those hot gases. Once per round as a quick action, the flamewreathed dragon can summon 1d4 smoke minions that take humanoid or bestial form and defend the dragon's lair. Roll initiative for the minions once and use that count for all additional minions.

Smoke Minions

Normal	Initiative: +13	AC	26
12 th level		PD	20
Mook	Invasive gases +17 vs. AC—55 damage	MD	24
Construct	<i>Natural 16+:</i> The target is hampered from burning eyes and gases in its lungs until the end of its next turn.	HP	80

Huge Blue Dragon

Huge	Initiative: +17	AC	29
12 th level		PD	26
Caster	Double claws +16 vs. AC (2 attacks)—50 damage	MD	26
Dragon	<i>Natural even hit or miss:</i> The dragon can make a <i>bite</i> attack as a free action.	HP	980
	<i>[Special trigger]</i> Bite +16 vs. AC—60 damage , and 4d10 lightning damage to the target and to one other nearby enemy of the dragon's choice		
	C: Far slashing lightning breath +16 vs. PD (1d4 nearby or far away enemies)—80 lightning damage		
	<i>Natural even hit:</i> The target is also dazed (save ends). After the target saves, it takes a -1 attack penalty (non-cumulative) until its next full heal-up (because it's vibrating slightly out of synch with the rest of the world).		
	<i>Intermittent breath:</i> A huge blue dragon can use <i>far slashing lightning breath</i> 2d4 times per battle, but never two turns in a row.		
	<i>Counter-spell:</i> When an enemy targets the blue dragon with a spell, the dragon can roll a save; success means the spell has no effect on the dragon. If the level of the spell is lower than the dragon's level, it's a normal save (11+). Against an equal or higher-level spell, the save is a hard save (16+). If the dragon is staggered, the save target increases by +5 (normal becomes hard, hard becomes 21+: impossible unless the dragon has a save bonus from some other source).		
	<i>Resist lightning 18+:</i> When a lightning attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.		

Huge Red Dragon

Huge	Initiative: +19	AC	28
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13 th level		PD 27
Wrecker	Fangs, claws, and tail +19 vs. AC (3 attacks)—70 damage	MD 23
Dragon	<p><i>First natural even hit or miss each turn: Roll a fourth fangs, claws, and tail attack.</i></p> <p><i>Second natural even hit or miss each turn: Roll a fifth fangs, claws, and tail attack.</i></p> <p>C: Fiery breath+19 vs. PD (2d3 nearby or far away enemies)—80 fire damage</p> <p><i>Miss: Half damage.</i></p> <p><i>Intermittent breath: A huge red dragon can use fiery breath 1d6 times per battle, but never two turns in a row.</i></p> <p><i>Fear: While engaged with this creature, enemies with 144 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks.</i></p> <p><i>Resist fire 18+: When a fire attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.</i></p>	HP 1200

Huge Silver Dragon (Metallic)

Huge	Initiative: +16	AC 28
13 th level		PD 24
Spoiler	Swift, keen claws +17 vs. AC—230 damage	MD 28
Dragon	<p><i>Natural 6+: The dragon can make a paralyzing smoke attack as a free action.</i></p> <p><i>[Special trigger] Paralyzing smoke +18 vs. MD (1d3 enemies engaged with the dragon)—The target must roll an immediate save. On a failure, the target can't take any actions and is helpless until the start of the dragon's next turn as its limbs become paralyzed. On a success, the target is dazed until the end of its next turn.</i></p>	HP 1300

C: Ice breath +18 vs. PD (1d4 enemies in a group)—160 cold damage, and the closest target hit is dazed until the start of the dragon's next turn

Miss: Half damage.

Evasive riposte: Once per battle as a free action when an attack targets the dragon, it can force the attacker to reroll the attack and has *resist damage 18+* against that attack. If the attack misses, the dragon can make a *paralyzing smoke* attack as free action.

Inspire awe: While an enemy has 192 hp or fewer, it takes a -4 penalty to limited attacks against the dragon.

Resist cold 18+: When a cold attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

Huge Gold Dragon (Metallic)

Large	Initiative: +15	AC 29
14 th level		PD 25
Caster	Ferocious bite +19 vs. AC —240 damage	MD 29
Dragon	<i>Natural 11+:</i> The dragon can make a <i>stultifying smoke</i> attack as a free action. <i>Miss:</i> 120 damage. <i>[Special trigger] Stultifying smoke +19 vs. MD (one enemy engaged with the dragon)</i> —The target is stunned until the start of the dragon's next turn C: Fiery breath +19 vs. PD (up to 5 enemies in a group) —200 fire damage <i>Natural even hit:</i> The target takes 40 ongoing fire damage and is dazed (save ends both).	HP 1400

Miss: Half damage.

Inspire awe: While an enemy has 240 hp or fewer, it takes a -4 penalty to limited attacks against the dragon.

Spiral of golden flame: Once per battle as a quick action while the escalation die is 3+, the dragon can fly into the air, popping free from all enemies engaged with it, and make a *fiery breath* attack against each enemy that was engaged with it.

Indomitability: Once per battle as a free action at the start of its turn, the dragon can heal 300 hp and cancel all effects and conditions on it, including ongoing damage. It can heal and cancel these effects even if it's prevented from taking actions, such as by being stunned.

Resist fire 18+: When a fire attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

Drider

Large

Initiative: +10

AC 21

6th level

PD 15

Caster

Sword or mace +9 vs. AC–20 damage

MD 20

Aberration

Natural even hit: The drider can make a *poison bite* attack as a free action.

HP 170

[Special trigger] **Poison bite +9 vs. PD–10 poison damage, and 10 ongoing poison damage**

R: Lightning bolt spell +11 vs. PD–30 lightning damage

Natural even hit: The drider can make a *lightning bolt spell* attack against a second nearby enemy, followed by a third and final different nearby enemy if the second attack is also a natural even hit.

C: Web attack +11 vs. PD (up to 2 nearby enemies in a group)—the target is hampered (save ends)

Limited use: 1/round as a quick action, if the escalation die is even.

Drow

Drow may optionally include one of these abilities as nastier specials: *Drow Cruelty* or *Poisons and Potions*.

Drow Cruelty

Choose one of the following abilities for all non-mook drow in a battle to have:

Poisoner: When the drow scores a critical hit, it can forego damage to force the target to start making last gasp saves. On the fourth failure, the target falls unconscious (and can't be woken normally) for 2d4 minutes.

Take advantage of weakness: Whenever an enemy nearby a drow rolls a save, it takes its level in damage.

Umbral caul: As long as at least one drow uses a standard action each round to maintain the supernatural darkness, each non-drow creature in the battle becomes dazed (save ends) whenever it rolls a natural 1-5 with an attack roll.

Venomous: The first time each battle a drow hits with a weapon attack, the target also takes 5 ongoing poison damage.

Poisons and Potions

Drinking a potion, applying a poison, or using a substance requires only a quick action for a drow with one of these options. Characters who acquire any of these drow items must use a standard action to drink/apply them.

Draft of Eschaton (potion): When drunk it immediately purges the body of all poisons and toxins and ends any ongoing conditions. All the drinker's saves (including last gasp saves and death saves) automatically succeed for the rest of the battle or for five minutes. Immediately after the battle, the drinker must make a DC 30 Constitution check or be completely debilitated and unable to travel far or to fight for a day.

Dragon Apples: Small ceramic spheres that explode. Make a basic ranged attack against a nearby enemy (or level + 5 for drow); on a hit, the target takes 10 ongoing fire damage.

Midnight Tincture: When this glass vial is broken, the nearby area is shrouded in clinging darkness. The darkness lasts 3 rounds. Each creature in the darkness except drow takes a -4 attack penalty. The tincture can be attached to an arrow or bolt.

Potion of Spider Climbing: For one battle or five minutes the drinker can climb on ceilings and walls as easily as it moves on the ground.

Spider Venom: A creature hit by a melee weapon coated in the venom takes 5 ongoing poison damage when the attack roll is a natural 16+.

Web Dust: Made from desiccated spiders, this dust can hold a door shut or stick an object to a wall for five minutes. Champion-tier creatures can make a DC 20 skill check to rip through something held by *web dust* before it fully dissolves, and epic-tier creatures can rip through such objects in a round. Further applications increase the effectiveness: three applications lasts for fifteen minutes, requires 3 successful checks, and takes 3 rounds for epic-tier characters to get through.

Drow Spider-Mage

Normal	Initiative: +8	AC 19
3 rd level		PD 13
Caster	Sharpened wand +8 vs. AC—10 damage	MD 17
Humanoid		HP 40
	R: Shadowfire +8 vs. PD (one nearby or far away enemy)—8 damage, and the target is weakened (save ends)	
	<i>Limited use:</i> Once the spider-mage hits with <i>shadowfire</i> , she can't use it again until the target saves against it.	
	C: Malediction of webs +8 vs. PD (up to 2 nearby enemies in a group)—The target is stuck (save ends), and takes 5 damage each time it fails the save	
	<i>Dark orison:</i> Each time the spider-mage misses with an attack, the crit range of attacks by drow and spiders in the battle expands by 1.	
	<i>Spider speaker:</i> The first time each battle an enemy hits the spider-mage with a melee attack, that attacker takes 8 ongoing poison damage from her familiar.	

Drow Soldier

Normal	Initiative: +9	AC 20
4 th level		PD 19
Mook	Paired swords +9 vs. AC—6 damage	MD 14
Humanoid		HP 18

R: Crossbow +9 vs. AC (one nearby enemy, or a far away enemy at -2 atk)—7 damage

With my dying breath I curse at thee: When the drow soldier drops to 0 hp, one enemy engaged with it takes 2 poison damage before the drow soldier dies.

Weaver Swarm

Normal	Initiative: +9	AC	19
3 rd level		PD	17
Mook	A thousand needle wounds +8 vs. AC—5 damage	MD	13
Beast	<i>Natural 16+:</i> The target is hampered until the end of its next turn. <i>Natural 18+:</i> As above, and the target is also stuck until the end of its next turn. <i>Clinging:</i> Enemies take a -5 penalty to disengage checks against the swarm. <i>Wall-crawler:</i> The swarm can climb on ceilings and walls as easily as it moves on the ground.	HP	10

Drow Sword Maiden

Normal	Initiative: +13	AC	21
5 th level		PD	19
Troop	Cruel cutlass +10 vs. AC—18 damage	MD	15
Humanoid	C: Dagger dance +10 vs. AC (one nearby enemy, or a far away enemy at -2 atk)—14 damage <i>Natural even hit:</i> Each other enemy engaged with the sword maiden takes 10 damage. <u>Nastier Specials</u>	HP	75

Effortless grace: Once per round when an attack misses the sword maiden, she can move or make a *cruel cutlass* attack as a free action.

Arcane warrior: The sword maiden has a true magic item (probably a weapon) and uses it to her benefit (adjust stats accordingly).

Drow Spider-Sorceress

Normal Initiative: +11

6th level

Caster

Humanoid

Sharpened wand +11 vs. AC—20 damage

R: Darkfire +11 vs. PD (one nearby or far away enemy)—20 damage, and the target is weakened (save ends)

Limited use: Once the sorceress hits with *darkfire*, she can't use it again until the target saves.

C: Greater malediction of webs +11 vs. PD (up to 2 nearby enemies in a group)—10 damage, and the target is stuck (save ends) and takes 10 damage each time it fails the save

Dark orison: Each time the spider-sorceress misses with an attack, the crit range of attacks by drow and spiders in the battle expands by 1.

Spider speaker: The first time each battle an enemy hits the spider-sorceress with a melee attack, that attacker takes 16 ongoing poison damage from her familiar.

Nastier Specials

Arcane arachnids: The spider-sorceress has a true magic item (probably an implement) and uses it to her benefit (adjust stats accordingly).

AC 22

PD 16

MD 20

HP 84

Lokkris

Normal	Initiative: +16	AC	22
6 th level		PD	21
Mook	Stingers on each leg +11 vs. AC—8 damage, and 5 ongoing poison damage	MD	14
Beast	<i>Lays eggs in your eyes!:</i> Each time the lokkris hits with the attack, the crit range for all lokkris against that target expands by 1 until the end of the battle. <i>Flight:</i> Lokkris are quick darting fliers that move with an angry buzzing sound. <i>Wall-crawler:</i> A lokkris can climb on ceilings and walls as easily as it moves on the ground.	HP	23

Spider Mount

Normal	Initiative: +15 (or same as rider if it has one)	AC	22
6 th level		PD	16
Troop	Bite +11 vs. AC—15 damage, and 10 ongoing poison damage	MD	20
Beast	C: Web +11 vs. PD (up to 2 nearby enemies in a group) —The target is stuck (save ends) <i>Wall-crawler:</i> A spider mount can climb on ceilings and walls as easily as it moves on the ground, and so can its rider. <i>Uncontrolled:</i> A riderless spider mount will eventually run away. At the start of the spider's turn roll a d4; if you roll less than the escalation die, the mount flees.	HP	90

Drow Darkbolt

Normal	Initiative: +12	AC	
7 th level		PD	

Archer Humanoid	<p>Dagger and spidersilk line +12 vs. AC (one nearby enemy)—22 damage</p> <p><i>Miss: 8 damage.</i></p> <p>R: Exsanguinating barbed arrows +12 vs. AC (one nearby or far away enemy)—20 damage, and 6 ongoing damage</p> <p><i>Natural even hit:</i> As a free action, the darkbolt can make a second <i>barbed arrows</i> attack against a different enemy with a -2 attack penalty. If it gets another natural even hit, it can make a third (and final) <i>barbed arrows</i> attack against a different enemy with a -4 attack penalty as a free action.</p> <p><i>Darkbolt vanish!:</i> If unengaged, when the darkbolt attacks and rolls a natural even miss, it can step into a shadow-dimension that turn as a move action. While in the shadows, it can't be seen or targeted with attacks, and it reappears anywhere nearby at the start of its next turn.</p> <p><i>Wall-crawler:</i> A darkbolt can climb on ceilings and walls as easily as it moves on the ground thanks to its rope-dagger and spiked bracers.</p> <p><u>Nastier Specials</u></p> <p><i>Well equipped:</i> The drow has a potion or poison that it can use as a quick action twice this battle (see Drow Abilities).</p>	MD HP
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Drow Cavalry

2x 9 th level Wrecker Humanoid	<p>Initiative: +14</p> <p>Glass-tipped lance +14 vs. AC—75 (90/25) damage, and the target pops free from the cavalry and is weakened (save ends)</p> <p><i>Limited use:</i> 1/battle, during a surprise round or the first round of battle.</p> <p>Spider saber +14 vs. AC—75 (90/25) damage</p>	AC 25 PD 23 MD 18 HP 270
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Expert spider-rider: While mounted, the drow cavalry deals +15 damage with its attacks, hit or miss, against unmounted enemies.

Mounted combatant: Reduce the drow cavalry's attack damage by 50 when it's not riding a spider.

Spider mount: Whenever the drow cavalry rolls a natural 1-10 on an attack roll, its spider mount acts independently, choosing one of the following options:

Bite—The spider makes a *bite* attack.

Jump & Scuttle—The spider and its rider pop free from all enemies and can move somewhere nearby.

Web—The spider makes a *web* attack.

Elder Beast

Warped Beast

Normal	Initiative: +9	AC	20
5 th level		PD	17
Wrecker	Tentacle maw +10 vs. AC—16 damage	MD	15
Aberration	<i>Natural 18+</i> : The target is hampered until the end of its next turn. <i>Miss</i> : The warped beast can make a <i>psychic blast</i> attack as a free action. [Special trigger] C: Psychic blast +10 vs. MD (1d3 nearby enemies)—8 psychic damage <i>Natural 18+</i> : The target is confused until the end of its next turn. <i>One madness feature</i> : At the start of each of the warped beast's turns, roll a d6. The warped beast gains the corresponding ability until the start of its next turn.	HP	75

1. *Amorphous oozing form*: The beast has *resist damage 11+* to all damage.
2. *Dimensional slide*: Once during its turn, the warped beast can teleport anywhere nearby it can see as a move action. Each enemy engaged with it when it teleports is confused until the end of its next turn.
3. *Fear aura*: While engaged with the warped beast, enemies that have 24 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks.
4. *Gibbering mouths*: When an enemy ends its turn engaged with the warped beast, it's confused until the end of its next turn.
5. *Many spontaneous limbs*: When the warped beast makes a *tentacle maw* attack during its turn, roll a d4. That many additional limbs or tentacles spontaneously erupt from the creature and make an additional basic attack that turn (special abilities/effects don't trigger on those extra attacks). Each of those attacks only deals half damage.
6. *Warping touch*: When the warped beast hits a creature with a *tentacle maw* attack, the target also takes 5 ongoing psychic damage and a -2 penalty to saves (save ends both).

Nastier Specials

Warped mutant: Roll two madness features instead of one each round (reroll similar results).

Umluppuk

Huge	Initiative: +15	AC 23
7 th level		PD 21
Spoiler	Pods of mouths and eyes +12 vs. AC (4 attacks)—20 damage	MD 20
Aberration	<i>Natural even hit</i> : The target is stuck (easy save ends, 6+). <i>Miss</i> : 10 damage. C: Chorus of madness +12 vs. MD (up to 3 random nearby creatures)—10 ongoing psychic damage, and the target is confused (save ends both) <i>Quick use</i> : This ability only requires a quick action (once per round) instead of a standard action when the umluppuk starts its	HP 310

turn unengaged (or without an enemy consumed if you are using the nastier special!).

Resist psychic 18+: When a psychic attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

Nastier Specials

Consume: Once per round during its turn, the umluppuk can make a *consume* attack against a stuck enemy as a quick action. The umluppuk can only one target consumed at a time.

Consume +18 vs. PD (one stuck enemy)—50 damage, and the target takes 10 ongoing acid damage and is absorbed into the umluppuk (hard save ends both, 16+); while inside the umluppuk, the target is vulnerable to the umluppuk's *pods of mouths and eyes* attacks (*attacks vs. it have crit range expanded by 2*), and it's stuck.

Hagunemnon

Large

Initiative: +16

AC 29

13th level

PD 23

Wrecker

Spontaneous metamorphosing limbs +18 vs. AC—110 damage, and the hagunemnon can make a *spontaneous metamorphosing limbs* attack against a different target as a free action

MD 27

Aberration

HP 864

Natural 19+: The target starts making last gasp saves. On the fourth failure, it becomes a shapeless ooze.

Diminishing limbs: With each subsequent hit after the first, *spontaneous metamorphosing limbs* deals 20 less damage. The hagunemnon also doesn't gain any extra attacks when it makes a basic attack.

Dimension hop: As a move action when the escalation die is odd, the hagunemnon can teleport nearby or far away to a location it can see.

Resist psychic 18+: When a psychic attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

Shapechange: As a standard action, the hagenemnon can change its form to that of any large or medium creature, or back to its own shape. Seeing through the shapechange requires a DC 25 skill check.

Nastier Specials

Madness aura: When a creature is engaged with the hagenemnon at the start of its turn, it takes 4d10 psychic damage. If it takes 31 or more damage this way during a single turn, it's also confused until the start of its next turn.

Elemental

Small Air Elemental

Normal	Initiative: +9	AC 18
3 rd level		PD 17
Wrecker	Slam +8 vs. AC-5 damage	MD 13
Elemental		HP 34
	C: Swirling winds +8 vs. PD (1d3 random conscious nearby enemies)-5 damage	
	<i>Natural even hit:</i> The target pops free from the elemental.	
	<i>Flight:</i> It's quick and lively.	
	Resist non-spell damage 16+: When a non-spell attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.	

Small Earth Elemental

Normal	Initiative: +5	AC 19
3 rd level		PD 18

Troop	Rocky fists +7 vs. AC (2 attacks)—7 damage	MD 13
Elemental	<i>Miss: 2 damage.</i>	HP 40
<p><i>Repair damage 10 and below:</i> When the earth elemental is targeted by a natural attack roll of 10 or less, the elemental heals 1d6 damage before taking any damage from the attack.</p>		
<p><u>Nastier Specials for all earth elementals</u></p>		
<p><i>Burrow:</i> Not all earth elementals burrow, though if yours is particularly nasty or associated with a particular icon, it can.</p>		

Small Fire Elemental

Normal	Initiative: +8	AC 19
3 rd level		PD 18
Troop	Whipping flames +8 vs. PD—8 fire damage, and 4 ongoing fire damage to a random nearby enemy (including an unconscious one)	MD 15
Elemental		HP 38
<p><i>Melee burn:</i> When an enemy makes a natural odd melee attack roll against the fire elemental, that attacker takes 1d8 fire damage.</p>		
<p><i>Resist fire 18+:</i> When a fire attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.</p>		

Small Water Elemental

Normal	Initiative: +7	AC 18
3 rd level		PD 16
Blocker	Surge +7 vs. AC (up to 2 enemies)—8 damage	MD 12
Elemental	<i>Miss: The elemental heals 3 hp.</i>	HP 40
<p><i>Liquid empowerment:</i> The water elemental gains a +2 bonus to attacks and all defenses while it's in contact with a body of</p>		

water, or while it's nearby a sizeable body of water. A bucket or a bathtub of liquid doesn't count; it must be at least a pond, creek, or maybe a large fountain. If the water elemental moves far away from the body of water the empowerment ends.

Resist weapon damage 16+: When a weapon attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Air Elemental

Normal

Initiative: +11

AC 20

5th level

PD 19

Wrecker

Slam +10 vs. AC—12 damage

MD 15

Elemental

HP 52

C: Swirling winds +10 vs. PD (1d3 random nearby conscious enemies)—14 damage

Natural even hit: The target pops free from the elemental.

Flight: It's quick and lively.

Resist non-spell damage 16+: When a non-spell attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Whirlwind transformation: Roll a d10 at the start of each of the air elemental's turns. If you roll less than or equal to the escalation die, it shifts into whirlwind form until the end of the battle. While in this form it gains the following improved attack (and you stop rolling *whirlwind transformation* checks):

Elemental whirlwind +10 vs. PD (each enemy engaged with it and one nearby enemy)—14 damage

Miss: Half damage.

Earth Elemental

Normal

Initiative: +7

AC 21

5 th level		PD 20
Blocker	Rocky fists +9 vs. AC (2 attacks)—11 damage	MD 15
Elemental	<i>Miss: 4 damage.</i>	HP 66
<p><i>Boulder up:</i> Roll a d10 at the start of each of the earth elemental's turns. If you roll less than or equal to the escalation die, it shifts into boulder guardian form until the end of the battle. While in this form, it gains a +2 bonus to AC and the <i>relentless pursuit</i> ability (and you stop rolling <i>boulder up</i> checks).</p> <p><i>Relentless pursuit:</i> The elemental must be in boulder guardian form to use this ability. Staggered enemies can't disengage from the earth elemental. (They can pop free, but they can't roll disengage checks.)</p> <p><i>Repair damage 10 and below:</i> When the earth elemental is targeted by a natural attack roll of 10 or less, the elemental heals 1d12 damage before taking any damage from the attack.</p>		

Fire Elemental

Normal	Initiative: +10	AC 21
5 th level		PD 20
Wrecker	Whipping flames +10 vs. PD—14 fire damage, and 7 ongoing fire damage to a random nearby enemy (including an unconscious one)	MD 17
Elemental		HP 64
<p><i>Melee burn:</i> When an enemy makes a natural odd melee attack roll against the fire elemental, that attacker takes 1d12 fire damage.</p> <p><i>Resist fire 18+:</i> When a fire attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.</p>		

Wildfire transformation: Roll a d10 at the start of each of the fire elemental's turns. If you roll less than or equal to the escalation die, it shifts into wildfire form until the end of the battle. While in this form, it gains the following improved attack (and you stop rolling *wildfire transformation* checks):

C: Elemental wildfire +10 vs. PD (one nearby enemy OR each nearby enemy taking ongoing fire damage)—20 fire damage, and 7 ongoing fire damage

Miss: 7 ongoing fire damage.

Water Elemental

Normal Initiative: +9

5th level

Blocker **Surge +9 vs. AC (up to 2 enemies)—14 damage**

Elemental *Miss:* The elemental heals 6 hp.

AC 20

PD 18

MD 14

HP 66

Great wave transformation: Roll a d10 at the start of each of the water elemental's turns. If you roll less than or equal to the escalation die, it shifts into great wave form until the end of the battle. While in this form, each enemy engaged with the elemental is hampered (and you stop rolling *great wave transformation* checks).

Liquid empowerment: The water elemental gains a +2 bonus to attacks and all defenses while it's in contact with a body of water, or while it's nearby a sizeable body of water. A bucket or a bathtub of liquid doesn't count; it must be at least a pond, creek, or maybe a large fountain. If the water elemental moves far away from the body of water the empowerment ends.

Resist weapon damage 16+: When a weapon attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Big Air Elemental

Normal Initiative: +14

AC 22

7 th level		PD 21
Wrecker	Slam +13 vs. AC—20 damage	MD 17
Elemental		HP 88
	C: Swirling winds +13 vs. PD (1d3 random conscious nearby enemies)—22 damage	
	<i>Natural even hit:</i> The target pops free from the elemental.	
	<i>Flight:</i> It's quick and direct.	
	<i>Resist non-spell damage 16+:</i> When a non-spell attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.	
	<i>Whirlwind transformation:</i> Roll a d8 at the start of each of the air elemental's turns. If you roll less than or equal to the escalation die, it shifts into whirlwind form until the end of the battle. While in this form it gains the following improved attack (and you stop rolling <i>whirlwind transformation</i> checks):	
	Elemental whirlwind +13 vs. PD (each enemy engaged with it and one nearby enemy)—22 damage	
	<i>Miss:</i> Half damage.	

Big Earth Elemental

Normal	Initiative: +9	AC 23
7 th level		PD 22
Blocker	Rocky fists +11 vs. AC (2 attacks)—16 damage	MD 17
Elemental	<i>Miss:</i> 7 damage.	HP 94
	<i>Boulder up:</i> Roll a d8 at the start of each of the earth elemental's turns. If you roll less than or equal to the escalation die, it shifts into boulder guardian form until the end of the battle. While in this form, it gains a +2 bonus to AC and the <i>relentless pursuit</i> ability (and you stop rolling <i>boulder up</i> checks).	

Relentless pursuit: The elemental must be in boulder guardian form to use this ability. Staggered enemies can't disengage from the earth elemental. (They can pop free, but they can't roll disengage checks.)

Repair damage 10 and below: When the earth elemental is targeted by a natural attack roll of 10 or less, the elemental heals 3d6 damage before taking any damage from the attack.

Big Fire Elemental

Normal Initiative: +13

7th level

Wrecker

Elemental

Whipping flames +12 vs. PD—22 fire damage, and 11 ongoing fire damage to a random nearby enemy (including an unconscious one)

Melee burn: When an enemy makes a natural odd melee attack roll against the fire elemental, that attacker takes 2d12 fire damage.

Resist fire 18+: When a fire attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

Wildfire transformation: Roll a d8 at the start of each of the fire elemental's turns. If you roll less than or equal to the escalation die, it shifts into wildfire form until the end of the battle. While in this form, it gains the following improved attack (and you stop rolling *wildfire transformation* checks):

C: Elemental wildfire +12 vs. PD (one nearby enemy OR each nearby enemy taking ongoing fire damage)—30 fire damage, and 11 ongoing fire damage

Miss: 11 ongoing fire damage.

AC 23

PD 22

MD 19

HP 92

Big Water Elemental

Normal	Initiative: +11	AC	22
7 th level		PD	20
Blocker	Surge +11 vs. AC (up to 2 enemies)—22 damage	MD	16
Elemental	<i>Miss:</i> The elemental heals 9 hp.	HP	100

Great wave transformation: Roll a d8 at the start of each of the water elemental's turns. If you roll less than or equal to the escalation die, it shifts into great wave form until the end of the battle. While in this form, each enemy engaged with the elemental is hampered (and you stop rolling *great wave transformation* checks).

Liquid empowerment: The water elemental gains a +2 bonus to attacks and all defenses while it's in contact with a body of water, or while it's nearby a sizeable body of water. A bucket or a bathtub of liquid doesn't count; it must be at least a pond, creek, or maybe a large fountain. If the water elemental moves far away from the body of water the empowerment ends.

Resist weapon damage 16+: When a weapon attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Epic Air Elemental

Normal	Initiative: +16	AC	24
9 th level		PD	23
Wrecker	Slam +15 vs. AC—40 damage	MD	19
Elemental		HP	140

C: Swirling winds +15 vs. PD (1d3 random conscious nearby enemies)—40 damage

Natural even hit: The target pops free from the elemental.

Flight: It's quick and forceful.

Resist non-spell damage 16+: When a non-spell attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Whirlwind transformation: Roll a d6 at the start of each of the air elemental's turns. If you roll less than or equal to the escalation die, it shifts into whirlwind form until the end of the battle. While in this form it gains the following improved attack (and you stop rolling *whirlwind transformation* checks):

Elemental whirlwind +15 vs. PD (each enemy engaged with it and one nearby enemy)—40 damage

Miss: Half damage.

Nastier Specials

R: Gale force jets +15 vs. PD (one nearby or far away enemy)—40 damage

Natural even hit: The target is dazed until the end of its next turn.

Natural even miss: Half damage.

Epic Earth Elemental

Normal Initiative: +12

9th level

Blocker Rocky fists +13 vs. AC (2 attacks)—28 damage

Elemental Miss: 14 damage.

AC 25

PD 24

MD 19

HP 170

Boulder up: Roll a d6 at the start of each of the earth elemental's turns. If you roll less than or equal to the escalation die, it shifts into boulder guardian form until the end of the battle. While in this form, it gains a +2 bonus to AC and the *relentless pursuit* ability (and you stop rolling *boulder up* checks).

Relentless pursuit: The elemental must be in boulder guardian form to use this ability. Staggered enemies can't disengage from

the earth elemental. (They can pop free, but they can't roll disengage checks.)

Repair damage 10 and below: When the earth elemental is targeted by a natural attack roll of 10 or less, the elemental heals 5d6 damage before taking any damage from the attack.

Nastier Specials

Endless vitality: When an enemy engaged with the epic earth elemental heals using one or more recoveries, the elemental heals 5d6 hit points.

Epic Fire Elemental

Normal	Initiative: +15	AC	24
9 th level		PD	24
Wrecker	Whipping flames +14 vs. PD—40 fire damage, and 20 ongoing fire damage to a random nearby enemy (including an unconscious one)	MD	21
Elemental		HP	166

Melee burn: When an enemy makes a natural odd melee attack roll against the fire elemental, that attacker takes 3d12 fire damage.

Resist fire 18+: When a fire attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

Wildfire transformation: Roll a d6 at the start of each of the fire elemental's turns. If you roll less than or equal to the escalation die, it shifts into wildfire form until the end of the battle. While in this form, it gains the following improved attack (and you stop rolling *wildfire transformation* checks):

C: Elemental wildfire +14 vs. PD (one nearby enemy OR each nearby enemy taking ongoing fire damage)—55 fire damage, and 20 ongoing fire damage

Miss: 20 ongoing fire damage.

Nastier Specials

Fligh: Fire elementals that can fly are rare. This one can, and it only touches the ground to set something ablaze.

Epic Water Elemental

Normal	Initiative: +14	AC	24
9 th level		PD	22
Blocker	Surge +13 vs. AC (up to 2 enemies)—22 damage	MD	18
Elemental	<i>Miss</i> : The elemental heals 9 hp.	HP	170

Great wave transformation: Roll a d6 at the start of each of the water elemental's turns. If you roll less than or equal to the escalation die, it shifts into great wave form until the end of the battle. While in this form, each enemy engaged with the elemental is hampered (and you stop rolling *great wave transformation* checks).

Liquid empowerment: The water elemental gains a +2 bonus to attacks and all defenses while it's in contact with a body of water, or while it's nearby a sizeable body of water. A bucket or a bathtub of liquid doesn't count; it must be at least a pond, creek, or maybe a large fountain. If the water elemental moves far away from the body of water the empowerment ends.

Resist weapon damage 16+: When a weapon attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Ettercap

Ettercap Acolyte

Normal	Initiative: +2	AC	16
1 st level		PD	13
Mook	Sacrificial dagger +6 vs. AC—3 damage	MD	15
Humanoid		HP	7

Fanatical devotion: As a standard action, an ettercap acolyte can deal 2d6 poison damage to one dazed, hampered, or stuck enemy engaged with it. The ettercap acolyte also takes 7 damage from this kamikaze action, killing it.

Goopy webs: When an enemy of level 3 or lower rolls a natural 1-5 with a melee attack against an ettercap acolyte, that enemy is dazed (save ends).

Ettercap Hunter

Normal	Initiative: +6	AC	18
2 nd level		PD	14
Blocker	Poison bite +7 vs. AC —6 damage, and 4 ongoing poison damage	MD	14
Humanoid	<i>Miss:</i> If the target is dazed, hampered, or stuck, it takes 4 extra damage.	HP	32
	C: Web spray +8 vs. PD (1d4 nearby enemies in a group) —3 damage		
	<i>Natural even hit:</i> The target is hampered (save ends).		
	<i>Natural odd hit:</i> The target is stuck (save ends).		
	<i>Limited use:</i> 1/battle.		
	<i>Goopy webs:</i> When an enemy of level 4 or lower rolls a natural 1-5 with a melee attack against an ettercap hunter, that enemy is dazed (save ends).		

Ettercap Supplicant

Normal	Initiative: +6	AC	18
3 rd level		PD	14
Caster	Sacrificial dagger +7 vs. AC —8 damage, and the ettercap supplicant can use <i>the web that burns</i> an additional time this battle.	MD	17
Humanoid		HP	44

R: The skein of pain +8 vs. MD—10 psychic damage, and until the end of the battle, the target takes 1d6 psychic damage each time it fails a save.

C: The web that burns +8 vs. PD (1d3 nearby enemies in a group)—6 ongoing acid damage

Natural even hit: The target is hampered (save ends).

Limited use: 1/battle.

Goopy webs: When an enemy of level 5 or lower rolls a natural 1-5 with a melee attack against an ettercap supplicant, that enemy is dazed (save ends).

Ettercap Warrior

Normal	Initiative: +9	AC	20
3 rd level		PD	15
Blocker	Thrusting spear +9 vs. AC —8 damage	MD	15
Humanoid	<i>Natural 16+:</i> The ettercap warrior can make a <i>poison bite</i> attack as a free action. <i>Natural even miss:</i> 4 damage. Poison bite +9 vs. AC —6 damage, and 4 ongoing poison damage <i>Miss:</i> If the target is dazed, hampered, or stuck, it takes 4 damage. C: Web spray +9 vs. PD (1d4 nearby enemies in a group) —4 damage <i>Natural even hit:</i> The target is hampered (save ends). <i>Natural odd hit:</i> The target is stuck (save ends). <i>Limited use:</i> 1/battle.	HP	48

Goopy webs: When an enemy of level 5 or lower rolls a natural 1-5 with a melee attack against an ettercap warrior, that enemy is dazed (save ends).

Ettercap Keeper

Normal	Initiative: +7	AC	20
4 th level		PD	15
Leader	Staff and fangs +9 vs. AC—10 damage	MD	18
Humanoid	<i>Natural even hit or miss:</i> 5 ongoing poison damage.	HP	50

R: Staff of tongues +9 vs. MD (one nearby or far away enemy)—15 psychic damage, and the target can't cast spells or speak (save ends)

C: Her first whisper +9 vs. MD (each nearby enemy engaged with one or more ettercaps)—10 ongoing psychic damage

Limited use: 1/battle.

R: Her other thought +9 vs. MD (one nearby enemy per point on esc. die)—13 psychic damage

Miss: 7 psychic damage.

Limited use: 1/battle.

The web of faith: While one or more lower-level non-mook ettercap allies are nearby it, the ettercap keeper gains *resist damage 16+*.

Goopy webs: When an enemy of level 6 or lower rolls a natural 1-5 with a melee attack against an ettercap keeper, that enemy is dazed (save ends).

Ettin

Large	Initiative: +9	AC	21
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5 th level		PD 18
Troop	First big swing +10 vs. AC—25 damage, and the target pops free from the ettin; then as a free action, the ettin can move (or choose not to move) and make a <i>second swing</i> attack.	MD 14
Giant		HP 160
<i>[Special trigger]</i> Second swing +10 vs. AC (different target from <i>first big swing</i>)—15 damage		
<i>Two-headed save:</i> If an ettin’s first save against an effect fails, it can roll a second save.		
<u>Nastier Specials</u>		
<i>Big bully:</i> The ettin deals double damage with its attacks against staggered enemies.		
<i>Escalating agreement:</i> If the escalation die is 3+, the ettin can target two engaged enemies with its <i>first big swing</i> attack.		

Flower of Unlife

All flowers of unlife have a nastier special available called *Iconic energy drain*. When a PC is associated with an icon that is also associated with the flower of unlife (e.g. undead or nature icons), and he rolls a natural 1-5 with an attack against the flower, the attacker takes 2d6 damage and the flower heals that many hit points.

Death Blossom

2x	Initiative: +10	AC 21
6 th level	Vulnerability: holy	PD 19
Caster		MD 17
Undead	Sapping touch +11 vs. AC—16 negative energy damage	HP 100
<i>Natural 4, 8, 12, 16, or 20:</i> The target is weakened (save ends).		
R: Unlife ray +11 vs. PD—24 negative energy damage		
<i>Natural odd hit:</i> The target takes 1d6 extra negative energy damage for each unexpended recovery it has.		

Natural odd miss: If the target currently has less than its maximum recoveries, it gains a recovery! Gaining a recovery is not healing, but it can use that recovery later to heal as normal.

Red-yellow resurrection: When the death blossom drops to 0 hit points, it's destroyed until the start of its next turn. At the start of its next turn, it returns to life as a blood rose or poison dandelion that lacks the *black-gray resurgence* ability but is otherwise undamaged and whole.

Lich Flower

2x

Initiative: +10

AC 21

6th level

Vulnerability: holy

PD 17

Blocker

MD 19

Undead

Contact dust +11 vs. PD—14 poison damage

HP 100

Natural 4, 8, 12, 16, or 20: The target is stuck (save ends).

Strange vapors: While engaged with the lich flower, non-undead and non-plant creatures are dazed (-4 attacks).

Red-yellow resurrection: When the lich flower drops to 0 hit points, it's destroyed until the start of its next turn. At the start of its next turn, it returns to life as a blood rose or poison dandelion that lacks the *black-gray resurgence* ability but is otherwise undamaged and whole.

Blood Rose

2x

Initiative: +10

AC 22

6th level

Vulnerability: fire

PD 20

Wrecker

MD 20

Undead

Fangs in the blossoms +11 vs. AC—20 damage

HP 110

Natural odd hit: The target takes 10 ongoing damage.

Natural odd miss: 5 ongoing damage.

Bristling thorns: When a creature makes a melee attack against the blood rose, that creature takes damage equal to its natural attack roll.

Black-gray resurgence: When the blood rose drops to 0 hit points, it is destroyed until the start of its next turn. At the start of its next turn, it returns to life as a death blossom or lich flower that lacks the *red-yellow resurrection* ability but is otherwise undamaged and whole.

Poison Dandelion

2x Initiative: +10

6th level Vulnerability: fire

Spoiler

Undead **Green spikes +11 vs. AC (2 attacks)—15 damage**

Natural odd hit: The target takes 10 ongoing poison damage.

C: Whirling seeds +11 vs. AC (each nearby non-plant or non-undead creature)—15 ongoing poison damage, and undead creatures and plant creatures in the battle add the escalation die to their attacks against the target (save ends both)

Limited use: The poison dandelion can only use this attack when the escalation die is odd.

Black-gray resurgence: When the poison dandelion drops to 0 hit points, it's destroyed until the start of its next turn. At the start of its next turn, it returns to life as a death blossom or lich flower that lacks the *red-yellow resurrection* ability but is otherwise undamaged and whole.

AC 24

PD 19

MD 19

HP 110

Fungaloid

Some fungaloids can make special attacks. For those, add the fungaloid creature's level to attacks and damage, as indicated.

C: Poison tentacles 5 + level vs. PD (1d3 nearby enemies)—3 + level poison damage, and the target is vulnerable to *fungal attacks* (save ends)

C: Brown noise 5 + level vs. PD (1d3 nearby enemies)—3 + level ongoing thunder damage

C: Hallucinogenia 3 + level vs. MD (one nearby enemy)—The target is confused (easy save ends, 6+)

C: Infectious spores 5 + level vs. PD (1d3 nearby enemies)—3 + level ongoing poison damage

C: Piercing shriek 5 + level vs. PD (1d3 nearby enemies)—4 + level psychic damage

Fungaloid Creeper

Normal	Initiative: +3	AC 16
1 st level		PD 15
Troop	Probing tendrils +6 vs. AC (1d3 attacks) —2 damage	MD 10
Plant	<i>Natural 18+</i> : The target is stuck until the end of its next turn. <i>Natural 1-5</i> : Both the fungaloid and its target take 1d4 damage. <i>Food is here</i> : When a fungaloid creeper scores a critical hit with an attack, all nearby fungaloids move to engage the fungaloid's target, even if that target has dropped to 0 hp. The move is a free action, and engaged creepers can roll disengage attempts instead of taking opportunity attacks. <i>Slow, rolling wave</i> : Whenever the escalation die is even, each creeper must succeed on a normal save at the start of its turn or lose its move action that turn. <u>Nastier Specials</u> Fungal attack —Make ONE fungal attack	HP 30

Aerial Spore

Normal	Initiative: +1	AC 15
2 nd level		PD 9
Mook	C: Stinging tendrils +6 vs. PD (one nearby enemy) —4 poison damage, and the target is weakened until the end of its next turn	MD 13
Plant	<i>Puffball exploder</i> : The first time each round an aerial spore in the battle drops to 0 hp, it explodes and 1d3 nearby non-fungus non-construct creatures are covered in spores and begin to choke. Until the end of the battle, when a choking creature rolls a natural 1-5 on an attack roll, it takes damage equal to the	HP 7

natural roll. If a creature is affected twice by this attack, the damage it takes on a natural 1-5 doubles; if affected three times, it triples, etc.

Spores: A creature choking from *puffball exploder* can use a standard action to wash the spores off itself and/or cough them up, preventing further choking effects until it's affected by *puffball exploder* again.

Weightless: The aerial spore floats upon air currents, but it prefers to stay within 5 to 7 feet of the ground so it can use its tendrils to keep it in place or propel it. A free-floating spore too far away from the ground to use its tendrils can easily be blown about from strong winds or similar magical effects.

Sporrior

Normal	Initiative: +10	AC 18
2 nd level		PD 16
Wrecker	Chitinous bite +7 vs. AC—5 damage	MD 12
Plant	<i>Natural even hit or miss:</i> The sporrior can make a <i>spore cloud</i> attack this turn as a quick action. R: Parasitic darts +6 vs. AC (1d3 nearby or far away enemies in a group)—5 poison damage <i>Natural even hit or miss:</i> The sporrior can make a <i>spore cloud</i> attack this turn as a quick action. C: Spore cloud +6 vs. PD (1d3 nearby enemies)—4 poison damage <i>Sprinter:</i> A sporrior gains an extra move action when the escalation die is odd. <i>Wall-crawler:</i> A sporrior can climb on ceilings and walls as easily as it moves on the ground.	HP 36

Fungaloid Drudge

Normal	Initiative: +5	AC	19
3 rd level		PD	17
Troop	Pitchfork +8 vs. AC—10 damage	MD	13
Plant	<i>Natural 16+</i> : The drudge can make a <i>fungal attack</i> this turn as a quick action.	HP	32
	Fungal attack—Make ONE fungal attack		

Braincap

2x	Initiative: +5	AC	19
3 rd level		PD	13
Wrecker	Programmed brain: During its turn when one or more nearby enemies are staggered, the braincap uses <i>focused brain blast</i> .	MD	17
Plant	When no enemies are staggered, the braincap uses <i>hallucinogenia</i> if its hit points are even, and <i>psionic filaments</i> if its hit points are odd.	HP	90
	R: Focused brain blast +8 vs. PD (1 nearby or far away staggered enemy)—21 force damage		
	<i>Miss:</i> 5 psychic damage.		
	C: Hallucinogenia +8 vs. MD (1d3 nearby enemies)— The target is confused (easy save ends, 6+) and vulnerable to psychic damage until the end of the battle		
	<i>Miss:</i> The target sees odd colors at the corners of its vision until it has taken a full heal-up (-2 penalty to skill checks to see things).		
	C: Psionic filaments +8 vs. MD (1d3 nearby enemies)—15 psychic damage		
	<i>Lost opportunity:</i> This creature can't make opportunity attacks.		

Fungaloid Monarch

2x	Initiative: +8	AC	20
4 th level		PD	14
Leader	Mycotic scepter +9 vs. AC—24 damage	MD	18
Plant	<i>Natural 12+</i> : One nearby fungaloid can make a <i>fungal attack</i> as a free action. <i>Natural 16+</i> : Up to three nearby fungaloids can each make a <i>fungal attack</i> as a free action. <i>Natural 20</i> : Up to five nearby fungaloids can each make a <i>fungal attack</i> as a free action. <i>Group mind</i> : The monarch's attacks deal +1 damage for each other allied creature with the plant type in the battle (max +10). <i>Drudge-summons</i> : If there are not enough nearby fungaloids to use up all the <i>fungal attacks</i> granted by the <i>mycotic scepter</i> , skip the extra fungal attacks but add a full-strength fungaloid drudge to the battle next to the fungaloid monarch.	HP	98

Fungaloid Empress

Huge	Initiative: +15	AC	20
4 th level		PD	18
Wrecker	Crushing limbs +9 vs. AC (1d3 enemies engaged with the empress)—18 damage	MD	18
Plant	<i>Combat womb</i> : At the end of each of the empress' turns, if there are fewer than two elder spores (see below) per enemy, add a number of elder spores to the battle so that there are two spores per enemy. A spore can "sprout" already engaged with a nearby or far away enemy or on its own, it's up to you. <i>Sporulating spiracles</i> : Fungus grows on everything in the area! Whenever a non-fungus creature attempts to move, it must make a DC 18 Dexterity or Strength check to do so or it loses its move action. If the creature uses a standard action to clear away fungus, it can move normally that turn.	HP	170

Elder Spore

Normal	Initiative: Directly after the funguloid empress in the initiative order	AC	18
4 th level		PD	12
Mook	Slime spikes +9 vs. AC–6 poison damage	MD	16
Plant		HP	7

Gargoyle

Normal	Initiative: +4	AC	24
5 th level		PD	21
Troop	Furious claws and fangs +9 vs. AC–9 damage	MD	14
Construct	<i>Natural 11+</i> : The gargoyle can make two more melee attacks as a free action (but never more than three total attacks per standard action, even if you roll another 11+). <i>Flight</i> <u>Nastier Specials</u> <i>Rocky hide</i> : The gargoyle has <i>resist damage 12+</i> against attacks targeting AC. <i>Statues, statues, everywhere</i> : Because they often look like statues, gargoyles are capable of springing a surprise on inattentive PCs. When there's a chance of such an ambush, give the PCs a champion-tier skill check (DC 20) to notice the gargoyles and avoid being surprised.	HP	60

Gelahedron

For special abilities, see Ooze Abilities.

Gelatinous Tetrahedron

Huge	Initiative: +3	AC	19
4 th level		PD	17
Blocker	Shlup'n'schlorp +9 vs. PD–22 acid damage, and the tetrahedron engulfs the target (functions like a grab; see below) if it's smaller than the tetrahedron	MD	14
Ooze		HP	160

Miss: The tetrahedron can make a *spasms* attack as a free action.

[Special trigger] C: Spasms +9 vs. AC (up to 2 attacks, each against a different nearby enemy)—11 damage

Engulf and dissolve: Targets engulfed/grabbed by the tetrahedron take 22 acid damage at the start of the cube's turn but are not viable targets for additional attacks by the tetrahedron. Multiple targets can be held within the tetrahedron simultaneously.

Any engulfed creature that is also staggered must begin making last gasp saves or become paralyzed as the tetrahedron's toxins overwhelm it.

Instinctive actions: Gelatinous creatures have no brains, sometimes they just *do things*. When the escalation die is odd, instead of making an attack or moving, roll a d4 to see what the tetrahedron does. If an option is not viable (you roll a 1 but there is no engaged enemy), reroll until you get a valid option.

1. C: Fling +9 vs. PD (one engaged enemy)—14 damage, and the target pops free from the ooze and must roll an easy save (6+); on a failure, it loses its next move action

2. C: Fling +9 vs. PD (one nearby enemy not engaged with the ooze)—28 damage, and the target is flung somewhere nearby and must roll an easy save (6+); on a failure, it loses its next move action

3. C: Fling +9 vs. PD (one far away enemy)—42 damage, and the target is flung somewhere far away and must roll an easy save (6+); on a failure, it loses its next move action

4. As a standard action the ooze quickly moves around the battlefield, oozing over 1d3 nearby enemies. Those enemies become engaged with the ooze and stuck (save ends).

First failed save: The target is engulfed instead of stuck.

Gelatinous Cubahedron (aka Cube)

Huge

Initiative: +4

AC 20

5th level

PD 18

Blocker

Ooze

Shlup'n'schlorp +10 vs. PD—30 acid damage, and the cube engulfs the target (functions like a grab; see below) if it's smaller than the cube

MD 15

HP 200

Miss: The cube can make a *spasms* attack as a free action.

[Special trigger] C: Spasms +10 vs. AC (up to 2 attacks, each against a different nearby enemy)—15 damage

Engulf and dissolve: Targets engulfed/grabbed by the cube take 30 acid damage at the start of the cube's turn but are not viable targets for additional attacks by the cube. Multiple targets can be held within the cube simultaneously.

Any engulfed creature that is also staggered must begin making last gasp saves or become paralyzed as the cube's toxins overwhelm it.

Instinctive actions: Gelatinous creatures have no brains, sometimes they just *do things*. When the escalation die is odd, instead of making an attack or moving, roll a d6 to see what the cubahedron does. If an option is not viable (you roll a 5 but there is no engulfed enemy), reroll until you get a valid option.

1. The cubahedron jiggles in place. Each nearby enemy takes 5 acid damage. Each creature engulfed by the cube takes a -4 penalty to its saves until the end of its next turn.

2. The cubahedron moves as a quick action. If the cube ends its move engaged with enemies, each of those enemies must roll a save; on a failure, the cubahedron grabs them (but they're not engulfed).

3. The cubahedron spits an engulfed creature into the air above it and makes a *shlup'n'schlorp* attack against that creature with a +5 attack bonus. Then the creature is engulfed again.

4. The cubahedron flattens itself slightly and crawls up a wall and possibly across the ceiling. The cube falls at the end of its turn. Each creature engulfed by the cube takes 30 damage, and it makes a *gel drop attack* against enemies below it.

Gel drop +10 vs. PD (1d3 nearby enemies)—15 damage, and the cube engulfs the target if it's smaller than the cube

5. The cubahedron moves one creature engulfed by it to the surface. The target gains a +4 bonus to attempts to escape the cube, but each time the cube is targeted by an attack, the engulfed creature must roll a save; on a failure, it becomes the target of the attack instead.

6. The cubahedron spits out each enemy engulfed by it with great force in different directions; each of those creatures takes 50 damage.

Gelatinous Octahedron

Huge

Initiative: +5

AC 21

6th level

PD 19

Blocker

Shlup'n'schlorp +11 vs. PD—38 acid damage, and the cube engulfs the target (functions like a grab; see below) if it's smaller than the cube

MD 16

Ooze

HP 280

Miss: The cube can make a *spasms* attack as a free action.

[Special trigger] C: Spasms +11 vs. AC (up to 2 attacks, each against a different nearby enemy)—19 damage

Engulf and dissolve: Targets engulfed/grabbed by the cube take 38 acid damage at the start of the cube's turn but are not viable targets for additional attacks by the cube. Multiple targets can be held within the cube simultaneously.

Any engulfed creature that is also staggered must begin making last gasp saves or become paralyzed as the cube's toxins overwhelm it.

Instinctive actions: Gelatinous creatures have no brains, sometimes they just *do things*. When the escalation die is odd, instead of making an attack or moving, roll a d8 to see what the octahedron does. If an option is not viable (you roll a 3 but there are no nearby targets), reroll until you get a valid option.

1. C: Acid splash +11 vs. PD (1d3 nearby or far away enemies in a group)—8 ongoing acid damage

Each failed save: Acid destroys one of the target's non-magical items. The target takes a cumulative -1 attack penalty until the end of the battle (boots fall apart, shield straps snap, etc.).

Miss: 5 ongoing acid damage.

2. The octahedron grows an orifice that gushes out a liquid glue that floods the area. Each enemy engaged with the octahedron is stuck (hard save ends, 16+). Each nearby enemy not engaged with the octahedron is stuck (save ends). Each far away enemy is stuck (easy save ends, 6+). The glue has no effect on creatures who are flying or that have some way of avoiding it.

3. The octahedron squirts a slick slime that targets 1d3 nearby enemies. Until the end of the battle, each target must roll an easy save each time it moves; on a failure, it's hampered until the end of its next turn.

4. The octahedron makes a *fire gout* attack as it splashes out a gel that ignites in the air and sticks to skin and clothing.

C: Fire gout +11 vs. PD (1d3 nearby or far away enemies in a group)—8 ongoing fire damage

Each failed save: The ongoing damage for all enemies hit by the attack increases by 1.

5. The octahedron sweats acid. Each enemy engaged with the octahedron must roll a normal save; on a failure, it takes 40 acid damage. On a success it takes 20 acid damage.

6. C: Acid jet +11 vs. PD (one nearby or far away enemy)—45 acid damage

Miss: 8 ongoing acid damage.

7. **C: Acid geyser +11 vs. PD (1d3 nearby or far away enemies)—30 acid damage**, and the octahedron is propelled uncontrollably about the area, passing next to each of its enemies. Unlike normal, each enemy can make an opportunity attack against the ooze as it moves this way, but the ooze can make a *glomp* attack against those who do as a free action as it passes. (Tell the PCs that the ooze will get a counter-attack.)

Glomp +9 vs. PD—10 acid damage, and the cube engulfs the target if it's smaller than the cube

8. The octahedron splits into two tetrahedrons, and each one can act this turn (roll a d4 for the *instinctive actions* of each one). Divide the octahedron's current hit points equally between the two new creatures.

Gelatinous Dodecahedron

Huge	Initiative: +5	AC 21
7 th level		PD 19
Blocker	Shlup'n'schlorp +10 vs. PD–30 acid damage, and the dodecahedron engulfs the target (functions like a grab; see below) if it's smaller than the dodecahedron	MD 16
Ooze	<i>Miss:</i> The cube can make a <i>spasms</i> attack as a free action. [Special trigger] C: Spasms +10 vs. AC (up to 2 attacks, each against a different nearby enemy)–15 damage <i>Engulf and dissolve:</i> Targets engulfed/grabbed by the cube take 30 acid damage at the start of the cube's turn but are not viable targets for additional attacks by the cube. Multiple targets can be held within the cube simultaneously. Any engulfed creature that is also staggered must begin making last gasp saves or become paralyzed as the cube's toxins overwhelm it. <i>Instinctive actions:</i> Gelatinous creatures have no brains, sometimes they just <i>do things</i> . When the escalation die is odd, instead of making an attack or moving, roll a d12 to see what the dodecahedron does. If an option is not available (you roll a 1 but there are no nearby enemies), reroll until you get a valid option. 1. The dodecahedron makes a <i>squash</i> attack against 1d4 nearby enemies as it rolls and shlorps around the area. Any enemies already engulfed by the dodecahedron take 10 thunder damage. C: Squash +10 vs. PD (1d4 nearby enemies)–20 damage, and the target is stunned (easy save ends, 6+) 2. The dodecahedron throws out whip-like tendrils and makes a <i>sudden orifice</i> attack against each enemy engaged with it. Then it pulls each nearby enemy next to it and engages that creature.	HP 550

Sudden orifice +12 vs. PD (each enemy engaged with it)—The dodecahedron engulfs the target if it's smaller than the dodecahedron

3. Hundreds of finger-size slimes slither out from the interior of the dodecahedron and begin worming their way across the bodies of each of its enemies in the battle. Until the end of the battle, when a non-ooze creature takes any damage besides ongoing acid damage, it also takes 10 acid damage.

4. The dodecahedron bounces and thrums. Each enemy engaged with it or engulfed by it must roll a save; on a failure, that enemy takes 30 thunder damage. On a success, it takes 15 thunder damage and pops free from the dodecahedron.

5. The dodecahedron hunkers down and produces acidic spikes. It gains a +4 bonus to all defenses until the end of the battle, and each enemy who makes a melee attack against it with a non-magical weapon must roll a save; on a failure the weapon dissolves. When a creature's weapon dissolves, that creature is hampered and weakened (save ends both). Magical weapons lose their bonuses to hit and damage until the end of the battle instead of being dissolved (but the owner is still hampered and weakened). They can be "restored" after the battle by taking a few minutes during a rest to re-attune them.

6. The dodecahedron moves, rolling around the battlefield, then makes a *shlup'n'schlorp* attack at the end of its movement with a +5 bonus. If the attack misses, instead of making a *spasms* attack the dodecahedron rolls about the area again and makes a second *shlup'n'schlorp* attack with a +10 bonus. If the second attack misses, it doesn't get a *spasms* attack and the dodecahedron's turn ends.

7. The dodecahedron makes a *spasms* attack. If it misses with either attack roll, after the attacks, it can make a *stretch and engulf* attack as a free action.

C: Stretch and engulf +12 vs. PD (one nearby or far away enemy)—30 acid damage, and the dodecahedron engulfs the target if it's smaller than the dodecahedron

8. C: Pseudopod slaps +10 vs. AC (one nearby enemy)—25 thunder damage

Natural odd hit: The target pops free from the dodecahedron and is knocked far away, and the ooze makes the attack again against a different nearby enemy as a free action.

Natural even hit: The dodecahedron engulfs the target if it's smaller than the dodecahedron.

9. Each enemy engulfed by the dodecahedron takes 40 acid damage, and the dodecahedron heals 40 hp for each enemy it has engulfed.

10. The dodecahedron splits into an octahedron and a tetrahedron, and each one can act this turn (roll a d8 and d4 for the *instinctive actions* of each one). Divide the dodecahedron's current hit points into thirds, and give one third to the tetrahedron and two thirds to the octahedron.

11. The dodecahedron splits into three tetrahedrons, and each one can act this turn (roll a d4 for the *instinctive actions* of each one). Divide the dodecahedron's current hit points equally between the three new creatures.

12. The dodecahedron splits into two cubahedrons, and each one can act this turn (roll a d6 for the *instinctive actions* of each one). Divide the dodecahedron's current hit points equally between the two new creatures.

Genie

Djinn

Large	Initiative: +15	AC 25
9 th level		PD 22
Spoiler	Greatsword +13 vs. AC (2 attacks)—40 damage	MD 21
Giant	<i>Natural 5, 10, 15, 20:</i> Increase the escalation die by 1 (cumulative), and until the end of the battle, the djinn adds the escalation die to its attacks.	HP 350
	C: Assault of the whirlwind +13 vs. PD (1d4 + 1 nearby creatures, including invisible creatures)—35 damage, and after the attack the djinn teleports to one of the targets and engages it	
	<i>Natural 5, 10, 15, 20:</i> The target is hampered until the end of its next turn.	

Miss: 10 damage.

Limited use: The djinn can only use this attack while it's not staggered.

Flight: Genies fly extremely well, but lumber, at best, when walking on the ground.

Grant-a-wish: A PC whose attack drops a djinn to 0 hp gains the equivalent of an extremely favorable roll of 6 with an icon relationship die with an icon of the PC's choice that the PC already has a positive or conflicted relationship with. Treat this advantage as if it came from a positive relationship. The GM is encouraged to treat this result with the utmost benevolence and compassion.

Nastier Specials

If you want a djinn to be even tougher, add a nastier special depending on which icon or icons the djinn is presently working for. The abilities represent the innate magic of the genie being channeled through the influence of the icon.

Protection boon: While not staggered, the djinn gains *resist spell damage 16+* against all spells except those cast by a PC that has at least a one point icon relationship with the icon that is channeling the djinn.

Spiky bits: When an enemy makes a melee attack against the djinn and misses, it takes 2d20 damage.

Demonic taint: The djinn gains a random demonic feature (see Demon).

Unwelcome resonance: Whenever a nearby enemy attempts to trigger a magic item power, there's a 50% chance that the power fails. If it does, the item refuses to let its owner use that power until the end of the battle.

Sorcerous reach: The djinn's *assault of the whirlwind* attack can also target far away enemies.

Aura of command: Twice per battle as a free action, the djinn can turn an ally's normal save into an easy save (6+), or an enemy's normal save into a hard save (16+).

Wind/Shadow form: While not staggered, the djinn has *resist melee damage 16+*.

Frenzied: The djinn takes a -1 penalty to all defenses. While not staggered, its crit range expands by 3.

Efreet

Large

Initiative: +15

AC 25

10th level

Vulnerability: cold (only while staggered)

PD 24

Wrecker

MD 23

Giant

Blade of the perfect warrior +15 vs. AC (3 attacks)—35 damage

HP 420

Natural 5, 10, 15, 20: Each nearby enemy takes 20 fire damage.

R: Jet of absolute conflagration +15 vs. PD (one random nearby conscious enemy)—110 fire damage

Natural 5, 10, 15, 20: The target loses all fire resistance until the end of the battle and is hampered (save ends).

Flight: Efreet don't fly as well or as quickly as djinn, but they are able to get around okay.

Grant-a-wish: A PC whose attack drops an efreet to 0 hp gains the equivalent of an extremely favorable roll of 6 with an icon relationship die with an icon of the PC's choice that the PC already has a positive or conflicted relationship with. Treat this advantage as if it came from a positive relationship. The GM is encouraged to treat this result with the utmost benevolence and compassion.

Resist fire 18+: When a fire attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

Nastier Specials

If you want an efreet to be even tougher, add a nastier special depending on which icon or icons the efreet is presently working for. The abilities represent the innate magic of the genie being channeled through the influence of the icon.

Ghoul

For nastier specials, instead of a slow, poisonous bite, a more deadly bite can also make things challenging for adventurers. Each time a ghoul bites a character, that PC immediately loses a recovery. If they run out of recoveries before their next full heal-up, that character must start making last gasp saves at the start of each battle. If the character fails their fourth last gasp save this way, they turn into a ghoul.

Gravemeat

Normal	Initiative: +2	AC	17
1 st level	Vulnerability: holy	PD	12
Mook		MD	10
Undead	Dirtcaked claw +5 vs. AC—3 damage, or 6 damage if the target is vulnerable	HP	5
	<i>Natural 18+</i> : The gravemeat can make another <i>dirtcaked claw</i> attack as a free action, then it takes 1d6 damage from the exertion.		

Newly-Risen Ghoul

Normal	Initiative: +5	AC	17
2 nd level	Vulnerability: holy	PD	15
Mook		MD	11
Undead	Scrabbling claws +7 vs. AC—3 damage	HP	9
	<i>Natural 16+</i> : The target is vulnerable (<i>attacks vs. it have crit range expanded by 2</i>) to attacks by undead until the end of the ghoul's next turn.		
	<i>Pound of flesh</i> : The newly-risen ghoul's <i>scrabbling claws</i> attack deals +2 damage against vulnerable targets.		

Ghoul

Normal	Initiative: +8	AC 18
3 rd level	Vulnerability: holy	PD 15
Spoiler		MD 12
Undead	Claws and bite +8 vs. AC—8 damage	HP 36
<i>Natural even hit:</i> The target is vulnerable (<i>attacks vs. it have crit range expanded by 2</i>) to attacks by undead until the end of the ghoul's next turn.		
<i>Pound of flesh:</i> The ghoul's <i>claws and bite</i> attack deals +4 damage against vulnerable targets.		
<i>Infected bite:</i> Any creature that is slain by a ghoul and not consumed will rise as a ghoul the next night.		
<u>Nastier Specials</u>		
<i>Paralyzing bite:</i> When the ghoul hits a vulnerable target with a natural even attack roll, the target is also stunned (save ends).		

Ghoul Fleshripper

Normal	Initiative: +9	AC 19
4 th level	Vulnerability: holy	PD 18
Wrecker		MD 13
Undead	Bony claws +7 vs. AC (2 attacks)—6 damage, and the target is vulnerable (save ends)	HP 54
<i>Critical hit:</i> Until the target saves against the vulnerable effect, it also takes 2d6 ongoing damage each turn.		
<i>Infected bite:</i> Any creature that is slain by a ghoul and not consumed will rise as a ghoul the next night.		

Ghoul Licklash

Normal	Initiative: +8	AC 21
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4 th level	Vulnerable: holy	PD 17
Blocker		MD 13
Undead	Bloody claws +8 vs. AC—12 damage, and target is vulnerable (save ends)	HP 48
	C: Flesh-seeking tongue +8 vs. PD (one nearby enemy)—8 damage	
	<i>Natural even hit:</i> The target pops free from each enemy it's engaged with and is pulled to the ghoulish licklash, who engages it.	
	<i>Natural odd hit:</i> The target is vulnerable (save ends).	
	<i>Critical hit:</i> The licklash can make a <i>flesh-seeking tongue</i> attack against a different target as a free action.	
	 <i>Infected bite:</i> Any creature that is slain by a ghoulish licklash and not consumed will rise as a ghoulish licklash the next night.	
	 <i>Tongue lash:</i> Once per round when a nearby enemy makes a ranged attack, the ghoulish licklash can make a <i>flesh-seeking tongue</i> attack against that enemy before the attack as a free action.	

Ghoulish Pusbuster

Normal	Initiative: +7	AC 19
4 th level	Vulnerable: holy	PD 16
Spoiler		MD 13
Undead	Feeble claws +8 vs. AC—9 damage	HP 60
	C: Vomit comet +8 vs. PD (1d3 nearby enemies)—10 ongoing damage, and the target is vulnerable (save ends both)	
	<i>Natural even hit:</i> The target is hampered (save ends).	
	<i>Natural odd hit:</i> The target is dazed (save ends).	
	<i>Self-diminishing:</i> The ghoulish pusbuster takes 2d6 damage for each creature it targets with this attack.	

Ghast

Normal	Initiative: +12	AC 22
5 th level		PD 18
Wrecker	Finely honed claws +11 vs. AC (2 attacks) —8 damage, and the target is vulnerable (save ends)	MD 14
Undead		HP 74

Paralyzing bite +11 vs. AC (one vulnerable enemy)—12 damage, and the target is stunned (save ends)

C: Hungry howl +11 vs. MD (each nearby enemy)—The target must choose one: 15 psychic damage; OR 5 psychic damage and the target is vulnerable (save ends)

Limited use: 1/battle.

Giant

Hill Giant

Large	Initiative: +8	AC 20
6 th level		PD 20
Troop	Massive gnarly club +10 vs. AC —45 damage	MD 14
Giant	<i>Miss that's a natural 6+</i> : Half damage (sometimes close is good enough).	HP 200

R: Two-handed boulder throw +8 vs. PD—35 damage

Nastier Specials

Big bully: The giant deals double damage with its attacks against staggered targets.

Ice Zombie

Normal	Initiative: +5	AC 22
6 th level	Vulnerability: fire, holy	PD 22

Mook		MD 13
Undead	Chill claws +11 vs. AC–12 cold damage	HP 20
	Icy breath of the grave +11 vs. PD–9 cold damage, and the target is vulnerable to cold attacks (save ends)	
	<i>Resist cold 18+</i> : When a cold attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.	
	<i>Fiery decapitation</i> : Ice zombies have frozen, iron-hard flesh that makes them tougher than normal zombies—critical hits that deal fire damage deal triple damage to ice zombies; other critical hits just deal double damage.	

Jotun Auroch

Huge	Initiative: +7	AC 20
6 th level		PD 18
Mook	Trampling hooves +8 vs. PD–6 damage	MD 13
Beast	<i>Natural 1-5</i> : The jotun auroch can make a <i>fiery or frosty breath</i> attack as a free action.	HP 70
	<i>[Special trigger] C: Fiery or Frosty breath +10 vs. PD (1d4 nearby enemies)–5 fire or cold damage, depending on what the jotun auroch has been eating lately</i>	
	<i>Resist cold and fire 18+</i> : When a cold or fire attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.	

Winter Beast

Large	Initiative: +7	AC 22
6 th level		PD 20
Troop		MD 14

Beast	<p>Fang, claw, or tusk +11 vs. AC—21 damage, and the beast’s special ability triggers</p> <p><u>Winter Beast Special Ability: Choose ONE</u></p> <p><i>Armored polar bear:</i> The target takes 10 extra damage, and if the target makes an opportunity attack against the polar bear before the start of the bear’s next turn, the bear can make a <i>fang, claw, or tusk</i> attack against the target as a free action.</p> <p><i>Giant walrus:</i> The target takes 14 extra damage and is stuck (save ends; also ends if the walrus moves)</p> <p><i>Winter wolf:</i> The target takes 14 extra damage, or 28 extra damage if another winter wolf is engaged with it.</p> <p><i>Resist cold 12+:</i> When a cold attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.</p>	<p>HP 170</p>
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Bergship Raider (Frost)

Large	Initiative: +10	AC 21
7 th level	Vulnerability: fire	PD 21
Spoiler		MD 18
Giant	<p>Whirling ice hook +13 vs. AC—50 damage, and the target takes a -5 penalty to disengage checks until the end of its next turn</p> <p><i>Miss:</i> 15 damage to each enemy engaged with the giant.</p> <p>R: Frost chain +13 vs. AC (one nearby enemy or far away enemy at -2 atk)—40 damage, and the target is pulled next to the giant, who engages it</p> <p><i>Ancient cold:</i> While battling one or more frost giants, there is only a 50% chance that the escalation die increases at the start of the round.</p>	<p>HP 270</p>

Resist cold 16+: When a cold attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Winter's bite: When the escalation die is odd, each enemy engaged with the raider takes 35 cold damage at the start of its turn.

Nastier Specials

Overbearing: Twice per battle, the raider can make a *knockdown* attack as a quick action (once per round).

Knockdown +10 vs. PD (one enemy smaller than it)–20 damage, and the target can't disengage until the end of its next turn.

Cloud Giant Thane

Huge	Initiative: +11	AC	22
7 th level		PD	21
Wrecker	Cloud-forged morningstar +12 vs. AC–60 damage	MD	21
Giant	<i>Natural even hit</i> : The target loses any <i>flight</i> abilities and can't gain <i>flight</i> in any way (save ends). <i>Natural odd hit or miss</i> : The thane can make a <i>chains and shrapnel</i> attack as a free action. C: Chains and shrapnel +12 vs. AC (1d4 random nearby creatures)–20 damage <i>Strike with advantage</i> : A cloud giant gains a +4 attack bonus against any enemy taking ongoing damage or that has an ongoing condition (dazed, for instance).	HP	290

Cloud Giant Warrior

Huge	Initiative: +12	AC	21
7 th level		PD	19

Caster	Staff +10 vs. AC (2 attacks)—40 damage	MD 22
Giant	<p>R: Sleep, little ones +12 vs. MD (one nearby enemy, or 1d3 nearby enemies in a group if the escalation die is 3+)—20 psychic damage, and if the target has 50 hp or fewer after the attack, it falls unconscious (hard save ends, 16+; it also ends if the target takes 10 or more damage)</p> <p>R: ZzzzzotTTTTTTTT! +12 vs. PD—35 force damage, and 35 ongoing lightning damage</p> <p><i>Miss:</i> 20 force damage, and 20 ongoing lightning damage.</p> <p><i>Strike with advantage:</i> A cloud giant gains a +4 attack bonus against any enemy taking ongoing damage or that has an ongoing condition (unconscious sleep, for instance).</p>	HP 280

Frost Giant

Large	Initiative: +10	AC 23
7 th level	Vulnerability: fire	PD 22
Spoiler		MD 17
Giant	<p>Ice-covered war axe +12 vs. AC—45 damage</p> <p><i>Natural even hit or miss:</i> The giant can make a <i>frost touch</i> attack against the target as a free action.</p> <p><i>[Special trigger] Frost touch +11 vs. PD—10 cold damage, and the target is hampered (makes only basic attacks) until the end of its next turn</i></p> <p>R: Large rock or iceball +11 vs. PD (one nearby enemy or far away enemy at -2 atk)—35 damage</p> <p><i>Ancient cold:</i> While battling one or more frost giants, there is only a 50% chance that the escalation die increases at the start of the round.</p>	HP 210

Resist cold 16+: When a cold attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Nastier Specials

Strength of giants: Twice per battle, the giant can make a *slam* attack as a quick action (once per round).

Slam +10 vs. PD (one enemy smaller than it)—20 damage, the target pops free from the giant, and the target loses its next move action.

Ice Sorceress (Frost)

Large	Initiative: +10	AC	23
7 th level	Vulnerability: fire	PD	22
Caster		MD	17
Giant	Icicle staff +14 vs. AC —20 damage, 20 cold damage, and the sorceress can make an <i>icy delusions</i> attack against the target as a free action	HP	190

R: Winter wind +14 vs. PD—55 cold damage

Natural even hit or miss: The sorceress can make an *icy delusions* attack against the target as a free action.

[Special trigger] C: Icy delusions +14 vs. MD (one enemy)—At the start of each round, the target loses 2d6 points from their initiative count as they slowly freeze from the inside out (save ends)

Frozen flesh: When a creature is reduced to 0 initiative or lower from *icy delusions*, it becomes delusional and frozen and must choose one condition that will affect it: confused (hard save ends, 16+); OR stunned (save ends). After saving, the creature rerolls its initiative.

Ice summoner: Once per round as a free action, the giant can make an *ice wall* attack to conjure forth a wall of ice that stops

one enemy's movement or ranged attack. The giant can't use this ability to target creatures making fire attacks or wielding weapons that deal fire damage.

C: Ice wall +14 vs. PD (one moving enemy or ranged attacker)—The target stops its movement or loses its ranged attack that turn, and the wall of ice remains until the end of the battle (GM's choice on its size, but it shouldn't be too large or thick; normal DC to break through it)

Ancient cold: While battling one or more frost giants, there is only a 50% chance that the escalation die increases at the start of the round.

Resist cold 16+: When a cold attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Nastier Specials

Ice armor: The ice sorceress has *resist damage 16+* unless the attack deals fire damage.

Fire Giant

Large	Initiative: +12	AC	25
8 th level	Vulnerability: cold	PD	21
Wrecker		MD	17
Giant	Flaming greatsword +13 vs. AC (2 attacks) —35 damage	HP	285

Natural even hit or miss: The target also takes 10 ongoing fire damage.

R: Flaming black-iron javelin +11 vs. AC—40 damage

Natural even hit or miss: The target also takes 10 ongoing fire damage.

Fiery escalator: The fire giant adds the escalation die to its attacks against targets taking ongoing fire damage.

Resist fire 16+: When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Nastier Specials

Burning blood: When a fire giant becomes staggered, it deals 10 ongoing fire damage to each enemy engaged with it.

Strength of giants: Twice per battle, the giant can make a *slam* attack as a quick action (once per round).

Slam +12 vs. PD (one enemy smaller than it)—10 damage, the target pops free from the giant, and the target loses its next move action.

Frost Giant Adventurer

Large	Initiative: +13	AC	24
8 th level	Vulnerability: fire	PD	23
Spoiler		MD	18
Giant	Overlarge club +13 vs. AC (one nearby enemy or one enemy engaged with giant)—75 damage	HP	280
	Natural even hit: The target loses its next move action, and if it's engaged with the giant, it pops free.		
	Ancient cold: While battling one or more frost giants, there is only a 50% chance that the escalation die increases at the start of the round.		
	Blood of the niefelheim: When an enemy the frost giant adventurer is engaged with scores a critical hit against the giant, that enemy is hampered (hard save ends, 16+).		
	Resist cold 16+: When a cold attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.		

Stone Giant

Large	Initiative: +11	AC	24
8 th level		PD	22
Troop	Stone club +13 vs. AC—50 damage	MD	18
Giant	<i>Natural even hit or miss:</i> The stone giant can also make a <i>stomp</i> attack against a single target as a free action.	HP	270
	Stomp +13 vs. PD (each smaller enemy engaged with the giant)—30 damage, and the target is dazed (save ends)		
	R: Thrown boulder +11 vs. PD (one nearby or far away enemy)—40 damage		
	<i>Natural even miss:</i> 20 damage.		
	<i>Built of stone:</i> The stone giant has <i>resist weapons 16+</i> .		

Fire Giant Warlord

Large	Initiative: +14	AC	26
9 th level	Vulnerability: cold	PD	22
Leader		MD	18
Giant	Flaming greatsword +15 vs. AC (2 attacks)—40 damage	HP	355
	<i>Natural even hit or miss:</i> The target also takes 10 ongoing fire damage.		
	Massive strike +15 vs. AC—90 damage, and 10 ongoing fire damage		
	<i>Fiery escalator:</i> The fire giant warlord adds the escalation die to its attacks against targets taking ongoing fire damage.		
	<i>Resist fire 16+:</i> When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.		

Warlord of fire: As a standard action, the warlord can command one nearby ally that has resistance to fire to make a melee attack as a free action.

Nastier Specials

Unquenchable fires: Enemies engaged with the fire giant warlord take a -5 penalty to saves against ongoing fire damage.

Storm Giant

Huge

Initiative: +16

AC 26

10th level

PD 24

Archer

Truly enormous greatsword +15 vs. AC—120 damage

MD 22

Giant

Natural even hit or miss: The giant can make a *lightning bolt* attack against a random nearby enemy as a free action.

HP 650

Miss: 40 damage OR the giant can make a *release the thunder* attack as a free action.

R: Giant longbow +14 vs. AC (2 attacks vs. nearby or far away enemies)—60 damage

Natural even hit: The giant can make a *lightning bolt* attack against a random enemy that is nearby the target of the *longbow* attack.

[Special trigger] C: Lightning bolt +15 vs. PD (one random nearby enemy)—2d6 x 10 lightning damage

Miss: Half damage.

[Special trigger] C: Release the thunder +15 vs. PD (all nearby creatures)—1d10 thunder damage per *building thunder* point (see below).

Miss: Half damage.

Building thunder: Keep count of the number of times the storm giant uses its *lightning bolt* attack during the battle. Add that number to the escalation die to get the current building thunder value.

Skystep: A storm giant can use its standard action to walk or run through the air, using move actions to continue. If the storm giant makes a standard action attack, it settles back to the ground below it without falling.

Storm born: The storm giant has *resist thunder 16+* and *resist lightning 16+*.

Gnoll

Nastier Special for all gnolls:

Blood fury: +1d10 melee damage if the gnoll or its target is staggered.

Gnoll Ranger

Normal	Initiative: +9	AC	18
3 rd level		PD	17
Archer	Hand axes +6 vs. AC (2 attacks)—6 damage	MD	14
Humanoid	Pack ferocity: If more than one gnoll is engaged with the target, each gnoll melee attack that misses that target deals half damage.	HP	46
	R: Longbow +8 vs. AC—8 damage		
	Natural even hit or miss: The gnoll can make a second <i>longbow</i> attack (no more) as a free action.		
	Quick shot: When the gnoll ranger is unengaged and an enemy moves to engage it, roll a d20. On a 11+, the gnoll ranger can make a <i>longbow</i> attack against that enemy as a free action just before being engaged.		
	<u>Nastier Specials</u>		

Hates everyone: The crit range of attacks by gnoll rangers expands by 2 against humanoids.

Gnoll Savage

Normal Initiative: +7

3rd level

Troop **Spear +7 vs. AC–10 damage**

Humanoid *Pack ferocity:* If more than one gnoll is engaged with the target, each gnoll melee attack that misses that target deals half damage.

R: Thrown spear +6 vs. AC–8 damage

AC 19

PD 16

MD 13

HP 42

Gnoll War Leader

Normal Initiative: +8

4th level

Leader **Heavy flail +9 vs. AC–14 damage**

Humanoid *Natural even hit or miss:* The target is marked for death; until the end of the battle, all gnoll attacks against the target gain an attack bonus equal to the escalation die.

Pack ferocity: If more than one gnoll is engaged with the target, each gnoll melee attack that misses that target deals half damage.

AC 20

PD 17

MD 14

HP 56

Gnoll Shredder

Normal Initiative: +9

7th level

Blocker **Diabolical axe +12 vs. AC–25 damage, and one of the shredder's allies engaged with the target can pop free**

Humanoid

Battle lock: Gnoll shredders gain a +2 bonus to opportunity attacks, and enemies take a -8 penalty to disengage checks against them.

AC 27

PD 19

MD 15

HP 95

Legion fighting: When the escalation die increases, if there are more gnolls in the battle than their enemies, one gnoll shredder in the battle can make a melee attack as a free action.

Nastier Specials

Spoiling strike: When the shredder hits with an opportunity attack, it can make a *spoiling strike* attack against that enemy as a free action.

Spoiling strike +17 vs. PD (one enemy it hits with an opportunity attack)—The target loses the rest of its actions that turn (and stops moving if it was moving).

Vicious in-fighting: When an enemy would pop free from the shredder, it must roll a disengage check as a free action instead. If it fails, the shredder can make a *diabolical axe* attack against that enemy as a free action.

Gnoll Fiendfletcher

Normal Initiative: +11

7th level

Archer **Infernal mace +12 vs. AC**—18 damage

Humanoid *Natural 16+:* The fiendfletcher can make a disengage check as a free action this turn after the attack.

R: Hellbent bow +13 vs. AC—30 damage

Natural 16+: The target is dazed until the end of its next turn as it suffers debilitating pain from a hellish arrow.

Close-quarters archery: While making a ranged attack, the fiendfletcher gains a +4 bonus to AC against opportunity attacks.

Nastier Specials

Duck and cover: While the fiendfletcher has at least one blocker, troop, or wrecker ally (like a shredder) between it and an enemy, it gains a +4 bonus to all defenses against ranged and close-quarters attacks from that enemy.

AC 23

PD 19

MD 15

HP 75

Living arrows: When the fiendfletcher rolls a natural 16+ with a *hellbent bow* attack and hits, the target is weakened (save ends) instead of dazed.

Goblin

Goblin Grunt

Normal	Initiative: +3	AC	16
1 st level		PD	13
Troop	Club +6 vs. AC-6 damage if the goblins and their allies outnumber their enemies; 4 damage if they don't.	MD	12
Humanoid		HP	22
	R: Shortbow +6 vs. AC-4 damage		
	<i>Shifty bugger:</i> Goblins gain a +5 bonus to disengage checks.		

Goblin Scum

Normal	Initiative: +3	AC	16
1 st level		PD	14
Mook	Club +6 vs. AC-4 damage	MD	11
Humanoid		HP	5
	R: Shortbow +6 vs. AC-3 damage		
	<i>Shifty bugger:</i> Goblins gain a +5 bonus to disengage checks.		

Bugbear Scout

2x	Initiative: +8	AC	18
2 nd level		PD	16
Troop	Flanged mace +7 vs. AC-10 damage	MD	15
Humanoid		HP	88
	R: Throwing axe +7 vs. AC-8 damage		
	<i>Limited use:</i> 1/battle.		

C: Stealthy maneuver +7 vs. MD (the nearby enemy with the highest MD)—The next attack the bugbear scout makes against the target this turn deals +1d12 extra damage.

Limited use: 1/round, as a quick action when the bugbear scout starts its turn unengaged.

Nastier Specials

Unpredictable: The bugbear scout gains a +5 bonus to disengage checks, and when it successfully disengages, one of the enemies engaged with it takes 1d6 damage.

Goblin Shaman

Normal

Initiative: +6

AC 17

2nd level

PD 12

Caster

Pointy spear +6 vs. AC—5 damage

MD 16

Humanoid

HP 34

R: Shaking curse +6 vs. PD—8 damage, and until the end of the shaman's next turn, the target takes 2 damage whenever an enemy engages it or disengages from it

Natural even hit or miss: Choose another nearby enemy; it also suffers from the engage/disengage effect until the end of the shaman's next turn.

Shifty bugger: Goblins only need to roll a 6+ to disengage.

Hobgoblin Warrior

Normal

Initiative: +3

AC 19

2nd level

PD 14

Troop

Longsword +7 vs. AC—8 damage

MD 14

Humanoid

HP 32

Natural even miss: 2 damage.

Group ability: For every two hobgoblins in the battle (round up, ignore mooks), one of them can use *well-armed* as a free action once during the battle.

Well-armed (group): Ignore all damage from a hit (but not a crit) against AC.

Bugbear

Normal Initiative: +6

3rd level

Troop **Oversized weapon +8 vs. AC—10 damage**

Humanoid *Natural even hit:* The attack deals +5 damage.

Miss: If the target is engaged with two or more foes, it takes 1d8 damage.

AC 19

PD 17

MD 12

HP 55

Bugbear Schemer

Normal Initiative: +7

3rd level

Leader **Big-ass warclub +9 vs. AC—8 damage**

Humanoid *Natural even hit or miss:* Each of the bugbear schemer's nearby humanoid allies gains a +2 bonus to melee attacks until the start of the schemer's next turn.

Natural odd miss: 4 damage.

R: Ridiculously heavy crossbow +7 vs. AC (one nearby or far away enemy)—14 damage

Natural even hit: The target takes 1d6 extra damage.

Limited use: 1/battle.

[Special trigger] C: Rebuke to fools +9 vs. MD (one nearby enemy)—2d6 psychic damage

Limited use: 1/round as an interrupt action, when a nearby enemy rolls a natural 1-5 with an attack against it.

AC 19

PD 14

MD 17

HP 42

Combat reload: During the bugbear schemer's turn, if it doesn't engage an enemy or move, it regains a use of *ridiculously heavy crossbow* if it's expended as it reloads the crossbow.

Fighting withdrawal: When the bugbear schemer successfully disengages, one of the enemies engaged with it takes 1d6 damage.

Nastier Specials

Flee is a four-letter word: When the bugbear schemer thinks the battle is out of reach and it isn't engaged, it can try to flee once per battle. As a move action, roll a hard save. On a success, the bugbear schemer had a bolt-hole or escape plan ready and it gets away (though it's probably just getting more troops).

Barbarous Bugbear

Normal	Initiative: +12 (see <i>ferocious start</i> , below)	AC	18
4 th level		PD	17
Wrecker	Warclub +9 vs. AC—11 damage	MD	16
Humanoid	<i>Natural even hit or miss:</i> Each enemy engaged with the barbarous bugbear takes 1d8 damage.	HP	51
	R: Throwing axe +8 vs. AC—10 damage		
	<i>Limited use:</i> 2/battle.		
	<i>Ferocious start:</i> Until the barbarous bugbear is staggered or the escalation die is 2+, it acts twice per round. Roll initiative once at +12. It takes its second turn when the initiative count is seven less (minimum 1).		

Hobgoblin Captain

Normal	Initiative: +5	AC	20
4 th level		PD	17

Leader	Longsword +10 vs. AC—14 damage, and <i>willing-underling</i> triggers	MD 14
Humanoid		HP 50
<p><i>Willing-underling</i>: Until the start of its next turn, the first time an attack would hit the hobgoblin captain, it can partially avoid that attack if it has a nearby goblin ally. It only takes half damage from the attack, and that ally takes the rest.</p>		
<p>R: Throwing axe +8 vs. AC—10 damage</p>		
<p><i>Group ability</i>: For every two hobgoblins in the battle (round up, ignore mooks), one of them can use <i>well-armored</i> as a free action once during the battle.</p>		
<p><i>Well-armored (group)</i>: Ignore all damage from a hit (but not a crit) against AC.</p>		

Hobgoblin Warmage

Normal	Initiative: +6	AC 20
5 th level		PD 14
Caster	Warstaff +8 vs. AC—15 damage	MD 19
Humanoid		HP 70
<p>R: Fireblast +10 vs. PD (up to 2 nearby enemies in a group)—10 fire damage (or 20 if used against a single target), and the target loses its next move action</p>		
<p>C: Concussive blast +10 vs. PD (all enemies engaged with the warmage)—10 force damage, and the warmage pops the target off of it</p>		
<p><i>Natural 20</i>: The target is also dazed (save ends).</p>		

Golem

Flesh Golem

Large	Initiative: +5	AC 18
4 th level		PD 16

Blocker	Sweeping fists +9 vs. AC (2 attacks)—15 damage	MD 14
Construct	<p>Maddened battlefield repairs +11 vs. AC (one staggered living enemy)—20 damage, and the flesh golem heals 2d10 hit points</p> <p><i>Miss:</i> 10 damage, and the flesh golem heals 1d10 hit points.</p> <p><i>Limited use:</i> The flesh golem can only use this attack while it's staggered.</p> <p><i>Energy magnet:</i> Whenever a spell that causes cold, fire, force, lightning, or negative energy damage targets one of the flesh golem's nearby allies, the flesh golem has a 50% chance of becoming the main target instead. Therefore, spells that affect groups would spread out from the flesh golem.</p> <p><i>Weakness of the flesh:</i> Flesh golems are not immune to effects.</p>	HP 100

Clay Golem

Large	Initiative: +6	AC 20
6 th level		PD 18
Spoiler	Bare brutal hands +10 vs. AC—36 damage	MD 14
Construct	<p><i>Cursed wound:</i> A non-dwarf creature damaged by a clay golem can't be healed to above half its maximum hit points until after the battle.</p> <p><i>Golem immunity:</i> Non-organic golems are immune to effects. They can't be dazed, weakened, confused, made vulnerable, or touched by ongoing damage. You can damage a golem, but that's about it.</p> <p><i>Ignore attacks 11+:</i> When an attack hits this creature, the attacker must roll a natural 11+ on the attack roll or it misses instead. That's <i>all</i> attacks.</p>	HP 120

Bronze Golem

Large	Initiative: +11	AC 22
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7th level

Blocker

Construct

Gong-like fists of bronze +12 vs. AC (2 attacks)—20 damage

Natural even hit against a target in heavy armor: The target is dazed (save ends).

Natural odd hit against a target in light armor or no armor: The target takes 10 extra damage.

Miss: 4d6 damage.

Golem immunity: Non-organic golems are immune to effects. They can't be dazed, weakened, confused, made vulnerable, or touched by ongoing damage. You can damage a golem, but that's about it.

Hidden flaw: An enemy who hits the bronze golem with a natural 18+ attack roll can roll a DC 25 skill check using Intelligence or Wisdom to notice the bronze golem's hidden flaw! On a success, until the end of the battle, the golem loses its damage resistance and becomes vulnerable to all attacks (against each enemy informed of the flaw).

Resist damage 18+: When an attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

Nastier Specials

Percussion resonance: When the escalation die reaches 3+, the bronze golem gains a bonus to its first *gong-like fists of bronze* attack roll each turn equal to the number of attacks made against it so far that turn. (Each turn is separate, not cumulative.)

Spiky: When an enemy engaged with the bronze golem misses it with a melee attack, that enemy takes 2d12 damage.

PD 21

MD 17

HP 190

Stone Golem

Large

Initiative: +11

AC 25

8 th level		PD 23
Blocker	Massive stone fists +12 vs. AC (2 attacks)—35 damage	MD 18
Construct	<i>Miss: 15 damage.</i>	HP 280
	Finishing smash +14 vs. AC (one staggered enemy)—80 damage, and the golem pops the target off it and moves it a short distance away from the golem	
	<i>Natural even hit or miss: 20 damage, and the target is hampered (save ends).</i>	
	<i>Natural odd hit or miss: 20 damage, and the target is dazed (save ends).</i>	
	<i>Golem immunity:</i> Non-organic golems are immune to effects. They can't be dazed, weakened, confused, made vulnerable, or touched by ongoing damage. You can damage a golem, but that's about it.	
	<u>Nastier Specials</u>	
	<i>Former idol:</i> Evoke the powers of an ancient culture's strange rites by giving the stone golem any weird power you wish. If you're stuck for inspiration, consider starting with random abilities from the demons that aren't related to energy or the <i>cone of cold</i> from the ogre mage.	

Marble Golem

Large	Initiative: +10	AC 25
9 th level		PD 20
Troop	Enormous maul +15 vs. AC—60 damage	MD 22
Construct	<i>Natural even hit or miss:</i> The golem can make a <i>backswing</i> attack as a free action.	HP 340
	<i>[Special trigger]</i> Backswing +14 vs. PD—40 damage	
	<i>Golem immunity:</i> Non-organic golems are immune to effects. They can't be dazed, weakened, confused, made vulnerable, or	

touched by ongoing damage. You can damage a golem, but that's about it.

Special Virtues

Each marble golem is infused with *two* virtues—magical properties that relate to the emotion or feeling incorporated into the sculpture as its dominant theme. Choose two virtues from the list below, or for a unique marble golem, invent your own.

Awe (fear effect): While nearby the golem, enemies with 40 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks.

Beauty: The first time each enemy attacks the marble golem this battle, it must roll a normal save; on a failure, the attack takes a -6 penalty.

Courage: While staggered, the marble golem adds the escalation die to its attack rolls.

Endurance: When the marble golem rolls a natural 1-5 with an attack roll, it heals 1d10 hit points per point on the escalation die. (It was checking for damage and got distracted.)

Hatred: When an enemy is staggered by the marble golem's attack, that enemy takes 4d10 extra damage.

Patience: Each turn, the marble golem can use one standard action to gain a +2 bonus to all defenses until the start of its next turn. If it does, it gains an extra standard action during its next turn.

Protection: When the marble golem rolls a natural 16+ with an attack, decrease the escalation die by 1.

Strength: The marble golem's melee attacks now deal half damage on a miss.

Nastier Specials

More virtues: Statues that capture even more themes make stronger marble golems. Add one or two more virtues to the golem.

Iron Golem

Large

Initiative: +13

AC 28

10th level

Wrecker

Fists of iron +17 vs. AC (2 attacks)—50 damage

Construct

Miss: 5d10 damage.

PD 24

MD 20

HP 360

Golem immunity: Non-organic golems are immune to effects. They can't be dazed, weakened, confused, made vulnerable, or touched by ongoing damage. You can damage a golem, but that's about it.

Rampage: At the start of each of the iron golem's turns, roll a d6. If the roll is equal to or less than the escalation die, the iron golem goes on a rampage that turn. Instead of its two normal *fists of iron* attacks, it can make three attacks with *fists of iron*, each against a different random nearby creature, enemy or ally. It can move after each such attack as a free action, if necessary, taking only half damage from opportunity attacks during the rampage.

Nastier Specials

Poison gas: The first time the iron golem is staggered, poison gas leaks from it into the area. It can make a *poison gas cloud* attack as a free action.

[Special trigger] C: Poison gas cloud +15 vs. PD (all nearby creatures)—25 ongoing poison damage

Hag

Hags get two of the following abilities, and a single death curse.

Abilities

Adept Illusionist: *The hag gains a +5 bonus to initiative checks due to being not quite where she seems.*

Hag ability: As a distraction, the hag creates an illusion of her doing one thing, when she is in fact setting a trap. The hag throws out a bear-trap or other impediment and one nearby enemy becomes stuck (save ends). While stuck this way, the target takes 6 damage at the start of each of its turns.

Another skin: *On the hag's first round of combat each battle, she gains a +2 attack bonus due to her victims being shocked as she bursts out of her false outer skin.*

Hag ability: The hag coughs up a glob of liquid pseudo-flesh that globs onto a nearby enemy (no attack roll). The glob solidifies causing an effect of the hag's choice: the target is stuck (save ends); OR the target is unable to cast spells during its next turn (the pseudo-flesh covers their mouth and face).

Blood pact: Each creature allied to the hag through a pact gains a +2 bonus with their first attack each battle if the hag is present.

Hag ability: The hag spits blood in the face of the target and makes a command. The target must roll an immediate save; on a failure, as a free action it makes basic attack against an ally or against itself (target's choice).

Breath stealing: The hag starts combat with 10 temporary hit points.

Hag ability: The hag steals a recovery from the target and heals 20 hp.

Death shriek: When a melee attack hits the hag, she lets out a shriek as a free action and the attacker takes 2d4 thunder damage.

Hag ability: The hag begins to shriek, and each enemy in the battle takes a -4 attack penalty with spells until the start of her next turn.

Dusk walk: Once per day the hag can implant a suggestion in the mind of a target sleeping within a day's travel of her. The hag rolls an attack: **+10 vs. MD**; on a hit, she implants a suggestion in the target that they must obey when a condition she chooses is met. Suggested actions can't cause direct harm (the target can't be forced to fight another or harm themselves), can be no longer than 12 words, and affects the target for a week or until triggered. GM keeps the roll hidden.

Hag ability: The hag becomes immaterial, pops free from all enemies engaged with her, and enters the land of dreams, re-appearing next to any nearby conscious creature (or a nearby or far away creature that is unconscious). The hag then makes the following attack: **C: +10 vs. MD (each nearby unconscious enemy)**—The hag implants a suggestion in the target that they must obey when they become conscious (usually “When you awake, flee this fight and discard your equipment.”) Suggested actions can't cause direct harm. The round after the target acts on the implanted suggestion it can start rolling normal saves to throw off the effect.

Fateful visions: The hag uses a +2 magical weapon traded to her for her services (she gains a +2 bonus to attack and damage with melee attacks).

Hag ability: The hag has seen this fight in a vision. Her crit range expands by 2 until the end of the battle. Each increase is cumulative.

Foul-touched: When an enemy is battling the hag, at the start of each of its turns, it takes 2d6 psychic damage from the horror of the hag's visage unless it takes precautions to avoid directly glancing at her terrible face (mirror, blindfold, etc., which might cause attack penalties).

Hag ability: The hag chooses a nearby enemy and glares at it. That target must roll an immediate save; on a failure, the target is stricken blind by her ugliness. While blinded this way, the target is hampered, weakened, and can't make ranged attacks. The target can end

the effect by splashing liquid into their eyes or using a similar act to clear the ugly out as a standard action.

Song of dreams: *Enemies take a -4 penalty to their initiative rolls in battles with the hag.*

Hag ability: The hag begins to sing and the two enemies closest to her (even if far away) must roll an immediate save; on a failure, the target is dazed (save ends). If the dazed target fails its first save, instead it's weakened (save ends). If the weakened target fails its second save, instead it's helpless (save ends).

Thief of mist: *The hag ignores opportunity attacks and can't be intercepted while moving.*

Hag ability: The hag becomes a mist until the start of her next turn. While a mist, only spells cast with a +3 implement and attacks using a +3 magical weapon can harm her. (Some special story item might also allow attacks to hit if no PC has a +3 item.)

Twist the path: *Once per day the hag can enspell an area to attract visitors, causing those traveling nearby to get lost and wander to that location. Alternately, the hag can cause the location to repel visitors. Finding the correct path to that location requires a DC 20 check if it is a familiar place, a DC 25 check if the travelers only have a map or guide, or a DC 30 check if the travelers are unfamiliar with the area.*

Hag ability: The target is also confused (easy save ends, 6+).

Weakening touch: *Each enemy fighting the hag must roll a normal save at the start of the battle; on a failure, that creature starts the battle weakened (easy save ends, 6+).*

Hag ability: The target is dazed (save ends). If the dazed target fails its first save, instead it's weakened (save ends). When the target saves against this effect, it takes a -2 attack penalty until the end of its next turn.

Winter breath: *The hag's attacks deal cold damage.*

Hag ability: The target takes 6 ongoing cold damage.

Death Curses

When a hag dies she curses the one who killed her. The only known way to remove the curse is to seek the aid of another hag, though there may be some ways to end such a curse that are not readily known.

Create one curse per hag. A good curse makes life horribly weird for a character, but isn't something that debilitates them. Avoid ones that blind, deafen, cripple, or mute characters. Odd habits, ugly features, unusual smells, strange and disgusting diets—all these are good. They should make the character and the story more interesting.

Hag

Normal	Initiative: +10	AC	21
6 th level		PD	19
Spoiler	Iron claws +10 vs. AC (2 attacks)—9 damage	MD	15

Humanoid

Natural 14+: The hag triggers one *hag ability* as a free action.

Natural 18+: The hag triggers two *hag abilities* as a free action (can't be the same ability twice).

R: Evil eye +10 vs. MD—Ongoing 12 damage (hard save ends, 16+)

Natural 16+: The attack roll also targets a second different enemy of the hag's choice (but not a third with another 16+).

Natural 18+: As above, and the attack roll also targets a third different enemy of the hag's choice (but not a fourth with another 18+).

Death curse: Each hag can lay a curse upon the one who ends its horrible life. After dropping to 0 hit points, a hag always lingers long enough to pronounce the words of the curse. (See Death Curses.)

Delusionist: All hags have the ability to twist the perceptions of others. If the hag has a short time to prepare, it can hide a small hut, disguise a volunteer or captive as a monster, disguise itself as a harmless peasant woman, etc. A DC 30 skill check is required to overcome the delusion and see the truth of it (if a player gives a reason for not trusting what their character sees; perhaps add subtle clues toward that end). The magic fades as soon as the hag enters combat.

Fear: While engaged with this creature, enemies with 30 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks.

HP 108

Half-Orc

Nastier Special for all half-orcs

Lethal swing: Once per battle, a half-orc can reroll a melee attack and use the result it prefers.

Half-Orc Legionnaire

Normal

Initiative: +8

AC 20

4 th level		PD 18
Troop	Longsword +10 vs. AC—12 damage	MD 14
Humanoid	<p><i>Natural even hit:</i> The half-orc legionnaire gains a +2 bonus to all defenses until the start of its next turn.</p> <p><i>Natural odd hit:</i> The target takes +1d6 damage.</p> <p><i>Natural even miss:</i> 4 damage.</p> <p><i>Natural odd miss:</i> If the legionnaire's next melee attack is a natural even hit, it becomes a critical hit instead!</p>	HP 56
	R: Javelin +10 vs. AC—10 damage	

Half-Orc Tribal Champion

Normal	Initiative: +9	AC 19
5 th level		PD 18
Wrecker	Great axe +9 vs. AC—18 damage	MD 17
Humanoid	<p><i>Natural odd miss:</i> The tribal champion heals 5 hp.</p> <p><i>Natural even miss:</i> 10 damage.</p>	HP 80
	R: Longbow +8 vs. AC—12 damage	
	<p><i>Tribal rage:</i> When the escalation die is even, a tribal champion can roll two d20 for each melee attack roll it makes and use the result it prefers. If both dice are 11+, the melee attack is a critical hit.</p>	

Half-Orc Commander

Normal	Initiative: +13	AC 23
8 th level		PD 22
Leader	Jagged longsword +15 vs. AC (2 attacks)—15 damage	MD 18
Humanoid	<i>Natural even hit:</i> One nearby lower-level mook makes an attack as a free action.	HP 150

R: Thrown javelin +13 vs. AC—20 damage

Natural even hit: The half-orc commander gains 20 temporary hit points.

Orcish command: When a nearby ally of the half-orc commander scores a critical hit, that ally can roll a save against a save ends effect as a free action.

Harpy

Normal	Initiative: +7	AC	18
4 th level		PD	14
Spoiler	Talons +6 vs. AC—10 damage	MD	17
Humanoid	<i>Cull:</i> The harpy gains a +5 bonus to attack and damage with this attack against any enemy suffering from any fiendish song effect.	HP	44
	C: Fiendish song +10 vs. MD (1d3 nearby enemies)—5 psychic damage		
	<i>Natural 16-17:</i> The target is hampered (easy save ends, 6+).		
	<i>Natural 18-19:</i> The target is weakened instead of hampered (easy save ends, 6+).		
	<i>Natural 20:</i> The target is confused instead of weakened (easy save ends, 6+).		
	<i>Flight</i>		

Haunted Skull

Watch Skull

Normal	Initiative: +9	AC	16
1 st level		PD	11
Troop	C: Screech +8 vs. MD (1d3 random nearby creatures)—4 psychic damage	MD	16
Undead	<i>Natural 16+:</i> The target is stuck (save ends).	HP	20
	<i>Natural roll is equal to or lower than the escalation die:</i> 1d3 nearby enemies hear the alarm and join the battle. The creatures		

attracted by the constant screeching are (usually) level 1 mooks of a type that would be appropriate for the skull's location.

Immobile: The skull can't hop, jump, roll, or fly. It can't even move its jaw.

Lost opportunity: This creature can't make opportunity attacks.

Nastier Specials

Allies: Creatures that have been mystically "keyed" to the skull aren't affected by its *screech* attack.

Gem eyes: The skull can sense the unseen and things from beyond the world. A wizard using a *blur* spell, a rogue shadow walking, and other similar abilities offer no protection from the skull and its *screech* attack. (If the PCs come up with a plausible tactic to bypass the skull, give the skull a normal save to detect them.)

Move-triggered: When an enemy near the skull uses a move action to move, the skull can make a *screech* attack against that creature as a free action that interrupts the move. The skull can use this ability twice per round. Shadow walking, teleporting, and other non-standard modes of movement will trigger the *screech* attack.

Slime-Skull

Normal	Initiative: +5	AC	18
3 rd level		PD	10
Spoiler	Slam +10 vs. AC–7 damage	MD	18
Undead		HP	36
	C: Grasping slime tendrils +10 vs. PD (one nearby enemy)–7 acid damage		
	<i>Natural 16+:</i> The target takes 3 extra acid damage and is stuck (hard save ends, 16+).		

Acidic: When a creature is engaged with the slime-skull or stuck from its *grasping slime tendrils* attack at the start of its turn, it takes 3 acid damage.

Slimy blastback: When an enemy engaged with the slime-skull hits it with a melee attack, the slime-skull fires a blast of acidic slime back at that creature, which takes 1d4 acid damage.

Slow: This creature is slow. It only moves when the escalation die is odd or 6+.

Wall-crawler: A slime-skull can climb on ceilings and walls as easily as it moves on the ground.

Nastier Specials

Breeder: If the slime-skull kills a creature, it takes that creature's head as a standard action and attempts to escape (it can squeeze through gaps as small as the skull). The slain creature can't be resurrected until its skull is recovered because its spirit is now trapped within the skull. If the PCs don't track down the slime-skull before their next full heal-up (or within a day), the stolen skull will transform into another slime-skull. Attempts to resurrect the creature become much more difficult, perhaps even impossible, at that point.

Jest Bones

Normal

Initiative: +8

AC 19

4th level

PD 11

Spoiler

C: Puns +11 vs. PD (1d4 nearby enemies)—5 psychic damage, plus 1d6 ongoing psychic damage if the GM makes a horrible pun while rolling the attacks

MD 19

Undead

HP 41

Bad puns: Creatures that can't hear or that have attempted to reduce their hearing are only affected by a jest bones' *puns* attack if the natural roll is odd.

Limited flight: The haunted skull can glide and hover, always within seven or eight feet of the ground. It also performs barrel rolls.

Lost opportunity: This creature can't make opportunity attacks.

Screaming Skull

Normal

Initiative: +7

AC 19

4th level

PD 11

Troop

C: Treacherous scream +11 vs. MD (up to 2 nearby or far away enemies)—6 psychic damage, and the target takes 2d6 psychic damage the first time it succeeds at a save before the end of its next turn.

MD 19

Undead

HP 45

Limited flight: The haunted skull can glide and hover, always within seven or eight feet of the ground.

Lost opportunity: This creature can't make opportunity attacks.

Flaming Skull

Normal

Initiative: +10

AC 20

5th level

Vulnerability: holy OR negative energy, depending on the skull

PD 12

Caster

MD 20

Undead

R: Burning gaze +12 vs. PD (1d3 nearby enemies or one far away enemy)—10 fire damage

HP 54

First natural even hit each battle: The target is confused (easy save ends, 6+).

C: Smoldering flames +11 vs. PD (one nearby enemy)—14 fire damage, and each time the target fails a save this battle, it bursts into flames and takes 5 ongoing fire damage

Limited flight: The haunted skull can glide and hover, always within seven or eight feet of the ground.

Lost opportunity: This creature can't make opportunity attacks.

Resist fire 16+: When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Black Skull

Normal	Initiative: +13	AC	23
8 th level		PD	15
Caster	R: Telekinetic grasp +15 vs. PD (1d3 nearby enemies)—28 force damage	MD	23
Undead		HP	110

Natural even hit: The target is stuck (save ends).

Telekinetic crush: When the escalation die is even, one enemy of the skull's choice that is stuck from its *telekinetic grasp* takes 18 force damage at the start of the skull's turn. When the escalation die is odd, one such stuck enemy of its choice is hampered (save ends).

Limited flight: The haunted skull glides and hovers, always within seven or eight feet of the ground. If the skull is incognito, its empty clothing moves around beneath it, held in the shape of a person by telekinesis and it stays closer to the ground to appear normal.

Lost opportunity: This creature can't make opportunity attacks.

Skull of the Beast

Large	Initiative: +10	AC	21
9 th level		PD	13
Wrecker	Huge club +17 vs. AC—50 damage	MD	21
Undead	<i>Miss:</i> 18 thunder damage to 1d3 nearby enemies (the beast screams and bellows in disappointment).	HP	400

C: Baleful gaze +15 vs. PD (1d3 nearby enemies)—25 negative energy damage

Natural odd hit: The target is stuck (save ends) from looking into the void within it.

Limited use: 1/battle.

Fear: While engaged with this creature, enemies that have 60 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks.

Hellbugs

Boombug

Normal	Initiative: +5	AC	16
2 nd level		PD	15
Troop	Gnawing teeth +6 vs. AC—5 damage	MD	11
Beast	<i>Miss:</i> 2 damage.	HP	36

Puff go boom: When an enemy's attack hits the boombug and leaves it staggered with an odd number of hit points, it explodes and dies. (Even hit points does nothing.) When it explodes, each nearby creature not engaged with it takes 1d4 thunder damage, and it makes the following attack against each creature engaged with it.

C: Thunderous explosion +9 vs. PD—12 thunder damage

Miss: 5 thunder damage.

Nastier Specials

Latches on: When the boombug hits with *gnawing teeth*, the target takes a -5 penalty to disengage checks until it's no longer engaged with the boombug.

Hellwasp

Normal	Initiative: +8	AC	18
2 nd level		PD	16

Spoiler	Necrotizing stinger +6 vs. PD—5 damage	MD 12
Beast	<p><i>Natural even hit:</i> 5 ongoing acid damage (easy save ends, 6+), and the hellwasp can pop free from the target.</p> <p><i>Virulent injection:</i> When a creature fails a save against the hellwasp's ongoing acid damage, it gains a random condition until it saves against that damage. Have the player roll a d4 to determine the condition: 1. confused; 2. weakened; 3. dazed; 4. vulnerable.</p> <p><i>Flight:</i> Hellwasps are adroit fliers that can hover and even fly backward.</p> <p><u>Nastier Specials</u></p> <p><i>Lethal injection:</i> The save versus the stinger's ongoing acid damage is a normal save (11+) instead of an easy save.</p>	HP 28

Hook Scuttler

Normal	Initiative: +5	AC 20
2 nd level		PD 15
Blocker	Claws and mandibles +7 vs. AC—8 damage	MD 14
Beast	<p><i>Spiky bits:</i> When a hook scuttler moves to engage an enemy it wasn't engaged with at the start of its turn, that enemy takes 1d6 damage. When an enemy tries to disengage from the hook scuttler and fails, it takes 1d6 damage.</p> <p><u>Nastier Specials</u></p> <p><i>Corpse eater:</i> When a nearby enemy drops to 0 hit points or below in the battle, the hook scuttler will ignore other enemies and move to attack that unconscious enemy until that enemy is dead.</p>	HP 30

Swarming Maw

Normal	Initiative: +6	AC 17
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2 nd level		PD 15
Wrecker	Serrated maw +8 vs. AC–6 damage	MD 14
Beast	<p><i>Natural even hit:</i> The swarming maw can teleport to engage a nearby enemy it can see that is already engaged by at least one other hellbug.</p> <p><i>Miss:</i> The first time each battle the serrated maw misses, the target takes 1d4 damage for each hellbug engaged with it.</p> <p><u>Nastier Specials</u></p> <p><i>Ongoing swarm:</i> The serrated maw also deals miss damage the second time it misses with a <i>serrated maw</i> attack each battle.</p>	HP 38

Hellhound

Normal	Initiative: +5	AC 18
3 rd level		PD 16
Wrecker	Savage bite +9 vs. AC–7 damage	MD 11
Beast	<p><i>Natural even hit or miss:</i> The hellhound can make a <i>fiery breath</i> attack as a free action.</p> <p><i>[Special trigger] C: Fiery breath +9 vs. PD (1d3 nearby enemies in a group)–10 fire damage</i></p> <p><i>Resist fire 16+:</i> When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> <p><u>Nastier Specials</u></p> <p><i>Fiery aura:</i> Each creature engaged with a hell hound at the start of its turn takes 2d6 fire damage.</p>	HP 58

Human

Human Thug

Normal	Initiative: +3	AC 17
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1 st level		PD 14
Troop	Heavy mace +5 vs. AC-4 damage	MD 12
Humanoid	<i>Natural even hit or miss:</i> The thug deals +6 damage with its <i>next</i> attack this battle.	HP 27

Blue Sorcerer

Normal	Initiative: +9	AC 18
3 rd level		PD 14
Caster	Nasty dagger or short spear +8 vs. AC-6 damage	MD 17
Humanoid		HP 48
	<u>Minor Spell</u>	
	R: Lightning fork +8 vs. PD-6 lightning damage	
	<i>Natural even hit or miss:</i> The sorcerer can target a different nearby enemy with the attack.	
	<u>Major Spells</u>	
	C: Breath of the Blue +8 vs. PD (one nearby enemy)-10 lightning damage, and at the start of the target's next turn, 1d6 nearby allies of the target take 4 lightning damage	
	C: Chaos orb +8 vs. MD (1d3 nearby enemies)-8 lightning damage	
	<i>Natural even hit:</i> The sorcerer gains one use of the target's racial power, if any. It must use that power by the end of the battle or lose it, and it can't use the power this turn.	
	<i>Power-monger:</i> When the blue sorcerer starts its turn and it didn't <i>gather power</i> the previous turn, choose whether it will gather power or cast a spell this turn. When it chooses to cast a spell, roll a d20 to see if it uses a minor spell or a major spell: 1-10: minor spell; 11-20: major spell.	
	<i>Gather power:</i> Like a PC sorcerer, a blue sorcerer can use its standard action to gather power in order to cast a double-strength and double-damage spell with its next standard action.	

When it gathers power, the sorcerer rolls a d6 and gains one of the following chaotic benefits.

1-2: The sorcerer gains a +1 bonus to AC until the start of its next turn.

3-4: One nearby enemy of the sorcerer's choice takes damage equal to sorcerer's level (3).

5-6: Each nearby enemy engaged with the sorcerer's allies takes damage equal to sorcerer's level (3); OR grant one nearby dragon with *intermittent breath* an additional use of its breath weapon this battle.

Nastier Specials

Escalating caster: Add the escalation die to the sorcerer's *power-monger* rolls and attack rolls.

Sorcerous evasion (kobold sorcerers only): Once per battle when an attack misses the sorcerer, the attacker takes the miss damage from that attack, if any, and the sorcerer takes no damage.

Demon-Touched Human Ranger

Normal Initiative: +10

5th level

Archer

Humanoid

M or R: Demon bow +10 vs. AC–15 damage, and the target is dazed (-4 attack) until it pulls the arrow out using a quick action, which deals 10 ongoing damage

Natural odd hit or miss: The demon bow eats at the ranger's arm and the ranger takes 1d6 damage.

Bow teeth: Whenever an attacker hits the ranger with a melee attack, that creature takes 1d6 damage as the bow chews on it.

AC 21

PD 14

MD 19

HP 80

Hungry Star

Normal Initiative: +8

3rd level

Wrecker

Ripping tentacles +8 vs. AC–10 damage

AC 16

PD 12

MD 15

Aberration	<p><i>Natural even hit:</i> If the target is taking ongoing psychic damage, the attack deals +2d6 damage.</p> <p>[Group ability] R: Warp-pulse +8 vs. PD (1d3 enemies in a group)—5 ongoing psychic damage</p> <p><i>Natural 16-18:</i> While the target is taking the ongoing psychic damage, it is dazed (-4 attacks).</p> <p><i>Natural 19-20:</i> While the target is taking the ongoing psychic damage, it is confused instead of dazed.</p> <p><i>Group ability:</i> For every two hungry stars in the battle (round up), one of them can use <i>warp-pulse</i> once during the battle.</p> <p><i>Limited flight:</i> Hungry stars flap and glide and hover, always within seven or eight feet of the ground.</p>	HP 54
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Hydra

Five-Headed Hydra

Huge	Initiative: +9	AC 20
5 th level		PD 19
Wrecker	Gnashing teeth +10 vs. AC (5 attacks)—10 damage	MD 15
Beast	<p><i>Natural even hit or miss:</i> The hydra's next <i>gnashing teeth</i> attack, if it has an attack left this turn, can be against any nearby enemy instead of against a creature engaged with it.</p> <p><i>Miss:</i> 5 damage.</p> <p><i>Too tough to trick:</i> Whenever the hydra would suffer any of the following conditions, it ignores the condition and takes 5 damage instead: confused, dazed, hampered, stunned, or weakened.</p> <p><i>Roiling swirl:</i> If the hydra has at least two <i>gnashing teeth</i> attacks left during a turn, it can expend one of those attacks to move to engage a nearby enemy as a free action (but it will take opportunity attacks for doing so).</p>	HP 150

Sprout sixth head: The first time the hydra is staggered, as a free action it gains 40 hit points and a sixth *gnashing teeth* attack, and is considered undamaged at its new hit point total. Using the hydra's current hit points as a new baseline, the hydra will be staggered again when it drops below 50% of that total.

Sprout seventh head: The second time the hydra is staggered, as a free action it gains 40 hit points and a seventh *gnashing teeth* attack, etc. Use a new hit point baseline as before, but there is no eighth head waiting to sprout.

Nastier Specials

Sprout eighth head: You know the drill.

Seven-Headed Hydra

Huge	Initiative: +11	AC 24
7 th level		PD 21
Wrecker	Gnashing teeth +12 vs. AC (7 attacks)—12 damage	MD 17
Beast	<i>Natural even hit or miss:</i> The hydra's next <i>gnashing teeth</i> attack, if it has an attack left this turn, can be against any nearby enemy instead of against a creature engaged with it.	HP 200

Miss: 7 damage.

Let's not waste space: The seven-headed hydra has all the same abilities as the five-headed hydra, except that the heads that get sprouted are the 8th and 9th and those heads/attacks come with 50 new hit points apiece.

And it has one additional ability...

Resist opportunity attacks 16+: When an opportunity attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Nastier Specials

Pyrohydra: When the hydra gets a natural even attack roll with a *gnashing teeth* attack, its next attack that turn (if it has one) is a *flame breath* attack instead. Note that *flame breath* attacks don't lead to other flaming breaths; the hydra has to return to making a *gnashing teeth* attack first.

C: Flame breath +12 vs. PD (1d2 nearby enemies)—2d12 fire damage

Miss: Half damage.

Intellect Devourer

Intellect Devourer

Normal Initiative +5

3rd level

Spoiler

Aberration

C: Recall trauma +8 vs. MD (one nearby enemy)—16 psychic damage

Natural even hit: The target can't add the escalation die to its attacks (save ends).

C: Ego scourge +8 vs. MD (one nearby or far away enemy)—10 psychic damage, and the target must choose one: take 10 extra damage; OR lose two points (cumulative) from its highest current background (min 0) until the next full heal-up

C: Mind wipe +10 vs. MD (one nearby enemy per point on esc. die)—The target can neither detect the intellect devourer's presence nor remember it was ever there to begin with. If no enemy in the battle remembers the devourer is there, remove it from play. Each nearby enemy immediately detects the devourer's presence if it makes an attack or if it doesn't leave the battle by the end of its next turn.

Limited use: 1/battle.

Exploit trauma: The intellect devourer's crit range with attacks against MD expands by 2.

Lost opportunity: This creature can't make opportunity attacks.

AC 19

PD 15

MD 19

HP 56

Psychovore: An intellect devourer remembers the current escalation die value the first time its host body drops to 0 hit points in a battle and gains a bonus equal to that value to all attacks and defenses until the end of the battle.

Nastier Specials

Increased trauma: Add the following extra effect trigger to the intellect devourer's *recall trauma* attack.

Natural 5, 10, 15, 20: The target can't cast spells until the end of its next turn.

Intellect Assassin

Normal	Initiative +9	AC	22
6 th level		PD	16
Blocker	Formless fist +9 vs. PD (one enemy) —25 damage; OR if the target is fighting a <i>psychic duel</i> (see below), it can choose to take a -4 to penalty to its next check instead	MD	20
Aberration	<i>Quick use</i> : The assassin can take 15 damage to make this attack as a quick action (once per round). C: Insidious domination +11 vs. MD (one enemy) —14 damage, and the opponent is locked in a <i>psychic duel</i> with the assassin (see below) C: Mind thrust +10 vs. MD (one confused enemy) —35 damage (but only 50 damage on a crit) <i>Exploit trauma</i> : An intellect assassin's crit range with attacks against MD expands by 2. <i>Lost opportunity</i> : This creature can't make opportunity attacks. <i>Psychovore</i> : An intellect devourer remembers the current escalation die value the first time it becomes unhosted in a	HP	90

battle and gains a bonus equal to that value to all attacks and defenses until the end of the battle.

Psychic duel: A psychic duel occurs when the intellect assassin hits with an *insidious domination* attack against a creature. At the start of the creature's next turn, it must make an Intelligence skill check and can use a background that applies to psychic ability (if any). The result of this check determines that creature's status until the start of its next turn. To maintain the psychic duel, the assassin must spend a move action each turn.

Psychic Duel Result: Status

15 or less: The creature is confused until the end of its turn. It also can't make opportunity attacks until the start of its next turn and takes a -2 penalty to its next *psychic duel* check.

16-22: The creature is pressured—it takes a -2 penalty to attacks against any enemy except the assassin (dueling opponent).

23-27: The creature steadies itself and can use a move action this turn to escape the *psychic duel*. If the creature chooses not to (or can't) escape the duel, it gains a +2 bonus to its next *psychic duel* check.

28+: As 23-27, but the creature takes advantage and gains a +4 bonus to its next *psychic duel* check instead of +2. In addition, the assassin takes a -2 penalty to attack rolls that target other creatures.

Jorogumo

Spinneret Doxy

Normal Initiative: +5

3rd level

Spoiler

Humanoid

Bite of the love bug +8 vs. AC (or automatic critical hit vs. an *infatuated* enemy)—10 damage, and target is *infatuated* (save ends)

Infatuated: Infatuated enemies can't attack the spinneret doxy or her Woven, but can convince themselves that other allies of the doxy don't love her properly and should be slain. They also prattle on about how their friends shouldn't attack her, but are

AC 19

PD 17

MD 13

HP 45

too love-smitten to properly prevent it—they won't attack their real allies.

R: Bring me flowers +8 vs. MD (one *infatuated* enemy)—The target chooses one: it takes 6d6 psychic damage; OR as a free action, it moves next to the spinneret doxy (possibly provoking opportunity attacks), who engages it

C: Stop in the name of love +8 vs. MD (each nearby *infatuated* enemy)—The target chooses one: it takes 6d6 psychic damage; OR it's stuck (save ends)

Give me your heart: When the doxy drops an enemy to 0 hit points or lower, she will move next to that creature and attempt to remove the target's heart. The creature must begin making last gasp saves as she cuts their chest open. On the fourth failure, the doxy takes the heart and the target dies and becomes undead under her control. If the bride is stunned or moved away from the creature and can't return to it on her turn, the creature doesn't have to make a last gasp save that turn.

Lethal Lothario

Normal	Initiative: +7	AC	20
4 th level		PD	18
Leader	Brutal kiss +9 vs. AC —10 damage	MD	17
Humanoid	<i>Natural even hit:</i> Any woven engaged with the target can attack it as a free action.	HP	50

C: Unhealthy attraction +9 vs. MD (nearby enemy with the fewest hit points)—10 psychic damage and the target is hampered until the end of the battle or until it takes one turn as if it were confused.

Miss: 5 ongoing psychic damage.

Give me your heart: When the lothario drops an enemy to 0 hit points or lower, he will move next to that creature and attempt to remove the target's heart. The creature must begin making

last gasp saves as he cuts their chest open. On the fourth failure, the lothario takes the heart and the target dies and becomes undead under her control. If the lothario is stunned or moved away from the creature and can't return to it on his turn, the creature doesn't have to make a last gasp save that turn.

Binding Bride

Normal	Initiative: +8	AC	21
5 th level		PD	15
Spoiler	Biting kiss +10 vs. AC—18 damage	MD	19
Humanoid	<i>Natural 16+</i> : The target takes 10 ongoing poison damage.	HP	72

Unwrapping my gift +10 vs. AC—18 damage

Natural even hit or miss: The binding bride can make a *biting kiss* attack as a free action.

R: A bouquet of webs +10 vs. PD (up to 2 enemies in a group)—
The target is hampered (save ends)

R: You ruined my special day +10 vs. MD—The target takes 18 psychic damage each time it attacks the binding bride (save ends)

Limited use: 1/battle, as a quick action.

Give me your heart: When the binding bride drops an enemy to 0 hit points or lower, she will move next to that creature as a free action and attempt to remove the target's heart. The creature must begin making last gasp saves as she cuts its chest open. On the fourth failed save, the bride takes the heart and the target dies and becomes undead under her control. If the bride is stunned or moved away from the creature and can't return to it on her turn, the creature doesn't have to make a last gasp save that turn.

Swarm Prince

Normal	Initiative: +9	AC	19
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5 th level		PD 18
Spoiler	Palm strike +10 vs. PD –10 damage, and 10 ongoing poison damage	MD 16
Humanoid	<i>Miss:</i> 5 damage.	HP 80
	 R: Royal blessing +10 vs. MD –15 negative energy damage, and if one or more Woven have been slain this battle, return one Woven to life in the location where it died	
	<i>Limited use:</i> The swarm prince can use this ability only when the escalation die is even.	
	 C: Hush my darling +10 vs. MD (the nearby conscious enemy with the fewest hit points) –5 psychic damage, and the target is unconscious (hard save ends, 16+; it also ends if the target takes 15 damage)	
	<i>Limited use:</i> 1/battle, and the ability recharges when the swarm prince hits with <i>palm strike</i> .	
	 <i>Surrounded by friends:</i> The swarm prince gains a +1 bonus to all defenses for each nearby Woven.	
	 <i>Give me your heart:</i> When the prince drops an enemy to 0 hit points or lower, he will move next to that creature and attempt to remove the target’s heart. The creature must begin making last gasp saves as he cuts their chest open. On the fourth failure, the prince takes the heart and the target dies and becomes undead under his control. If the prince is stunned or moved away from the creature and can’t return to it on his turn, the creature doesn’t have to make a last gasp save that turn.	

The Woven

Normal	Initiative: +6	AC 18
4 th level		PD 16
Mook	Clumsy strike +9 vs. AC –7 damage	MD 12
Humanoid		HP 13

R: Why aren't you happy for ussss +8 vs. MD (1d3 nearby enemies)—5 psychic damage as the target's mind reels against the horror of the truth

Kobold

All kobolds have the *trapster* ability. When a kobold makes a *trapster* attack and rolls a natural attack roll that is higher than the target's Wisdom, the creature has maneuvered the target into a trap with the attack. A creature can only be subjected to one trap per round.

When a kobold triggers its *trapster* ability, determine the damage the trap deals by rolling a 1d4, then adding the escalation die. If there's a dungeon-shaman in the battle, use a d8 instead of a d4.

Kobold traps can deal ongoing damage to the target instead of regular damage, if that makes sense for the trap. For ongoing damage, roll 1d4 (or 1d8) plus the escalation die, and then subtract one (minimum 1).

Kobold traps can impose conditions upon the target, if you choose. Roll normal trap damage, but the trap only deals half damage (minimum 1). Then roll a d4 for the condition the trap imposes upon the target until the end of its next turn.

1. The target is stuck.
2. The target is hampered.
3. The target is dazed.
4. The target is vulnerable.

Trap types vary according to the location/terrain and the whim of the GM.

Kobold Grand Wizard

Normal	Initiative: +8	AC	15
0 level		PD	13
Mook	Static jolt +5 vs. AC—2 lightning damage	MD	9
Humanoid		HP	5
	R: Painful liver inversion hex +4 vs. PD—4 poison damage, or 6 poison damage against dwarves		
	<i>Evasive: Kobolds take no damage from missed attacks.</i>		

Kobold Archer

Normal	Initiative: +4	AC	16
1 st level		PD	14

Mook	Simple knife +6 vs. AC—3 damage	MD 10
Humanoid	R: Tiny crossbow or javelin +7 vs. AC—3 damage	HP 6
	<i>Evasive:</i> Kobolds take no damage from missed attacks.	
	<i>Split off:</i> When one of the kobold's allies engages a creature engaged with the kobold, the kobold can pop free as a free action.	

Kobold Warrior

Normal	Initiative: +4	AC 18
1 st level		PD 15
Troop	Spear +8 vs. AC—4 damage	MD 12
Humanoid	<i>Natural even hit or miss:</i> The kobold warrior can pop free from the target.	HP 22
	<i>Evasive:</i> Kobolds take no damage from missed attacks.	
	<i>Not brave:</i> Kobold warriors with single digit hit points will run away the first chance they get.	

Kobold Hero

Normal	Initiative: +3	AC 18
2 nd level		PD 16
Leader	Shortsword +7 vs. AC—6 damage, and each nearby non-leader kobold deals +3 damage with its next attack this battle that hits	MD 12
Humanoid	<i>Natural even miss:</i> 3 damage.	HP 34
	<i>Evasive:</i> Kobolds take no damage from missed attacks.	

Kobold Skyclaw

Normal	Initiative: +9	AC 18
2 nd level		PD 16
Mook	Spike-toed boots +5 vs. AC—4 damage	MD 13
Humanoid	C: Alchemical flask +6 vs. PD (one nearby enemy or a far away enemy at -2 atk)—3 damage, and roll a d4 for the effect of the flask's contents 1. <i>Distilled ankheg spit</i> : The target takes 3 ongoing acid damage. 2. <i>Reconstituted remorhaz lymph</i> : The target takes 3 ongoing fire damage. 3. <i>Essence of giant spider web</i> : The target is stuck (save ends). 4. <i>Kobold blasting powder</i> : There's a loud bang and the battlefield is obscured with thick smoke. Each non-kobold creature takes a -2 attack penalty during its next turn. <i>Natural 1</i> : The kobold explodes (see <i>mook</i>). <i>Erratic flight</i> : The kobold flings itself from a trebuchet or ignites an unstable alchemical propellant and lands among its enemies. Each time the kobold uses a move action to fly, roll a d20. 1: It crashes and explodes (see <i>mook</i>). 2-15: It lands safely. 16+: It stays aloft and can keep flying. <i>Evasive</i> : Kobolds take no damage from missed attacks.	HP 7

Kobold Engineer

Normal	Initiative: +8	AC 19
3 rd level		PD 17
Leader	Wrench, pick, or shovel +8 vs. AC—8 damage	MD 13
Humanoid	<i>Natural 16+</i> : The engineer's kobold allies gain a +2 attack bonus against the target until the start of the engineer's next turn.	HP 45

R: Explosive flask +5 vs. PD—The target is vulnerable to non-magical attacks (easy save ends, 6+)

Natural roll is above target's Wisdom (trapster): The blast knocks the target into a trap. See Trapster Kobold ability.

Evasive: Kobolds take no damage from missed attacks.

Kobold Dog-Rider

Normal

Initiative: +8

AC 19

3rd level

PD 16

Troop

Flaming lance +8 vs. AC—6 damage, and 3 ongoing fire damage

MD 12

Humanoid

Natural 16+: The kobold and its steed pop free from all enemies and can move as a free action.

HP 41

R: Tiny crossbow +8 vs. AC—9 damage, and the kobold and its steed can move as a free action.

Natural roll is above target's Wisdom (trapster): There is line tied to the barbed dart, pulling/tripping the target into a trap. See Trapster Kobold ability.

Evasive: Kobolds take no damage from missed attacks.

Canine steed: The steed can't be targeted separately from the kobold. If the kobold dies the dog runs away.

Kobold Bravescale

Normal

Initiative: +9

AC 20

4th level

PD 18

Blocker

Spear +9 vs. AC—13 damage

MD 14

Humanoid

Natural roll is above target's Wisdom (trapster): The kobold pushes or trips the target into a trap. See Trapster Kobold ability.

HP 55

Disciplined maneuver: If the escalation die is 3+ and this creature has at least two bravescale allies in the battle, whenever an enemy moves to engage the bravescale, it can make a *spear porcupine* attack against that enemy as a free action.

Spear porcupine +11 vs. AC—10 damage

Lock shields: For each other kobold bravescale next to the bravescale or engaged with a creature that this bravescale is engaged with, the bravescale gains a +2 bonus to AC (maximum of +4), and each enemy engaged with the bravescale takes a -2 penalty (maximum of -4) to disengage checks.

Kobold Dungeon-Shaman

2x

Initiative: +9

AC 19

4th level

PD 17

Caster

Bear traps on chains +9 vs. AC (2 attacks)—13 damage

MD 15

Humanoid

Natural roll is above target's Wisdom (trapster): The kobold drags the target into a trap. See Trapster Kobold ability.

HP 110

R: Hex of entrapment +9 vs. MD—26 damage

Natural roll is above target's Wisdom (trapster): The kobold summons a trap that was not previously there, which the target triggers. See Trapster Kobold ability.

Miss: The target is stuck and hampered (save ends both).

Evasive: Kobolds take no damage from missed attacks.

Kobold Shadow-Warrior

Normal

Initiative: +9

AC 20

4th level

PD 13

Mook

C: Throwing star +9 vs. AC (one nearby enemy)—7 damage

MD 17

Humanoid

HP 14

C: Stinging dust +6 vs. PD (up to 2 nearby enemies in a group)—5 damage, and the target takes a -1 penalty to attacks until the end of its next turn

Elusive: If a shadow-warrior hasn't been attacked since the end of its last turn, it can spend all of its actions on its turn to disappear from sight (remove it from play as it gets into position). At the start of its next turn, it reappears (dropping down from the ceiling or springing out of cover and re-entering play) and can make an *elusive strike* attack as a standard action.

C: Elusive strike +13 vs. AC (one nearby creature)—18 damage

Evasive: Kobolds take no damage from missed attacks.

Wall-crawler: A kobold shadow-warrior can climb on ceilings and walls as easily as it moves on the ground.

Kobold Dragon-Soul

Normal	Initiative: +10	AC	22
5 th level		PD	19
Troop	Claws +10 vs. AC—17 damage	MD	14
Humanoid	<i>Natural even hit:</i> The target also takes 8 ongoing acid damage.	HP	70

R: Fire spit +10 vs. PD—18 fire damage

Natural even hit: If flying, the kobold can remain in the air until the end of its next turn if it would normally have to land at the end of this turn.

Evasive: Kobolds take no damage from missed attacks.

Flight: A dragon-soul's wings aren't strong enough for sustained flapping flight, but with a headwind and a tall place to launch from it can glide for hours. During battle, however, it must land at the end of its turn if the escalation die is even (but see *fire spit*).

Lammasu

Lammasu Warrior

Large	Initiative: +10	AC 23
7 th level		PD 20
Troop	Hooves +12 vs. AC (2 attacks) —28 damage, and lammasu can pop free from the target	MD 17
Beast	<i>Natural even hit or miss while the warrior is staggered:</i> The target is hampered (save ends). Roaring impact +12 vs. PD —35 damage, and 1d4 nearby enemies each take 2d10 thunder damage <i>Miss:</i> 1d4 nearby enemies each take 2d6 thunder damage. <i>Limited use:</i> The lammasu warrior can make this attack only when it starts its turn flying and unengaged. It engages the target as it lands and ends its turn on the ground. <i>Refuge of stone:</i> When the lammasu fails a save, it becomes a creature of living stone until the end of its next turn. While made of living stone, the lammasu warrior gains <i>resist damage 16+</i> to all attacks against AC and PD. If it's flying when it becomes living stone, its magic allows it to remain in the air if it wishes. <u>Nastier Specials</u> <i>On the crusade:</i> When an enemy misses the lammasu warrior with a melee attack, that enemy takes 2d10 damage.	HP 220

Fallen Lammasu

Large	Initiative: +11	AC 22
7 th level		PD 16
Wrecker	Fiery hoof +12 vs. AC —30 damage	MD 21
Beast	<i>Natural even hit:</i> The target takes 20 ongoing fire damage. <i>Natural odd hit:</i> The fallen lammasu can make a second <i>fiery hoof</i> attack (but not a third) as a free action.	HP 205

R: Rain of hellfire +11 vs. PD (1d4 random nearby creatures)—20 fire damage

Natural even hit against an ally: The target takes 10 ongoing fire damage instead of 20 fire damage, and until that ally saves against that damage, it adds the escalation die to its attacks.

Natural even hit against an enemy: The target also takes 15 ongoing fire damage.

Blessing of hellfire: When the fallen lammasu fails a save against an effect created by an enemy, each enemy engaged with it takes 3d10 fire damage.

Nastier Specials

Curse of the fallen: The lammasu gains an *Abyssal curse* attack.

C: Abyssal curse +12 vs. MD (one nearby enemy)—The target takes 10 ongoing negative energy damage each time the fallen lammasu hits it with an attack (hard save ends, 16+)

Limited use: When the escalation die is odd, as a quick action (once per round).

The fire that burns: When the fallen lammasu makes an attack that deals fire damage and the attack roll beats the target's fire resistance, the target loses its fire resistance until the end of the battle.

Lammasu Wizard

Large Initiative: +14

8th level

Spoiler **Disdainful hoof +12 vs. AC—60 damage**

Beast

AC 22

PD 18

MD 23

HP 275

R: Perfect energy sphere +13 vs. PD (1d3 nearby or far away enemies in a group)—40 damage of an energy type of the lammasu's choice: cold, fire, lightning, or thunder

Natural 18+: The target can't cast spells (easy save ends, 6+).

C: Superior words of power +13 vs. MD (one nearby or far away enemy)—65 psychic damage

Natural even hit: One spell or effect created by the target this battle is canceled (lammasu's choice).

[Special trigger] **C: Master wizard's rejoinder +12 vs. MD (one enemy spellcaster)—30 damage, the triggering attack misses and has no effect against the lammasu wizard, and the target is hampered (save ends)**

Limited use: 1/round, as an interrupt action when an enemy attacks the lammasu wizard with a spell and rolls a natural odd attack roll.

Refuge of stone: When the lammasu fails a save, it becomes a creature of living stone until the end of its next turn. While made of living stone, the lammasu wizard gains *resist damage 16+* to all attacks against AC and PD. If it's flying when it becomes living stone, its magic allows it to remain in the air if it wishes.

Lammasu Priest

Large	Initiative: +13	AC	25
9 th level		PD	17
Caster	Hooves of command +14 vs. AC (2 attacks)—40 damage, and the target can't attack the lammasu priest until the end of its next turn	MD	23
Beast		HP	330

R: Righteous ray of faith +13 vs. PD (one nearby or far away enemy)—80 holy damage

Natural 16+: The lammasu priest can make a *righteous ray of faith* attack against a different target.

C: Judgment of the lammasu +14 vs. MD (each nearby conscious enemy that's staggered)—50 holy damage

Natural even miss: Half damage.

Limited use: 2/battle.

Invocation of the world unseen: Once per battle, the lammasu priest can make this invocation as a quick action. At the start of each of the lammasu priest's turns until the roll succeeds, roll a d4. If the roll is less than or equal to the escalation die, each nearby enemy is hampered (easy save ends, 6+).

Invocation of the highest court: Once per battle, the lammasu priest can make this invocation as a quick action if it has used *invocation of the world unseen*. At the start of each of the lammasu priest's turns, roll a d8. If the roll is less than or equal to the escalation die, the lammasu can make an *overworld's rebuke* attack as a free action that turn.

[*Special trigger*] **C: Overworld's rebuke +13 vs. PD (one nearby enemy)**—25 holy or lightning damage, and the target can't move to engage an enemy until the end of its next turn (it can move if it doesn't engage)

Natural even miss: Half damage.

Refuge of stone: When the lammasu fails a save, it becomes a creature of living stone until the end of its next turn. While made of living stone, the lammasu wizard gains *resist damage 16+* to all attacks against AC and PD. If it's flying when it becomes living stone, its magic allows it to remain in the air if it wishes.

Lich

Lich Baroness

Normal	Initiative: +6	AC 20
4 th level		PD 14
Spoiler	Crystal scepter +9 vs. AC —12 damage	MD 18
Undead	<i>Natural even hit:</i> The target is dazed (save ends).	HP 54
	R: Soul blast +9 vs. PD —10 negative energy damage, and 5 ongoing psychic damage (hard save ends, 16+)	

C: Shroud of souls +9 vs. MD (each enemy engaged with it)—5 psychic damage, and the target takes 10 psychic damage each time it attacks the baroness (save ends)

I drink your death save: When the lich baroness scores a critical hit, the target loses a death save until the end of the battle (effectively, it now dies after failing three death saves, and the effect is cumulative). In addition, the crit range of attacks by the lich against the target expands by the escalation die.

Immortality: When the lich drops to 0 hit points, it crumbles to dust but does not die. It begins to reform near its phylactery, taking a number of days to regain its full strength equal to its level. If the phylactery has been destroyed, the lich dies when it drops to 0 hit points.

Lich Count

2x

Initiative: +11

AC 24

8th level

PD 18

Spoiler

Touch of the grave +13 vs. AC—50 cold damage, and the target is dazed (hard save ends, 16+)

MD 22

Undead

HP 240

Natural even hit: The target is weakened instead of dazed (hard save ends, 16+)

Miss: 25 cold damage.

R: Shadow rays +12 vs. PD (2 attacks)—35 negative energy damage

Natural 16+: The target is encased in shadows (save ends). While under the effect, it's weakened and takes 10 ongoing cold damage.

R: Empowered fireball +12 vs. PD (1d3 + 1 nearby creatures in a group)—35 fire damage, and 10 ongoing fire damage

Natural even hit: The target takes 20 ongoing fire damage instead of 10.

Miss: 15 fire damage, and 5 ongoing fire damage.

Limited use: 2/battle.

Thank you for the best ten years of your life: When the lich count scores a critical hit, the target loses a death save until the end of the battle (effectively, it now dies after failing three death saves, and the effect is cumulative). In addition, the crit range of attacks by the lich against the target expands by the escalation die and the lich heals 40 hit points.

Immortality: When the lich drops to 0 hit points, it crumbles to dust but does not die. It begins to reform near its phylactery, taking a number of days to regain its full strength equal to its level. If the phylactery has been destroyed, the lich dies when it drops to 0 hit points.

Nastier Specials

C: Look upon your doom +13 vs. MD (up to 3 nearby enemies)—The lich gains a *fear* aura against the target until the end of the battle

Fear aura: While engaged with this creature, if the target has 48 hp or fewer, it's dazed (-4 attack) and does not add the escalation die to its attacks.

Lich Prince

2x	Initiative: +17	AC	28
12 th level		PD	24
Spoiler	Draining bone rod +17 vs. AC —40 damage, 60 negative energy damage, and the target is dazed (hard save ends, 16+)	MD	26
Undead	<i>Natural even hit:</i> The target is weakened instead of dazed (hard save ends, 16+).	HP	620
	<i>Miss:</i> 40 damage.		
	R: Arcane blast +16 vs. PD (up to 3 nearby or far away enemies in a group) —50 force damage, and the target must roll a normal save; on a failure, it loses its next move action		

Natural even hit or miss: Each enemy engaged with the lich prince pops free from it as a bubble of arcane energy pushes them away.

C: Soul rend +17 vs. PD (each nearby enemy)—30 negative energy damage, and ghostly hands reach up from the ground and grab the target (as they try to pull the target's spirit out of its body)

Ghostly grasping hands: When a creature is being grabbed by the ghostly hands, it takes 30 negative energy damage at the start of its turn and must make a last gasp save. On the fourth failed last gasp save, the creature's soul is torn from it and it dies.

Unconscious creatures take a -4 penalty to their last gasp saves. Note, grabbed creatures take a -5 penalty to disengage checks.

Limited use: 2/battle.

Blink and you missed it: Once per battle when an attack would hit the lich prince, the attack misses instead and the lich teleports to a nearby location it can see as a free action.

Heartstopper: When the lich prince scores a critical hit, if after taking damage the target still has hit points, it drops to 0 hp, falls unconscious, and begins making death saves. When the target saves against this effect, it regains hit points equal to the amount it had before dropping to 0 hp (after the crit damage). In addition, the crit range of attacks by the lich against the target expands by an amount equal to the escalation die and the lich heals 60 hit points.

Immortality: When the lich drops to 0 hit points, it crumbles to dust but does not die. It begins to reform near its phylactery, taking a number of days to regain its full strength equal to its level. If the phylactery has been destroyed, the lich dies when it drops to 0 hit points.

Nastier Specials

C: Look upon your doom +17 vs. MD (each enemy engaged with the lich's allies)—The lich gains a *fear* aura against the target until the end of the battle

Fear aura: While engaged with this creature, if the target has 120 hp or fewer, it's dazed (-4 attack) and does not add the escalation die to its attacks.

Lizardman

Lizardman Savage

Normal	Initiative: +6	AC	17
2 nd level		PD	16
Wrecker	Stone-tip spear (or club) +7 vs. AC—7 damage	MD	12
Humanoid	<i>Natural 16+:</i> The lizardman savage can make a <i>bite</i> attack against the target or another creature engaged with it as a free action. <i>[Special trigger] Bite +7 vs. AC—5 damage</i> , and the lizardman savage can make a <i>ripping frenzy</i> attack against the target as a standard action during its next turn if it's engaged with that target <i>[Special trigger] Ripping frenzy +9 vs. AC (3 attacks)—5 damage</i> R: Thrown spear +6 vs. AC—5 damage	HP	32

Manticore

Manticore Bard

Large	Initiative: +12	AC	21
5 th level		PD	19
Caster	Battering paws +10 vs. AC (2 attacks)—18 damage	MD	15
Beast	<i>Natural 16+:</i> The manticore can make a single <i>volley of tail spikes</i> attack (one attack roll) against a different target as a free action without taking an opportunity attack.	HP	150

Crushing leonine jaws +10 vs. AC—30 damage, or 40 damage against a creature taking ongoing poison damage

C: Musical voice +13 vs. MD (1d3 nearby enemies)—20 psychic damage, and the target is dazed (hard save ends, 16+)

Natural 16+: In addition, the target can't use the escalation die until it saves.

Intermittent song: The manticore can use *musical voice* only 1d4 times during the battle, and never two turns in a row.

R: Volley of tail spikes +11 vs. AC (1d3 nearby or far away enemies in a group)—5 ongoing poison damage (hard save ends, 16+)

Poison reservoirs: Each time the manticore uses its *volley of tail spikes* attack, it takes 1d6 damage, or 2d6 damage if it's staggered.

Nastier Specials

Battle music: The manticore has songs for many different purposes. When the manticore makes a *musical voice* attack and rolls a natural even hit, choose one song (or roll a d4):

1: Fortissimo—Each of the manticore's allies gains a +2d6 damage bonus with attacks that hit until the end of the battle (non-cumulative).

2: Profundo—The manticore's *musical voice* attack now deals 40 psychic damage instead of 20 until the end of the battle.

3: Furioso—The target is confused instead of dazed.

4: Largo—The manticore can make a *musical voice* attack during its next turn as a free action, but with a +3 attack bonus. This free attack won't trigger another *battle music* effect.

Mantikumhar

Large

5th level

Initiative: +14

AC 23

PD 19

Spoiler

Pincer claws +11 vs. AC (2 attacks)—18 damage

MD 15

Beast

Natural 16+: The mantikumhar pulls its target under the soil/ground. The target is stuck, hampered, and takes 5 ongoing damage from suffocation (save ends all)

HP 119

Miss: The target must roll an immediate save; on a failure, it's dazed until the end of its next turn from dirt or sand thrown in its face

Crushing leonine jaws +10 vs. AC—30 damage, or 40 damage against a creature taking ongoing poison damage

C: Serpent sting +12 vs. AC—10 damage, and 5 ongoing poison damage (hard save ends, 16+)

Burrowing: The mantikumhar can move rapidly through sand, loose soil, or dry eroded earth. It prefers to dig out a wide pit and lie in wait for prey. (See Burrowing.)

Can't be blinded: Between nictitating membranes that keep its eyes from being scratched out by the sand and its weird burrowing echolocation sense, the mantikumhar can't be blinded.

Poison reservoirs: Each time the mantikumhar uses its *serpent sting* attack, it takes 1d6 damage, or 2d6 damage if it's staggered.

Nastier Specials

Hunker down: A mantikumhar can burrow into the soil as a move action, concealing itself from attacks. A hunkered mantikumhar gains a +3 bonus to AC and PD, but it can't use *crushing leonine jaws*.

Sand ambush: The mantikumhar's extensible tail can strike by surprise like a cobra from anywhere in its pit.

C: Serpent sting +15 vs. AC (one nearby enemy)—10 damage, and 5 ongoing poison damage (hard save ends, 16+)

Coursing Manticore

Large	Initiative: +13	AC 23
6 th level		PD 21
Spoiler	Battering paws +11 vs. AC (2 attacks)—20 damage	MD 15
Beast	<i>Natural 16+</i> : The manticore can make a <i>scorpion sting</i> attack against a different target as a free action.	HP 170

Crushing leonine jaws +11 vs. AC—30 damage, or 50 damage against a creature taking ongoing poison damage

C: Scorpion sting +13 vs. AC—10 damage, and 5 ongoing poison damage (hard save ends, 16+)

Fly-by attack: While flying, the manticore can make a *scorpion sting* attack, pop free from the target, and keep flying to somewhere nearby.

Flight: Giant batlike dragon wings put the final horrid touch on the coursing manticore’s “everything awful” design aesthetic.

Poison reservoirs: Each time the manticore uses its *scorpion sting* attack, it takes 1d6 damage, or 2d6 damage if it’s staggered.

Nastier Specials

Aerial archer: Instead of a scorpion tail, the manticore has a spiked tail full of quills and can make *volley of tail spikes* attacks instead of *scorpion sting* attacks.

R: Volley of tail spikes +13 vs. AC (1d3 nearby or far away enemies in a group)—5 ongoing poison damage (hard save ends, 16+)

Diving leap: The manticore leaps toward its prey, using its wings to arrow into battle at tremendous speed. During its first turn only, add +6 to its initiative count. After that, the beast returns to its normal initiative order.

Manticore

Large	Initiative: +13	AC	22
6 th level		PD	20
Archer	Battering paws +11 vs. AC (2 attacks)—20 damage	MD	16
Beast	<i>Natural 16+</i> : The manticore can make a single <i>volley of tail spikes</i> attack (one attack roll) against a different target as a free action. Crushing leonine jaws +11 vs. AC—30 damage; OR 50 damage against a creature taking ongoing poison damage C: Volley of tail spikes +13 vs. AC (1d3 nearby or far away enemies in a group)—5 ongoing poison damage (hard save ends, 16+) <i>Flight</i> <i>Poison reservoirs</i> : Each time the manticore uses its <i>volley of tail spikes</i> attack, it takes 1d6 damage, or 2d6 damage if it is staggered.	HP	182

Medusa

Medusa Outlaw

2x	Initiative: +11	AC	22
6 th level		PD	16
Wrecker	Snakes and daggers +11 vs. AC (2 attacks)—10 damage, and 10 ongoing poison damage	MD	20
Humanoid	<i>Natural 18+</i> : The medusa can make a <i>petrifying gaze</i> attack against the target as a free action. R: Poison arrow +11 vs. AC (one nearby or far away enemy)—15 damage, and 10 ongoing poison damage <i>Natural 20</i> : The medusa can make a <i>petrifying gaze</i> attack against the target as a free action.	HP	150

[Special trigger] C: Petrifying gaze +11 vs. MD (one enemy)—20 psychic damage, and the target must start making last gasp saves as it turns to stone

Caught by an eye: Whenever a nearby enemy attacks the medusa outlaw and rolls a natural 1 or 2, the medusa can make a *petrifying gaze* attack against that attacker as a free action.

Escalating threat: At the start of each of the medusa's turns, roll a d4. If you roll less than or equal to the escalation die, the medusa can also use *petrifying gaze* as a quick action once during that turn.

Medusa Noble

2x

Initiative: +17

AC 27

11th level

PD 21

Caster

Snakes and swords +17 vs. AC (3 attacks)—30 damage, and 15 ongoing poison damage

MD 25

Humanoid

HP 500

Natural 18+: The medusa can make a *petrifying gaze* attack against the target as a free action.

R: Lightning fork +17 vs. PD (one nearby or far away enemy)—80 lightning damage

Natural odd hit or miss: The medusa deals 1d6 x 10 lightning damage to all nearby enemies.

Natural even hit or miss: The medusa can make a *lightning fork* attack against a different target as a free action; keep making *lightning fork* attacks until you run out of targets that have taken damage from *lightning fork* or roll a natural odd attack.

[Special trigger] C: Petrifying gaze +17 vs. MD (one enemy)—70 psychic damage, and the target must start making last gasp saves as it turns to stone

Caught by an eye: Whenever a nearby enemy attacks the medusa noble and rolls a natural 1-5, the medusa can make a *petrifying gaze* attack against that attacker as a free action.

Serpent wardings: Thrice per battle, as a free action, the medusa noble can force an enemy to reroll a spell attack that targeted it. The attacker can't use the escalation die for the reroll.

Skilled sorcerer: If lightning isn't working against her target, the medusa noble can take a -2 attack penalty to change the energy type of her ranged attack to fire or thunder.

Minotaur

Large

Initiative: +8

AC 19

4th level

PD 17

Troop

Axe or horns +9 vs. AC—27 damage, and one of the minotaur's allies can pop free from the target as a free action

MD 13

Humanoid

HP 94

Furious charge: The attack instead deals 40 damage on a hit if the minotaur first moves before attacking an enemy it was not engaged with at the start of its turn.

Blood frenzy: Minotaurs gain a +4 melee attack bonus against staggered enemies.

Nastier Specials

Durable: The first time each round the minotaur takes damage, prevent 2d6 of it.

Fear: While engaged with this creature, enemies that have 24 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks.

Mummy

2x

Initiative: +9

AC 21

8th level

Vulnerability: fire

PD 17

Wrecker

MD 22

Humanoid

HP 350

Unholy grasp +11 vs. PD—40 ongoing negative energy damage and the target is affected by *mummy rot* (save ends both)

Each failed save (mummy rot): The target's flesh begins to rot and the ongoing damage increases by +40 (cumulative). Saves granted by special powers don't increase this damage if they fail, only end of turn failures.

Natural 16+: The target also takes 20 damage.

C: Sepulchral glare +11 vs. MD (one nearby enemy)—The target is hampered until the start of the mummy's next turn

Crit: If the target is already affected by *mummy rot*, increase the ongoing negative energy damage by 40. If the target isn't affected by *mummy rot* already, it takes 40 ongoing negative energy damage and is affected by *mummy rot* (save ends both)

Limited use: 1/round, as a quick action.

Mortal terror: The presence of a mummy unnerves opponents, giving it an unusual *fear aura*. While engaged with this creature, enemies that have 200 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks. Each time an enemy with 200 hp or fewer attacks the mummy, hit or miss, it must roll a save. On a success, it's no longer affected by the *fear aura* effects of any mummy in the battle.

Spiritual grit: When the mummy takes 20 damage or less from a non-fire attack, it takes no damage instead.

Nastier Specials

Blessing of preservation: The mummy has a +4 bonus to all defenses until it takes damage.

Bone-chilling cry: Once per battle as a quick action, the mummy can issue a bone-chilling cry that seems to echo from some unseen tomb or portal and it makes a *call of the sarcophagus* attack.

C: Call of the sarcophagus +11 vs. MD (each nearby enemy suffering *mummy rot*)—The target is hampered until the end of its next turn

Naga

Swaysong Naga

Large	Initiative: +8	AC	21
5 th level		PD	16
Leader	Bite +10 vs. AC—24 damage	MD	18
Beast	<i>Natural 16+</i> : The target also takes 15 ongoing poison damage. <i>Miss</i> : 12 damage.	HP	144

R: Song of reversals +10 vs. MD (1d3 nearby or far away enemies)—25 psychic damage

Natural 16+: The target is confused (save ends).

Miss: 10 psychic damage.

Limited use: 1/battle.

C: Hypnotic movements +10 vs. MD (one nearby enemy, or one nearby enemy per point of esc. die if *mystic escalator* benefit is active)—10 psychic damage, and the target is hampered (save ends)

Arcane mirror: When an enemy targets the swaysong naga with a spell, the naga regains the use of *song of reversals* if it's expended. In addition, if that spell is a recharge spell, roll its recharge check immediately after the spell is cast. If the spell is a per-battle or daily spell, roll a hard save (16+) immediately after the spell is cast; on a success, the spellcaster doesn't expend the spell.

Mystic escalator: The naga and each of its nearby allies can use the escalation die unless the naga has been targeted by an enemy's spell since its last turn.

Sparkscale Naga

Large	Initiative: +10	AC	21
6 th level		PD	20
Leader	Bite +11 vs. AC—30 damage	MD	16
Beast	<i>Natural 16+</i> : Each nearby enemy takes 10 thunder damage. <i>Miss</i> : 20 damage. R: Bloom of lightning +10 vs. PD (1d3 nearby or far away enemies)—30 lightning damage <i>Natural 16+</i> : Each nearby enemy takes 10 thunder damage. <i>Miss</i> : Each nearby creature (including allies) takes 5 thunder damage. <i>Limited use</i> : 1/battle. C: Sparking aura +10 vs. PD (one nearby enemy, or one nearby enemy per point of esc. die if <i>mystic escalator</i> benefit is active)—20 lightning damage, and the target is vulnerable (save ends) <i>Arcane mirror</i> : When an enemy targets the sparkscale naga with a spell, the naga regains the use of <i>sparking aura</i> if it's expended. In addition, if that spell is a recharge spell, roll its recharge check immediately after the spell is cast. If the spell is a per-battle or daily spell, roll a hard save (16+) immediately after the spell is cast; on a success, the spellcaster doesn't expend the spell. <i>Mystic escalator</i> : The naga and each of its nearby allies can use the escalation die unless the naga has been targeted by an enemy's spell since its last turn.	HP	190

Manafang Naga

Large	Initiative: +14	AC	23
7 th level		PD	17
Leader	Bite +12 vs. AC—45 damage	MD	21

Beast	<p><i>Natural 16+</i>: The naga gains <i>resist spell damage 16+</i> against the target's spells until the end of the battle.</p> <p><i>Miss</i>: 25 damage.</p> <p>R: Force missiles (1d4 nearby or far away enemies)—25 force damage</p> <p><i>Limited use</i>: 1/battle.</p> <p>C: Ritual movements +12 vs. MD (one nearby enemy, or one nearby enemy per point of esc. die if <i>mystic escalator</i> benefit is active)—40 psychic damage, and the target can't cast spells or use the activated powers of true magic items (save ends)</p> <p><i>Arcane mirror</i>: When an enemy targets the manafang naga with a spell, the naga regains the use of <i>force missiles</i> if it's expended. In addition, if that spell is a recharge spell, roll its recharge check immediately after the spell is cast. If the spell is a per-battle or daily spell, roll a hard save (16+) immediately after the spell is cast; on a success, the spellcaster doesn't expend the spell.</p> <p><i>Mystic escalator</i>: The naga and each of its nearby allies can use the escalation die unless the naga has been targeted by an enemy's spell since its last turn.</p>	HP 210
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Elder Swaysong Naga

Normal	Initiative: +12	AC 24
8 th level		PD 19
Leader	Bite +13 vs. AC —24 damage	MD 21
Beast	<p><i>Natural 16+</i>: The target also takes 15 ongoing poison damage.</p> <p><i>Miss</i>: 12 damage.</p> <p>R: Song of reversals +13 vs. MD (1d3 nearby or far away enemies)—25 psychic damage</p> <p><i>Natural 16+</i>: The target is confused (save ends).</p>	HP 144

Miss: 10 psychic damage.

Limited use: 1/battle.

C: Hypnotic movements +13 vs. MD (one nearby enemy, or one nearby enemy per point of esc. die if *supreme mystic escalator* benefit is active)—15 psychic damage, and the target is hampered (save ends); until the target saves, it takes 15 psychic damage each time it attacks the naga

Arcane mirror: Whenever an enemy targets the elder swaysong naga with a spell, the naga regains the use of *song of reversals* if it's expended. In addition, if that spell is a recharge spell, roll its recharge check immediately after the spell is cast. If the spell is a per-battle or daily spell, roll a hard save (16+) immediately after the spell is cast; on a success, the spellcaster doesn't expend the spell.

Supreme mystic escalator: The naga and each of its nearby allies can use the escalation die unless the naga has been hit by two enemy spells since its last turn.

Elder Sparkscale Naga

Normal	Initiative: +15	AC	24
9 th level		PD	23
Leader	Bite +14 vs. AC—30 damage	MD	19
Beast	<i>Natural 16+:</i> Each nearby enemy takes 10 thunder damage. <i>Miss:</i> 20 damage. R: Bloom of lightning +14 vs. PD (1d3 nearby or far away enemies)—30 lightning damage <i>Natural 16+:</i> Each nearby enemy takes 10 thunder damage. <i>Miss:</i> Each nearby creature (including allies) takes 5 thunder damage. <i>Limited use:</i> 1/battle.	HP	190

C: Sparking aura +14 vs. PD (one nearby enemy, or one nearby enemy per point of esc. die if *supreme mystic escalator* benefit is active)—40 lightning damage, and the target is vulnerable (save ends)

Arcane mirror: Whenever an enemy targets the elder sparkscale naga with a spell, the naga regains the use of *bloom of lightning* if it's expended. In addition, if that spell is a recharge spell, roll its recharge check immediately after the spell is cast. If the spell is a per-battle or daily spell, roll a hard save (16+) immediately after the spell is cast; on a success, the spellcaster doesn't expend the spell.

Supreme mystic escalator: The naga and each of its nearby allies can use the escalation die unless the naga has been hit by two enemy spells since its last turn.

Elder Manafang Naga

Normal	Initiative: +18	AC	26
10 th level		PD	20
Leader	Bite +15 vs. AC—45 damage	MD	24
Beast	<i>Natural 16+:</i> The naga gains <i>resist spell damage 16+</i> against the target's spells until the end of the battle. <i>Miss:</i> 25 damage. R: Force missiles (1d4 nearby or far away enemies)—45 force damage <i>Limited use:</i> 1/battle. C: Ritual movements +15 vs. MD (one nearby enemy, or one nearby enemy per point of esc. die if <i>supreme mystic escalator</i> benefit is active)—45 psychic damage, and the target can't cast spells or use the activated powers of true magic items (save ends) <i>Miss:</i> 20 psychic damage.	HP	210

Arcane mirror: Whenever an enemy targets the elder manafang naga with a spell, the naga regains the use of *force missiles* if it's expended. In addition, if that spell is a recharge spell, roll its recharge check immediately after the spell is cast. If the spell is a per-battle or daily spell, roll a hard save (16+) immediately after the spell is cast; on a success, the spellcaster doesn't expend the spell.

Supreme mystic escalator: The naga and each of its nearby allies can use the escalation die unless the naga has been hit by two enemy spells since its last turn.

Ogre

Ogre

Large	Initiative: +5	AC	19
3 rd level		PD	16
Troop	Big honkin' club +7 vs. AC—18 damage	MD	12
Giant	<i>Miss:</i> Half damage.	HP	90
<p>Big shove +9 vs. PD (each enemy engaged with ogre)—1d6 damage, and the target pops free from the ogre</p> <p><i>Quick use:</i> This power only requires a quick action (once per round) instead of a standard action when the escalation die is even.</p> <p><u>Nastier Specials</u></p> <p><i>Tough skin:</i> Whenever the ogre takes weapon damage, reduce that damage by 1d8 points.</p>			

Ogre Penitent

Large	Initiative: +4	AC	18
3 rd level		PD	16
Blocker	Remorseful flail +6 vs. AC—20 damage	MD	14
Giant		HP	100

Natural 5, 10, 15, or 20: Until the end of the battle, when an enemy engaged with the ogre attacks it, that enemy can't target other enemies with that attack.

Miss: Half damage to a different nearby enemy.

Closer my death to thee: While staggered, the ogre penitent gains a +4 attack bonus.

Crumbling ego: Each time the ogre fails a save, it takes 1d8 psychic damage.

Nastier Specials

Frenzied disappointment: If the ogre penitent rolls a natural 1 or 2 with an attack roll, it can take an extra standard action during its next turn.

Demonic Ogre

Large

Initiative: +8

AC 20

4th level

PD 16

Spoiler

Demon-kissed blade +9 vs. AC—24 damage

MD 16

Giant

Natural 5, 10, 15, or 20: The ogre gains a random *demonic advantage* (see below) until the end of the battle. All demonic advantages end if the ogre experiences a demonic eruption.

HP 100

Miss: Half-damage.

R: Flaming spear +9 vs. AC—20 damage

Natural 5, 10, 15, or 20: The target takes 10 ongoing fire damage.

Demonic advantage: Roll a d6 to determine which demonic ability the ogre gains.

1: The ogre gains *resist energy 16+*.

2: Once per battle, the ogre can teleport anywhere it can see as a move action.

- 3: The ogre's attacks deal +1d8 damage, hit or miss.
- 4: At the start of the ogre's turn, each enemy engaged with it takes 2d6 negative energy damage.
- 5: The ogre gains a +5 bonus to saves this battle.
- 6: The ogre begins making *demonic eruption* rolls when the escalation die is 4+ instead of 6+.

Demonic eruption: When the escalation die is 6+, the demonic ogre rolls a normal save at the start of each of its turns. On a success, roll a d6 and replace the demonic ogre with a new undamaged demon. 1-2: Imp; 3-4: Despoiler; 5: Frenzy demon; 6: Cambion sickle.

Nastier Specials

Early eruption: Begin making *demonic eruption* rolls when the escalation die is 5+ instead of 6+. Also use stronger demons for the options that the ogre could turn into.

Ogre Berserker

Large	Initiative: +9	AC 18
4 th level		PD 18
Wrecker	Giant axe or sword +8 vs. AC—28 damage	MD 15
Giant	<i>Natural 5, 10, 15, or 20:</i> The ogre berserker gains the <i>escalator</i> ability (it adds the escalation die to its attacks) until the end of the battle. <i>Miss:</i> Half damage, and the ogre berserker takes 1d6 damage. <i>You shouldn't have done that:</i> When an enemy engaged with the berserker scores a critical hit against it, that enemy takes 7d6 damage. <i>Incidental damage:</i> When an enemy makes an opportunity attack against the berserker, hit or miss, that enemy takes 2d6 damage.	HP 120

Raugugugh: Once per battle as a free action, when the ogre berserker fails a save, it can take 3d6 damage to succeed at the save instead.

Ogre Crusader

Large	Initiative: +6	AC	21
4 th level		PD	17
Troop	Jagged greatsword or greataxe +10 vs. AC (2 attacks)—18 damage	MD	15
Giant	<i>Natural 5, 10, 15, or 20</i> : The ogre crusader can make a <i>war-curse</i> attack as a free action. <i>Miss</i> : Half damage. R: War javelin +8 vs. AC—18 damage C: War-curse +10 vs. MD (the nearby conscious enemy with the lowest hit points)—10 psychic damage <i>Special hate</i> : When the ogre crusader attacks an enemy that has a positive or conflicted relationship with an icon that is aligned opposite to the Ogre's aligned icon, it adds the escalation die to the attack roll.	HP	106

Ogre Champion

Large	Initiative: +10	AC	21
5 th level		PD	19
Wrecker	Champion's battle-axe +10 vs. AC—30 damage	MD	18
Giant	<i>Natural 5, 10, 15, or 20</i> : The ogre champion gains a second standard action this turn, but not a third. <i>Miss</i> : Half damage. R: Heavy javelin +10 vs. AC (one nearby or far away enemy)—26 damage	HP	140

Miss: 10 damage.

Racial enemies: Whenever a nearby dwarf or elf enemy attempts to use their racial power, they must roll a hard save (16+). On a failure, the power fails and has no effect that turn (but they can try again next turn).

Slayer of wizards: Creatures engaged with the ogre champion take opportunity attacks from it when casting close spells as if they were casting ranged spells.

Nastier Specials

Escalating danger: The ogre champion adds the escalation die to the damage it deals with its attacks, hit or miss.

Ogre Minion

Large

Initiative: +11

AC 24

9th level

PD 23

Mook

Ogre-sized chopper +14 vs. AC—35 damage

MD 19

Giant

Miss: Half damage.

HP 80

R: Ogre-sized javelin +14 vs. AC (one nearby or far away enemy)—20 damage

Incidental damage: When an enemy makes an opportunity attack against the ogre minion, hit or miss, that enemy takes 4d6 damage.

Double-strength mook: The ogre minion mook counts as two 9th level mooks when you're building battles.

Nastier Specials

Punching above its weight: Once per round, the ogre minion mob can take 5d10 damage to reroll an attack (a member of the mob takes one for the team).

Ogre Mage

Ogre Mage Knight

Large	Initiative: +13	AC	22
6 th level		PD	19
Wrecker	Naginata +11 vs. AC —The effect depends on the roll.	MD	17
Giant	<i>Natural even hit:</i> 25 damage, and the ogre mage knight can use <i>lightning pulse</i> as a free action. <i>Natural odd hit:</i> 20 damage, and the ogre mage knight can use <i>voice of thunder</i> as a free action. <i>Natural even miss:</i> 10 damage, and the ogre mage knight can teleport to any nearby location it can see before using <i>magi's lightning chain</i> as a free action. <i>Natural odd miss:</i> The ogre mage knight can use <i>cone of cold</i> as a free action. R: Magi's lightning chain +11 vs. PD —15 lightning damage, and each time this attack has a natural even attack roll, the ogre mage knight can target a different creature with the ability C: Cone of cold +11 vs. PD (up to 3 nearby enemies in a group, also targets the ogre's allies engaged with the targets)—20 cold damage <i>Miss:</i> 10 cold damage. C: Lightning pulse +11 vs. PD (one random nearby or far away enemy)—20 lightning damage <i>Natural even hit:</i> The target is weakened (save ends). C: Voice of thunder +11 vs. PD (1d3 nearby enemies)—15 thunder damage	HP	160

Resist exceptional attacks 16+: When a limited attack (not an at-will attack) targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Trollish regeneration 15: While an ogre mage is damaged, its uncanny flesh heals 15 hit points at the start of the ogre mage's turn. It can regenerate five times per battle. If it heals to its maximum hit points, then that use of regeneration doesn't count against the five-use limit.

When the ogre mage is hit by an attack that deals fire or acid damage, it loses one use of its *regeneration*, and it can't regenerate during its next turn.

Dropping an ogre mage to 0 hp doesn't kill it if it has any uses of *regeneration* left.

Nastier Specials

Ki: Gain 1d4 ki at the start of each battle. Spend a point of ki as a free action, once per round, to change the ogre mage knight's natural attack result by one; a natural 1 could become a 2, a natural 19 could become a natural 20, and so on.

Ogre Mage

Large	Initiative: +14	AC 23
7 th level		PD 19
Caster	Naginata +13 vs. AC—35 damage	MD 21
Giant	<i>Natural 18+</i> : Make a second <i>naginata</i> attack against a nearby enemy as a free action (engaging it is not required)	HP 170
	C: Cone of cold + 13 vs. PD (up to 3 nearby enemies in a group)—50 cold damage	
	<i>Limited use</i> : 1/day, and the attack affects the ogre's allies engaged with or between enemy targets.	
	<i>Aura of treachery</i> : Once per round when a nearby enemy misses the ogre mage with an attack, the ogre mage can make an <i>aura of treachery</i> attack against it as a free action.	

[Special trigger] C: Aura of treachery + 13 vs. MD—the target is confused until the end of the ogre mage’s next turn

Flight: The ogre mage flies using the sheer power of its superior mind.

Invisibility: If the ogre mage is not engaged, it can turn invisible as an at-will standard action. It becomes visible when it attacks. The ogre mage takes 1d10 damage each time it uses *invisibility* while it’s staggered.

Resist exceptional attacks 16+: When a limited attack (not an at-will attack) targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Trollish regeneration 20: While an ogre mage is damaged, its uncanny flesh heals 20 hit points at the start of the ogre mage’s turn. It can regenerate five times per battle. If it heals to its maximum hit points, then that use of *regeneration* doesn’t count against the five-use limit.

When the ogre mage is hit by an attack that deals fire or acid damage, it loses one use of its *regeneration*, and it can’t regenerate during its next turn.

Dropping an ogre mage to 0 hp doesn’t kill it if it has any uses of *regeneration* left.

Ogre Lightning Mage

Large	Initiative: +15	AC	24
8 th level		PD	20
Caster	Naginata +14 vs. AC (2 attacks) —40 damage	MD	22
Giant	Miss: 15 damage.	HP	230

R: Lightning from torn sky +14 vs. PD (up to 2 nearby enemies, plus one far away enemy, if any)—52 lightning damage

Limited use: 1/battle, but the ogre lightning mage regains the use of this attack if it's expended each time it uses its *naginata* attack.

R: Past master's judgment +14 vs. MD (1d3 nearby enemies)—25 psychic damage

First natural even hit each attack: The ogre lightning mage can cancel one spell or magical effect created by the target.

Flight: The ogre lightning mage flies well using the sheer power of its superior mind.

Invisibility: While not engaged, the ogre lightning mage can turn invisible as an at-will standard action. It becomes visible when it attacks. The ogre mage takes 1d10 damage each time it uses *invisibility* while it's staggered.

Resist exceptional attacks 16+: When a limited attack (not an at-will attack) targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Trollish regeneration 20: While an ogre mage is damaged, its uncanny flesh heals 20 hit points at the start of the ogre mage's turn. It can regenerate five times per battle. If it heals to its maximum hit points, then that use of *regeneration* doesn't count against the five-use limit.

When the ogre mage is hit by an attack that deals fire or acid damage, it loses one use of its *regeneration*, and it can't regenerate during its next turn.

Dropping an ogre mage to 0 hp doesn't kill it if it has any uses of *regeneration* left.

Prismatic Ogre Mage

Large Initiative: +16

9th level

Caster Horns and claws +15 vs. AC—75 damage

AC 25

PD 22

MD 18

Natural 2-5: The prismatic ogre mage can use *prismatic blast* as a free action without provoking an opportunity attack.

Force shove +15 vs. PD (each enemy engaged with ogre)—10 force damage, and the target pops free from the ogre mage

Quick use: This power only requires a quick action (once per round) instead of a standard action when the escalation die is odd.

R: Prismatic blast +15 vs. PD (1d3 nearby or far away enemies in a group)—Roll a d8 against each hit target to determine the type of ray and effect

1. *Red:* 75 fire damage; *Miss:* 40 fire damage.
2. *Orange:* 50 damage, and the target is confused (save ends).
3. *Yellow:* 40 ongoing poison damage.
4. *Green:* The target loses a recovery, and the prismatic ogre mage heals 70 hp.
5. *Blue:* 60 lightning damage, and make a secondary attack:
+15 vs. PD (one enemy near the target)—20 lightning damage.
6. *Cyan:* The target is stunned (save ends).
7. *Purple:* The target is dazed and confused (save ends both). When the target saves, it takes 40 psychic damage.
8. *Magenta:* The target is transported into the future. Remove that creature from play, returning it to the battle in (or near) its previous location at the end of its next turn. No time seems to pass for the target while it's gone.

Resist exceptional attacks 16+: When a limited attack (not an at-will attack) targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Warp: The prismatic ogre mage warps reality with its presence. Each character hit by the *prismatic blast* attack during battle must write down one true personal trait or preference about their character such as: “Yellow hair,” “Afraid of spiders,” “Prefers white wine to red,” or “Tattoo of a halfling on left

bicep.” These personal traits are shuffled and randomly distributed equally by the GM after the battle is over. Whichever trait each player receives is now true for their character as well as for the character of the player who wrote it down (unless there has somehow turned out to be a swap...). These traits don’t alter game mechanics (feats, powers, backgrounds, icon relationships, attributes, bonuses, etc.). They are personal details that have been warped and scrambled by the prismatic ogre mage’s magic.

Ooze

All oozes have the following two abilities:

Flows where it likes: The ooze is immune to opportunity attacks.

Ooze: The ooze is immune to effects. When an attack applies a condition to an ooze (dazed, hampered, weakened, ongoing damage, etc.), that condition doesn’t affect it.

Black Pudding

Huge	Initiative: +8	AC 23
9 th level		PD 20
Wrecker	C: Acid-drenched pseudopod +14 vs. PD (up to 4 attacks, each against a different nearby enemy)—30 acid damage, and 10 ongoing acid damage	MD 19
Ooze	<i>Miss:</i> 10 acid damage.	HP 470
	<i>Climber:</i> A black pudding sticks to ceilings and walls when it wishes, sliding along as easily as on the floor.	
	<i>Slippery:</i> The pudding has <i>resist weapons 12+</i> .	

Gelatinous Cube

Huge	Initiative: +4	AC 20
5 th level		PD 18
Blocker	Shlup’n’schlorp +10 vs. PD—30 acid damage, and the cube engulfs the target (functions like a grab) if it’s smaller than the cube	MD 15
Ooze	<i>Miss:</i> The cube can make a <i>spasms</i> attack as a free action.	HP 200

[Special trigger] C: Spasms +10 vs. AC (up to 2 attacks, each against a different nearby enemy)—15 damage

Engulf and dissolve: Targets engulfed/grabbed by the cube take 30 acid damage at the start of the cube's turn but are not viable targets for additional attacks by the cube. Multiple targets can be held within the cube simultaneously.

Any engulfed creature that is also staggered must begin making last gasp saves or become paralyzed as the cube's toxins overwhelm it.

Ochre Jelly

Large

Initiative: +2

AC 18

3rd level

PD 17

Wrecker

C: Acid-drenched pseudopod +8 vs. PD (1d4 attacks, each against a different nearby enemy)—6 acid damage

MD 16

Ooze

HP 90

Natural even hit or miss: 3 ongoing acid damage.

Splitter: The first time an ochre jelly takes 20 or more damage from a single attack, it splits into two normal-size ochre jellies, each with half the original's current hit points plus 2d6 hp. Treat the new jellies as undamaged jellies at their new hit point totals without the *splitter* ability.

Orc

Orc Warrior

Normal

Initiative: +3

AC 16

1st level

PD 14

Troop

Jagged sword +6 vs. AC—6 damage

MD 10

Humanoid

Dangerous: The crit range of attacks by orcs expands by 3 unless they are staggered.

HP 30

Orc Berserker

Normal

Initiative: +5

AC 16

2 nd level		PD 15
Troop	Greataxe +7 vs. AC—8 damage	MD 13
Humanoid	<i>Dangerous:</i> The crit range of attacks by orcs expands by 3 unless they are staggered.	HP 40
	<i>Unstoppable:</i> When an orc berserker drops to 0 hp, it does not immediately die. Ignore any damage in excess of 0 hp, roll 2d6, and give the berserker that many temporary hit points. No other healing can affect the berserker or give it more temporary hit points. When the temporary hp are gone, the berserker dies.	

Orc Shaman

Normal	Initiative: +5	AC 18
2 nd level		PD 12
Leader	Spear +6 vs. AC—6 damage	MD 16
Humanoid	<i>Dangerous:</i> The crit range of attacks by orcs expands by 3 unless they are staggered.	HP 36
	R: Battle curse +7 vs. MD (1d3 nearby enemies)—4 psychic damage, and for the rest of the battle, melee attacks by orcs deal +1d4 damage against the target (non-cumulative)	

Orcish Archer

Normal	Initiative: +5	AC 18
2 nd level		PD 17
Archer	Scimitar +6 vs. AC—6 damage	MD 11
Humanoid		HP 32
	R: Short bow +6 vs. AC—7 damage	
	<i>Natural 1-5:</i> Reroll the attack against a random nearby creature. If the rerolled attack is also a natural 1-5, the orcish archer takes 3 damage from sheer agonized frustration, but it doesn't get to make another attack.	

Final frenzy: When the escalation die is 3+, the orcish archer gains a +3 bonus to melee attacks and melee damage

Pit-Spawn Orc

2x

Initiative: +2

AC 17

2nd level

PD 15

Mook

Punch or bludgeon +7 vs. AC—5 damage

MD 12

Humanoid

HP 18

Mob attack: The crit range for pit-spawn orcs is 17+. Whenever a pit-spawn orc scores a critical hit, each pit-spawn orc mook in the battle gains a +1 cumulative bonus to damage until the end of the battle.

Nastier Specials

Boiling rage: When an enemy engaged with the orc hits it with an attack, the enemy takes 4 damage as the orc bites and claws it back.

Cave Orc

Normal

Initiative: +6, or +12 at night or in dark caves

AC 19

3rd level

PD 18

Mook

Obsidian knife +8 vs. AC—4 damage, and +1d4 damage for each other orc engaged with the target (max +4d4)

MD 12

Humanoid

HP 10

R: Rock +7 vs. AC—5 damage

Hears everything: Increase the DC to sneak past cave orcs silently by +5.

Nocturnal predator: If the battle is at night (or in darkness), the orc gains a +2 attack bonus. If the battle is during the day (or in daylight) it takes a -2 penalty to all defenses.

Death-Plague Orc

Large	Initiative: +2	AC	20
3 rd level		PD	18
Spoiler	Huge spiked flail +8 vs. AC—21 damage	MD	12
Humanoid	<i>Natural roll is above target's Constitution:</i> The target catches a disease (see below).	HP	90

When a creature contracts a death-plague orc disease, roll a d4 for the disease type and a d6 for that disease's symptoms *after the battle*. Until cured, at the start of each day (after each full heal-up) the PC makes a Constitution check (including any appropriate background) to determine the severity of the disease for that day, or if the PC is cured.

Full bed rest under the care of a healer reduces severity roll from a d6 to a d4 (so a severity check result of 18 would be 1d4 + 2 not 1d6 + 2). A PC under the care of and experience healer or someone who knows healing magic gains a +10 bonus to the Constitution check. At the GM's option, special ingredients or healing items, found via quest, can give additional bonuses to the check.

Disease Type (d4)

- 1: Filthy Fever (d6 roll for symptoms that day)
- 2: Chatter Pox (d6 roll for symptoms that day)
- 3: Slug Scourge (d6 roll for symptoms that day)
- 4: Red Fever (d6 roll for symptoms that day)

Filthy Fever Symptoms (d6)

- 1: Slight temperature.
- 2-3: The runs. You gain 1 less recovery than normal after a full heal-up due to fluid loss.
- 4+: You have a hacking cough that sounds like insane laughter and are losing fluids. You gain 2 fewer recoveries than normal after a full heal-up and can't remain silent.

Chatter Pox Symptoms (d6)

- 1: Unsightly and painful sores, occasional shivers.
- 2-3: Running sores, shivering and chattering teeth. You take a -3 penalty to social skill checks and to attack rolls with spells.
- 4+: Infected sores, fever dreams. Your constitution is weakened. After each full heal-up, roll 1d4 + 3 to determine your starting maximum recoveries for that day. Each time you cast a spell that isn't at-will, there's a 25% chance it fails (but you don't expend the spell).

Slug Scourge Symptoms (d6)

- 1: Extreme appetite, nausea.
- 2-3: Vomiting up slugs. Whenever you make a non-combat Charisma check, roll 2d20 and take the lower result.
- 4+: The slugs are inside your lungs! After each quick rest, you lose 25% of your maximum hit points. If you drop to 0 hp this way, you enter into a coma until the next day.

Red Fever Symptoms (d6)

- 1: Scarlet stripes on the eyeballs, itching, buzzing in ears.
- 2-3: Blurred vision. You take a -3 penalty to ranged attacks.
- 4+: Fever, rage, and confusion. Whenever you roll a natural odd attack roll, you are confused until the end of your next turn. Ranged attacks have a 25% chance of accidentally targeting an ally (check before making the attack roll).

Disease Severity (Con check each day; result affects d6 symptoms roll)

- 1-14: d6 + 3
- 15-20: d6 + 2
- 20-24: d6 + 1
- 25-29: d6 + 0
- 30+: Cured

Orc Battle Screamer

Normal	Initiative: +8	AC	22
3 rd level		PD	15
Leader	Sharpened flute or club-like drumstick +9 vs. AC—10 damage	MD	15
Humanoid		HP	33
	<u>Orcish Instruments: Choose ONE</u>		
	R: Skull drum +7 vs. MD—8 damage , and as a free action, one nearby orc ally can move or make a basic attack (doesn't trigger special abilities)		
	R: Bone flute +7 vs. MD—8 damage , and one nearby orc ally deals +1d6 damage on a hit during its next turn		
	R: War bagpipes—1d3 nearby or far away enemies that can hear the bagpipes must immediately roll a normal save; on a failure, the target is hampered until the end of its next turn		

Orc Tusker

Normal	Initiative: +7	AC	22
3 rd level		PD	17
Troop	Club'n'tusk +5 vs. AC—7 damage	MD	13
Humanoid	<i>Furious charge</i> : The attack instead deals 12 damage on a hit if the orc tusker first moves before attacking an enemy it was not engaged with at the start of its turn.	HP	45
	<i>Miss</i> : 4 damage, and the orc tusker pops free from all enemies.		

Orc Rager

Normal	Initiative: +12	AC	22
7 th level		PD	20
Mook	Greataxe +12 vs. AC—16 damage	MD	16
Humanoid	<i>Dangerous mooks</i> : The crit range of melee attacks by orc ragers expands by 3 until half the orc rager mob has been dropped.	HP	27

Dying strike: When an orc rager drops to 0 hp, it can make a final attack as a free action. (These extra attacks can come from ragers engaged with a PC.)

Great Fang Cadre

Normal	Initiative: +13	AC	27
10 th level		PD	25
Mook	Double axe +15 vs. AC—25 damage	MD	21
Humanoid	<i>Natural 11+:</i> The cadre can make a second <i>double axe</i> attack (no more) as a free action. <i>Dangerous mooks:</i> The crit range of melee attacks by great fang cadre orcs expands by 3 until half the great fang cadre mob has been dropped. R: Big, black, creaking bow +15 vs. AC—37 damage <i>Natural even hit or miss:</i> The attack targets PD instead of AC. <u>Nastier Specials</u> <i>On the spot mutation:</i> Whenever an attack eliminates one or more members of the mob, there is a 50% chance that each survivor gains one of these abilities: extra melee attack, damage aura: 1d20 damage vs. any enemy that starts its turn engaged with the orc, or +4 bonus to AC.	HP	50

Otyugh

Large	Initiative: +5	AC	19
3 rd level		PD	17
Blocker	Grasping tentacles +8 vs. PD (2 attacks)—5 damage	MD	13
Aberration	<i>Natural even hit:</i> The otyugh can grab the target. <i>Natural 18 or 20:</i> The otyugh can grab the target and make a <i>big toothy maw</i> attack against it as a free action. Big toothy maw +12 vs. AC (one enemy it's grabbing; includes +4 grab bonus)—16 damage	HP	84

Trash nest defense: The otyugh gains a +2 bonus to all defenses while fighting in its nest or in similar piles of excrement and trash.

Tentacle flail: Once per round, an otyugh can make a *grasping tentacles* attack as a free action against a moving nearby creature it is not engaged with; on a natural even hit, the target is grabbed and its movement stops.

Owlbear

Large

Initiative: +8

AC 19

4th level

PD 17

Wrecker

Rip and peck +9 vs. AC—15 damage, and until the end of the owlbear's next turn, the target is hampered (*makes only basic attacks*) while engaged with the owlbear

MD 13

Beast

HP 101

Vicious hybrid: If the escalation die is even, make another *rip and peck* attack.

Feed the cubs: An owlbear that scores a critical hit against a hampered enemy tears a piece of the creature off (GM chooses a limb) and will subsequently attempt to retreat with the prize to feed its cubs. The torn-up enemy is stunned until the end of its next turn.

Silent hunter: Owlbears are nearly silent until they strike. Checks to hear them approaching take a -5 penalty.

Phase Spider

Large

Initiative: +16

AC 23

7th level

PD 22

Spoiler

Phasing fangs +11 vs. PD (2 attacks)—25 damage

MD 18

Beast

HP 200

Natural even hit: The spider can make a *rummage and filch* attack against the target as a free action, even if the target isn't staggered.

Rummage and filch +11 vs. MD (one staggered creature)—the phase spider steals a random true magic item from the target (see below).

Phasing abilities: As long as it didn't just return from being out of phase, at the start of the phase spider's turn, roll a d6 to see which of its phase and teleport abilities it can access that turn. The spider doesn't have to use the available ability and can attack normally, if it wishes.

1-2: Short teleport—As a move action, the spider can teleport anywhere it can see nearby.

3: Long teleport—As a move action, the spider can teleport anywhere it can see nearby or far away.

4-5: Phase out—As a move action, the spider can remove itself from the battlefield, returning on its next initiative turn anywhere it chooses nearby. It doesn't get to make a phase roll at the start of its next turn though.

6: Teleport away—If the spider has stolen at least one magic item, as a move action it can teleport back to its lair, or to its master if it has one. It leaves the battle. If it hasn't stolen an item yet, it won't leave and can use its choice of the other abilities this turn.

Stolen items: If the spider is slain before it leaves battle, all items stolen from the party are recovered. If a d20 roll results in a 20, other magic items are found.

Pixie

All pixies have the *glamour* ability.

Glamour: Outside of combat, pixies can create complex illusions at will. For the PC, it's usually a normal or hard skill check to sort out what's real.

Pixie Warrior

Normal	Initiative: +12	AC	20
3 rd level		PD	13
Spoiler	Diminutive sparkly sword +8 vs. PD—5 psychic damage	MD	17

Natural 16+: The pixie warrior can make a *madness* attack against the target as a free action.

R: Enchanted bowshot +8 vs. PD—4 psychic damage, and the pixie warrior can make a *madness* attack against the target as a free action.

[Special trigger] **Madness +8 vs. MD—**The target is maddened until the end of the pixie's next turn. The first thing the creature does on its turn is use a standard action to make a display of power that has no practical benefit. The GM chooses the attack, spell, or other power, which should be the most powerful one the character has, preferably a daily. The target expends the power in a great show of prowess, aimed for display rather than effect. Wizards cast their fireballs into the sky, monks demonstrate flawless form while shadow-boxing, and clerics bless the very stones underfoot instead of allies.

When the madness effect gets old, substitute any of the following effects, by choice or at random:

1: You love pixies and hate those who threaten them. The target is confused until the end of the pixie's next turn.

2: Brains knocked loose. The target takes 4 psychic damage each time it takes an action (save ends; yes that could be 3 times per round or more).

3: Reality bender. The target takes 5 ongoing psychic damage. Each time the target fails the save, the ongoing damage increases by 5, cumulative.

4: Massive attack on the unconscious mind. The target chooses one: either let the onslaught slam its mind (take 15 psychic damage), or steel its mind against the onslaught (stunned until the end of the pixie's next turn).

5: Compulsion to dance. The target takes 5 ongoing psychic damage (no save) until it spends a standard action to dance maniacally. Dancing ends all such ongoing damage, even if the target has been hit multiple times with this effect.

6: Pacifism. The target can't attack until the end of the pixie's next turn.

Dazzling lights: During battle, pixies fill the air with the light and sound of countless flashy illusions. The effects are disorienting enough that the PCs don't get to add the escalation die to their attacks.

Flight: Pixies make flying look like a lot of fun.

Invisibility: When an enemy attacks a pixie and misses, the pixie turns invisible until the start of its next turn (even if it makes opportunity attacks). A pixie can also turn invisible as a standard action, in which case the invisibility still lasts until the start of its next turn.

Predatory Plant

Claw Flower

Normal	Initiative: +6	AC	16
2 nd level		PD	12
Spoiler	Attack name +7 vs. AC—8 damage	MD	15
Plant	<i>Natural 1-5:</i> The claw flower takes 1d4 damage from burst roots.	HP	40
	C: Bumble spores +4 vs. MD (1d2 nearby random non-plant creatures)— The effect depends on the roll		
	<i>Natural even hit:</i> 4 psychic damage, and the target is confused until end of its next turn.		
	<i>Natural odd hit:</i> 3 psychic damage, and the target is stuck until end of its next turn.		
	<i>Miss:</i> 2 psychic damage.		
	<i>Immobile until pressed:</i> The claw flower has roots and normally can't move, but when it takes 10 or more damage from a single attack it can move normally during its next turn.		
	<i>Spore escalator:</i> The claw flower adds the escalation die to its <i>bumble spores</i> attack rolls.		

Nastier Specials

Gentle roar: Once per battle, the claw flower can make a *bumble spores* attack as a quick action.

Pixie Pod

2x

Initiative: +7

AC 17

3rd level

PD 13

Leader

C: Peripheral summoning +8 vs. MD (one random nearby enemy)—8 psychic damage

MD 16

Plant

HP 40

Natural even hit: Add a new podling into the battle in a random location.

Release the pods: Once per battle when the pixie pod rolls a natural even hit with peripheral summoning, it adds a number of podlings into the battle equal to the escalation die instead of only one.

Immobile: Although its podlings occasionally pick up and move it around out of combat, in battle the pixie pod can't move and is stuck except for its teleport ability.

Lost opportunity: This creature can't make opportunity attacks.

Lurching teleport: Once per battle as a move action, the pixie-pod can teleport to a nearby location. But its control sucks. The teleport goes in a random direction. Roll it using a d8 for direction.

Magical concealment: As long as one or more of its podlings are nearby, the pixie pod is invisible and extremely difficult to even detect. A PC who wants to locate the pixie-pod must spend a standard action searching and succeed at a DC 25 skill check using Wisdom. Backgrounds connected to plants and the wilderness help normally, and general searching skills and magic talents might help a bit but not at full strength. Once located, the plant can be attacked like a normal invisible creature. When it teleports, however, it must be located all over again.

Start with mooks: The pixie pod is normally accompanied by five active podlings that don't count toward the total when building a battle with the pod. Additional podlings do count, however.

Podling

Normal	Initiative: +9	AC	18
3 rd level		PD	17
Mook	Needle sword +8 vs. AC—6 damage	MD	13
Plant	<i>Natural even hit:</i> The target can't choose to search for the pixie-pod plant until all podlings in the battle are slain.	HP	10
	R: Tiny green bow +8 vs. AC—5 damage		
	<u>Nastier Specials</u>		
	<i>Flight:</i> The podling that can fly, hovering out of reach and firing arrows.		

Purple Worm

Purple Worm

Huge	Initiative: +11	AC	23
8 th level		PD	22
Wrecker	Devouring maw +13 vs. PD—50 damage	MD	17
Beast	<i>Natural even hit:</i> The target is swallowed whole if it's smaller than the worm (see below).	HP	440
	<i>Miss:</i> Half damage.		
	Tail sting +13 vs. AC (one random nearby enemy)—20 damage, and 20 ongoing poison damage		
	C: Mighty thrash +13 vs. AC (1d3 random nearby enemies)—30 damage		
	<i>Miss:</i> Half damage.		

Natural 1-5: The worm takes 10 damage (but it still deals miss damage on a 2-5).

Limited use: The worm can make this attack as a free action if it has no enemies swallowed after using its standard action during its turn.

Swallow whole: While a creature is swallowed whole, it takes 7d10 acid damage at the start of its turn and is stuck, hampered, and unable to attack or affect anything outside the worm's stomach (and vice-versa). Most teleport abilities don't work because you're hampered *and* you can't see the location out of the worm you want to teleport to. There are two ways out.

Cut your way out: Deal 40 damage to the worm with a single attack and you can cut your way out. All edged or bladed weapons are reduced to d6 damage dice (at most) inside the worm's gullet, so good luck. At least you'll be damaging the worm attacking it from within.

Get upchucked: While the worm is staggered, you can use a standard action to try and crawl out of its mouth. Roll a hard save (16+); on a success, the worm vomits you out and spits you somewhere nearby. The worm also vomits out all creatures it has swallowed when it drops to 0 hp.

Burrow: As the standard monster ability.

Nastier Specials

Larval feeding: The worm's stomach also includes a mob of larval mooks (purple larvae or parasitic lightning beetles). Feel free to add this nastier special if a PC acts dismissive about the possibility of being swallowed by the worm.

Resist most energy damage 16+: Purple worms generate weird energy resistances thanks to underworld radiation and their odd diets. Roll a d8 twice, in secret, to determine what energy types the worm is not resistant to. The PCs probably have to find out what energy works best against the worm the hard way, though you might have mercy and allow a DC 35 Wisdom skill check to figure out what energy types work against the worm.

1: acid; **2:** cold; **3:** fire; **4:** lightning; **5:** thunder; **6:** holy; **7:** negative energy; **8:** poison.

Parasitic Lightning Beetle

Normal	Initiative: +14	AC 27
8 th level		PD 22
Mook	Mouthparts +12 vs. AC–10 damage	MD 17
Beast	<i>Natural even hit or miss:</i> The target also takes 5 lightning damage. R: Lightning zap +12 vs. PD (one nearby enemy not engaged with a purple worm, purple larvae, or parasitic beetle)–20 lightning damage <i>Natural even hit or miss:</i> The target takes 5 extra lightning damage. <i>Flight:</i> The beetles fly badly, usually just enough to get back to the worm when they've been shaken off from their hiding spots in its segments. <i>Scaredy bugs:</i> Whenever one or more parasitic lightning beetles drop to 0 hp, roll a d6. If you roll less than or equal to the number of beetles that were destroyed by that attack, all beetles in the battle stop fighting, using all their actions during their next turn to disengage and fly away.	HP 36

Purple Larva

Normal	Initiative: +9	AC 22
8 th level		PD 20
Mook	Bitey maw +13 vs. AC–20 damage	MD 16
Beast	<i>Natural even hit or miss:</i> The larvae can make a <i>tail stinger</i> attack against a random enemy engaged with it as a free action. [Special trigger] Tail sting +13 vs. AC–5 damage, and 10 ongoing poison damage	HP 44

Merge with worm: Purple larvae can dig quickly in and out of the skin of the purple worm as if they were burrowing but without needing die rolls to succeed.

Ancient Purple Worm

Huge

Initiative: +17

AC 27

12th level

PD 25

Wrecker

Devouring maw +18 vs. PD—100 damage

MD 21

Beast

Natural even hit: The target is swallowed whole if it's smaller than the worm (see below).

HP 1200

Miss: Half damage.

Tail sting +18 vs. AC (up to 2 random nearby enemies)—40 damage, and 40 ongoing poison damage

Miss: 20 damage.

Prodigious thrash +18 vs. AC (1d4 random nearby enemies)—50 damage

Miss: Half damage.

Natural 1-2: The worm and any creatures it has swallowed take 8d6 damage (but it still deals miss damage on a 2).

Limited use: The worm can make this attack as a free action if it has one enemy swallowed or less after using its standard action during its turn.

Swallow whole: While a creature is swallowed whole, it takes 10d12 acid damage at the start of its turn and is stuck, hampered, and unable to attack or affect anything outside the worm's stomach (and vice-versa). Most teleport abilities don't work because you're hampered *and* you can't see the location out of the worm you want to teleport to. There are two ways out.

Cut your way out: Deal 80 damage to the worm with a single attack and you can cut your way out. All edged or bladed weapons are reduced to d6 damage dice (at most) inside the

worm's gullet, so good luck. At least you'll be damaging the worm attacking it from within.

Get upchucked: While the worm is staggered, you can use a standard action to try and crawl out of its mouth. Roll a hard save (16+); on a success, the worm vomits you out and spits you somewhere nearby. The worm also vomits out all creatures it has swallowed when it drops to 0 hp.

Burrow: As the standard monster ability, but with a +5 bonus to the check.

Nastier Specials

Resist most energy damage 16+: Purple worms generate weird energy resistances thanks to underworld radiation and their odd diets. Roll a d8 twice, in secret, to determine what energy types the worm is not resistant to. The PCs probably have to find out what energy works best against the worm the hard way, though you might have mercy and allow a DC 35 Wisdom skill check to figure out what energy types work against the worm.

1: acid; **2:** cold; **3:** fire; **4:** lightning; **5:** thunder; **6:** holy; **7:** negative energy; **8:** poison.

Rakshasa

2x	Initiative: +16	AC	23
8 th level		PD	20
Caster	Claws and bite +11 vs. AC (2 attacks)—25 damage	MD	22
Humanoid	<i>Natural even hit:</i> The rakshasa can make a <i>rend mind</i> attack as a free action.	HP	280
	R: Striped lightning bolts +13 vs. PD (1d3 nearby enemies)—25 lightning damage, or 50 lightning damage against a staggered target		
	<i>Natural even hit:</i> The rakshasa can make a <i>rend mind</i> attack as a free action.		

C: Rend mind +13 vs. MD (one nearby enemy)—15 psychic damage, and the target is confused (*make a basic or at-will attack vs. ally*) until the end of the rakshasa's next turn

Shapechange: As a standard action, the rakshasa can change its form to that of any humanoid, or back to its own shape. Seeing through the shapechange requires a DC 25 skill check.

Nastier Specials

Master of chaos: The rakshasa gains a bonus to all defenses equal to the current number of confused enemies in the battle.

Reversal of fate: Once per day as a quick action, the rakshasa steals the escalation die; until the end of the battle, the rakshasa gains an attack bonus equal to the die's value when it was stolen. Reset the escalation die to 0 for the players and increase it normally with each new round.

Redcap

All redcaps have special abilities based on *The Bad Word*. Before every battle against redcaps, the GM should determine the *bad word* for that battle. Whenever a PC or a player at the table says the word, every redcap in the battle can use their associated ability as a free action that interrupts whatever action is currently happening.

Spotchcap

Normal	Initiative: +8	AC	16
2 nd level		PD	17
Archer	Stabby knife +5 vs. AC —6 damage	MD	14
Humanoid	<i>Natural 16+</i> : The target also takes 2 ongoing damage.	HP	32

R: Smashy slingstone +7 vs. AC—7 damage

Natural 18+: The target can't cast a spell until the end of its next turn or until the splotchcap drops to 0 hp, whichever comes first.

[Special trigger] **C: Pop-out and stab 'em +7 vs. AC (one nearby enemy)**—8 damage

Miss: Damage equal to the escalation die.

Impossible teleport: When the splotchcap scores a critical hit OR when a PC or a player at the table says the *bad word*, the splotchcap can teleport to a nearby hidden location it can see as a free action.

Pop-out surprise: When the splotchcap starts its turn and no enemy can see it, it can make a *pop-out and stab 'em* attack that turn as a standard action.

Redcap

Normal	Initiative: +9	AC	17
3 rd level		PD	18
Wrecker	Twin skinning knives +8 vs. AC (2 attacks)—6 damage	MD	15
Humanoid	<i>Miss:</i> Damage equal to the escalation die.	HP	42

Stompy iron boots +8 vs. PD (one staggered or unconscious enemy)—12 damage

Miss: 5 damage.

[Special trigger] C: Pop-out and ride 'em +10 vs. AC (one nearby enemy)—10 damage, and 5 ongoing damage

Ridey-horsey: While the target is taking ongoing damage from this attack, the redcap is riding the target's shoulders with its knives in the target's ears, and once during its turn the redcap can use a move action to make the target move anywhere nearby that won't directly cause it harm (but opportunity attacks are fair game).

Miss: 5 damage.

Impossible teleport: When the redcap scores a critical hit OR when a PC or a player at the table says the *bad word*, the redcap can teleport to a nearby hidden location it can see as a free action.

Pop-out surprise: When the redcap starts its turn and no enemy can see it, it can make a *pop-out and ride 'em* attack that turn as a standard action

Crimsoncap

Normal

Initiative: +11

AC 20

6th level

PD 21

Spoiler

Huge bloody cleavers +11 vs. AC (2 attacks)—13 damage, and the crimsoncap can pop free from the target

MD 18

Humanoid

HP 84

Horrible stompy boots +11 vs. PD (one staggered or unconscious enemy)—20 damage, and the target is hampered (save ends)

Miss: 5 damage.

[Special trigger] C: Pop-out and slash 'em +11 vs. AC (1d4 nearby enemies)—15 damage, and 5 ongoing damage

Miss: 10 damage.

Impossible teleport: When the crimsoncap scores a critical hit OR when a PC or a player at the table says the *bad word*, the crimsoncap can teleport to a nearby hidden location it can see or can't see (like inside a closet) as a free action.

Pop-out surprise: When the crimsoncap starts its turn and no enemy can see it, it can make a *pop-out and slash 'em* attack that turn as a standard action

Nastier Specials

*F*** T***:* The crimsoncap has two *bad words* instead of one. And the PCs find that out the hard way. Write the words down ahead of time to prove you're not *just* being a mean GM.

Crustycap

Normal

Initiative: +14

AC 21

7 th level		PD 22
Wrecker	Big bloody axe +12 vs. AC (2 attacks)—10 damage	MD 19
Humanoid	<p><i>Natural even hit:</i> The crustycap can make a single <i>big bloody axe</i> attack against a different nearby enemy as a free action.</p> <p><i>Miss:</i> 5 ongoing damage.</p> <p>Devastating stompy boots +12 vs. PD (one staggered or unconscious enemy)—40 damage</p> <p><i>Miss:</i> 10 damage.</p> <p><i>Oh no oh no:</i> When a PC or a player at the table says the <i>bad word</i>, the crustycap can take an extra standard action during its next turn. Feel free to let the extra actions stack a few times if someone gets cocky.</p> <p><u>Nastier Specials</u></p> <p><i>Just plain mean:</i> When the crustycap scores a critical hit OR when a PC or a player at the table says the <i>bad word</i>, the crustycap can teleport away as a free action. Far away, even to a location it can't see, and out of the battle. Then at the start of the PCs' next battle, it teleports back and attacks the PCs, no matter what enemies they are fighting. It will continue to use this power if it can until the PCs take a full heal-up, at which point, if it's still alive, it loses interest.</p>	HP 100

Remorhaz

Squib Swarm

Normal	Initiative: +0	AC 14
0 level		PD 12
Mook	Sharp nibbling beaks +5 vs. AC—3 cold damage	MD 8
Beast	<p><i>Heat absorption:</i> When a creature is engaged with the squib swarm at the start of its turn, it takes cold damage equal to the escalation die.</p>	HP 5

Barbellite

Normal	Initiative: +7	AC	18
3 rd level		PD	16
Troop	Arctic bite +11 vs. AC-7 cold damage	MD	12
Beast		HP	36

Heat absorption: When a creature is engaged with the remorhaz at the start of its turn, it takes cold damage equal to the escalation die.

Shatterer: Death can cause fluid-filled sacks inside the barbellite to explode. When the attack roll that kills the barbellite is a natural even roll, each nearby creature takes 10 cold damage.

Frost-Würm

Large	Initiative: +9	AC	22
6 th level		PD	20
Troop	Würm glaciation +11 vs. AC-18 damage	MD	16
Beast	<i>Natural even hit:</i> The target and one other nearby enemy takes 18 cold damage as the area freezes over.	HP	180

Miss: The target and one other nearby enemy takes 6 cold damage.

Trilling vibrations +9 vs. MD (1d3 nearby enemies in a group)—
The target is stunned (save ends)

Limited use: The remorhaz can use *trilling vibrations* only when the escalation die is odd.

Burrow: As the standard monster ability, except the remorhaz only needs to roll 6+ in snow.

Massive heat absorption: When a creature is engaged with the remorhaz at the start of its turn, it takes cold damage equal to twice the escalation die.

Shatterer: Death can cause fluid-filled sacks inside the frost-würm to explode. When the attack roll that kills the frost-würm is a natural even roll, each nearby creature takes 20 cold damage.

Adult Remorhaz

Large	Initiative: +11	AC	24
8 th level		PD	22
Wrecker	<i>[Special trigger] C: Death from below! +14 vs. AC (each nearby creature)—45 damage; OR 22 damage, and the target is stunned (save ends)</i>	MD	18
Beast		HP	280

Miss: 15 damage.

Limited use: 1/battle, during the remorhaz's first turn or if appearing on the surface after burrowing.

Savage bite +16 vs. AC—50 damage, 20 fire damage, and the remorhaz grabs the target if it's not already grabbing a creature

Miss: 15 fire damage.

Burrow: As the standard monster ability, except the remorhaz only needs to roll 6+ in snow and ice.

Furnace aura: When a creature is engaged with the remorhaz (or grabbed by it) at the start of its turn, it takes fire damage equal to 6 x the escalation die.

Nastier Specials

Bejeweled remorhaz: The remorhaz has glowing “jewels” on its armored plates. When a nearby or far away enemy misses with an attack against the remorhaz, that enemy chooses one: It takes 10 fire damage; OR one piece of its non-magical equipment (something useful, but player's choice) melts or burns up. Adjust skill checks or stats accordingly.

Remorhaz steamer: The remorhaz is melting the ice/snow all the time and obscuring steam rises into the air. Ranged attacks

against the remorhaz take a -2 penalty, or a -4 penalty if the attacker is far away.

Spiney remorhaz: The remorhaz is covered in red-hot spines. When a nearby enemy rolls a natural 1-5 with an attack roll, it takes 20 fire damage unless it has somehow protected itself from the heat.

Remorhaz Queen

Large	Initiative: +2d10 (see <i>sluggish initiative</i>)	AC 27
11 th level		PD 26
Wrecker	Bite and trample +17 vs. AC —80 damage, 40 fire damage, and the remorhaz grabs the target	MD 22
Beast	<i>Miss:</i> The target and each other creature engaged with the remorhaz takes 20 fire damage. R: Nova blast +16 vs. PD (1d3 nearby enemies) —100 fire damage <i>Miss:</i> 25 fire damage. <i>Burrow:</i> As the standard monster ability, except the remorhaz only needs to roll 6+ in snow and ice. <i>Furnace aura:</i> When a creature is engaged with the remorhaz (or grabbed by it) at the start of its turn, it takes fire damage equal to 10 x the escalation die. <i>Sluggish initiative:</i> The queen may be sluggish after eating unsuccessful suitors, laying eggs, or moving across the ice like a rushing avalanche. Roll 2d10 to determine her current initiative. <u>Nastier Specials</u> <i>Bejeweled remorhaz:</i> The remorhaz has glowing “jewels” on its armored plates. When a nearby or far away enemy misses with an attack against the remorhaz, that enemy chooses one: It takes 25 fire damage; OR one piece of its non-magical equipment	HP 580

(something useful, GM's choice) melts or burns up. Adjust skill checks or stats accordingly.

Remorhaz steamer: The remorhaz is melting the ice/snow all the time and obscuring steam rises into the air. Ranged attacks against the remorhaz take a -2 penalty, or a -4 penalty if the attacker is far away.

Spiney remorhaz: The remorhaz is covered in red-hot spines. When a nearby enemy rolls a natural 1-5 with an attack roll, it takes 30 fire damage unless it has somehow protected itself from the heat.

Rust Monster

Rust Monster

Normal

Initiative: +5

AC 19

3rd level

PD 17

Spoiler

Caustic bite +8 vs. AC (one creature wearing light armor or no armor)—10 damage, and 5 ongoing acid damage

MD 13

Aberration

HP 45

Natural 16+: The target is now considered to be wearing no armor (the armor is damaged beyond repair; adjust defenses accordingly). If the target's armor is magical, the target must roll a hard save (16+). On a success, the armor isn't affected. This effect is permanent until the creature obtains new armor.

Rusting antenna +8 vs. PD (one creature wearing heavy armor)—1 damage, and the target is now considered to be wearing no armor (the armor is damaged beyond repair; adjust defenses accordingly). If the target's armor is magical, the target must roll a hard save (16+). On a success, the armor isn't affected. This effect is permanent until the creature obtains new armor.

Corrupting body: Whenever a creature hits the rust monster with a melee weapon, the attacker must roll a save; on a failure, the weapon is destroyed. Magic weapons require an easy save (6+) instead. This effect is permanent.

Rust's targets: Magic items wielded by creatures with 60 hp or more are not affected by the rust monster's ability to destroy items (but the target still takes damage).

Saving quirks: Before rolling a save for a magic item, a PC can gain a +5 bonus to the save by agreeing to roleplay the item's quirk as a huge element of their personality until the next full heal-up. Failure to live up to this roleplaying agreement means that the item hasn't received the support it needs from its owner to survive the rust monster's destructive effects, and the item is destroyed at the end of the next battle even if its owner successfully saved.

Nastier Specials

Big antenna: When the rust monster scores a critical hit, it can try to destroy another random magic item in the target's possession (or a random normal item if the target has no other magic items). The creature must roll a save for the item, as usual.

Rust Monster Obliterator

Normal	Initiative: +8	AC	21
5 th level		PD	19
Spoiler	Caustic bite +10 vs. AC (one creature wearing light armor or no armor)—18 damage, and 5 ongoing acid damage	MD	15
Demon	<i>Natural 14+:</i> The target is now considered to be wearing no armor (the armor is damaged beyond repair; adjust defenses accordingly). If the target's armor is magical, the target must roll a hard save (16+). On a success, the armor isn't affected. This effect is permanent until the creature obtains new armor.	HP	72
	Rusting antenna +10 vs. PD (one creature wearing heavy armor)—10 damage, and the target is now considered to be wearing no armor (the armor is damaged beyond repair; adjust defenses accordingly). If the target's armor is magical, the target must roll a hard save (16+). On a success, the armor isn't affected. This effect is permanent until the creature obtains new armor.		

Each time the rust monster obliterator destroys heavy armor with this attack, it gains a different random demon ability until the end of the battle (reroll duplicate abilities). (See the demon abilities table.)

Corrupting body: Whenever a creature hits the rust monster with a melee weapon, the attacker must roll a save; on a failure, the weapon is destroyed. Magic weapons require an easy save (6+) instead. This effect is permanent.

Rust's targets: Magic items wielded by creatures with 100 hp or more are not affected by the rust monster's ability to destroy items (but the target still takes damage).

Saving quirks: Before rolling a save for a magic item, a PC can gain a +5 bonus to the save by agreeing to roleplay the item's quirk as a huge element of their personality until the next full heal-up. Failure to live up to this roleplaying agreement means that the item hasn't received the support it needs from its owner to survive the rust monster's destructive effects, and the item is destroyed at the end of the next battle even if its owner saved.

Nastier Specials

Tail whirligig: When an enemy targets the rust monster obliterator with a spell, the rust monster rolls a save. On a success, the spell has no effect on the rust monster. If the rust monster is staggered, it must roll a hard save (16+) instead.

Sahuagin

Sahuagin Raider

Normal	Initiative: +4	AC	18
2 nd level		PD	14
Troop	Coral-tipped spear +6 vs. AC —6 damage	MD	13
Humanoid	<i>Natural even hit against a stuck or hampered enemy:</i> The target takes 1d6 extra damage.	HP	34

R: Hooked net +6 vs. PD—3 damage

Natural even hit: The target is hampered (save ends).

Natural odd hit: The target is stuck (save ends).

Limited use: 1/battle.

Blood rage: The sahuagin raider gains a +2 attack bonus while it's staggered.

Water breather: Sahuagin breathe underwater and swim very well.

Razor Shark

Normal

Initiative: +6

AC 17

2nd level

PD 14

Mook

Razortoothed jaws +7 vs. AC—4 damage

MD 11

Beast

Natural even hit: Increase the damage by +1 for each razor shark mook that has dropped this battle.

HP 10

Natural even miss: The target and the razor shark each take 1d6 damage.

Frenzy (group): When two or more razor sharks in the same mob are dropped to 0 hp by an attack, as a free action each dropped razor shark attacks one random nearby non-razor shark creature before it dies. That creature takes 1d8 damage.

Water breather: Sharks breathe underwater and swim very well. They're not so good out of sea water (even if they jump), so treat them as semi-hazardous terrain while they're busy thrashing to death outside the water.

Sahuagin

Normal

Initiative: +9

AC 20

5th level

PD 19

Wrecker	Trident and bite +10 vs. AC (2 attacks)—10 damage	MD 16
Humanoid	<i>Natural 20:</i> Increase the escalation die by 1, and the target is hampered (<i>makes only basic attacks</i>) until the end of its next turn.	HP 70
	R: Barbed crossbow +9 vs. AC (one nearby enemy, or a far away enemy at -2 atk)—10 damage, and 5 ongoing damage	
	<i>Blood frenzy:</i> Make a note of the escalation die when the sahuagin becomes staggered. The sahuagin gains a bonus to its melee attacks and damage equal to the escalation die value for the rest of the battle.	
	<i>Water breather:</i> Sahuagin breathe underwater and swim very well.	
	<u>Nastier Specials</u>	
	<i>Demon-touched:</i> Roll a d6 on the demon abilities table. The sahuagin gains that ability.	

Sahuagin Glow Priest

Normal	Initiative: +10	AC 21
5 th level		PD 16
Caster	Coral rod +10 vs. AC—12 damage	MD 19
Humanoid	<i>Natural even hit or miss:</i> The priest teleports the target next to one of its nearby allies that it can see, who engages it as a free action. It can't teleport the target to a location that causes it direct damage (so into a pool of flaming oil is out, but off a ship into the sea is fine).	HP 70
	R: Glowpriest's prayer +10 vs. MD (1d3 nearby enemies)—12 psychic damage, and if the attack hits 2 or more targets, roll 1d8 after the attack for the prayer's effect	
	<i>1-2 (Hymn of hate):</i> One random nearby conscious enemy takes 4d6 negative energy damage.	

3-4 (*Curse of despair*): Each target that was hit takes a -2 penalty (non-cumulative) to all saves until the end of the battle.

5-6 (*Scream of victory*): Until the start of the glowpriest's next turn, each sahuagin and demon in the battle adds the escalation die to its attacks and the PCs don't.

7-8 (*Word of refuge*): Remove the glowpriest from play. At the start of its next turn, return it to play nearby its original location. It gains a +4 bonus to all defenses until the end of its next turn after it returns to play.

Water breather: Sahuagin breathe underwater and swim very well.

Sea Shark

2x

Initiative: +6

AC 22

5th level

PD 19

Mook

Massive iron jaws +10 vs. AC—14 damage

MD 14

Beast

Miss: 2d6 damage.

HP 32

Frenzy: While staggered, if the iron sea shark is unengaged at the start of its turn, it must roll an easy save (6+). On a failure, the shark must move and attack a random nearby enemy that's staggered, or a random nearby if there are no staggered enemies.

Shredder: When an enemy misses with a melee attack against an iron sea shark and rolls a natural 1-5, the attacker takes 2d6 damage.

Water breather: Sharks breathe underwater and swim very well. They're not so good out of sea water (even if they jump), so treat them as semi-hazardous terrain while they're busy thrashing to death outside the water.

Sahuagin Mutant

Large

Initiative: +12

AC 22

6 th level		PD 20
Wrecker	Four-armed frenzy +11 vs. AC (1d4 attacks)—15 damage	MD 15
Humanoid	<i>Natural 4, 8, 12, 16, 20:</i> The target takes 10 ongoing damage.	HP 200
	R: Heavy crossbow +10 vs. AC (one nearby or far away enemy)—30 damage	
	<i>Natural 16+:</i> The target takes 10 ongoing damage.	
	<i>Limited escalator:</i> The sahuagin mutant adds the escalation die to its attacks until the die is 5+.	
	<i>Water breather:</i> Sahuagin breathe underwater and swim very well.	
	<u>Nastier Specials</u>	
	<i>Punisher:</i> When an enemy intercepts the sahuagin mutant, it takes 4d8 damage from the mutant's claws and teeth.	
	<i>Ripper:</i> When an enemy makes a melee attack against the sahuagin mutant and rolls a natural odd miss, that enemy takes 2d8 damage.	

Skeleton

For all skeletons

Resist weapons 16+: When a weapon attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Decrepit Skeleton

Normal	Initiative: +6	AC 16
1 st level	Vulnerability: holy	PD 14
Mook		MD 10
Undead	Sword +6 vs. AC—3 damage	HP 7

Skeletal Hound

Normal	Initiative: +7	AC 15
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1 st level	Vulnerability: holy	PD 13
Blocker		MD 13
Undead	Bite +6—5 damage	HP 24
	<i>Natural even hit:</i> The hound leaves teeth in the wound; the target takes 5 ongoing damage, and the hound takes 1d6 damage.	
	<i>Chomp chomp chomp:</i> Enemies with a lower initiative than the hound take a -5 penalty to disengage checks against it.	
	<i>Skilled intercept 11+:</i> Once per round, an engaged skeletal hound can attempt to pop free and intercept an enemy moving past it. Roll a normal save; on 11+, it succeeds.	

Skeleton Archer

Normal	Initiative: +7	AC 16
1 st level	Vulnerability: holy	PD 14
Archer		MD 11
Undead	Jabby bones +5 vs. AC—4 damage	HP 26
	R: Shortbow +7 vs. AC—6 damage	

Skeleton Warrior

Normal	Initiative: +8	AC 16
2 nd level	Vulnerability: holy	PD 14
Troop		MD 11
Undead	Spear +8 vs. AC—6 damage	HP 26

Blackamber Skeletal Legionnaire

Normal	Initiative: +10	AC 21
4 th level	Vulnerability: holy	PD 15
Troop		MD 17
Undead	Shortsword +10 vs. AC—14 damage	HP 48

Natural 16+: The target moves down 1d3 points in initiative order, to a minimum of 1.

Natural even miss: 5 damage.

R: Javelin +8 vs. AC—10 damage

Press advantage: The legionnaire deals +1d8 damage with its attacks against enemies that have a lower initiative than it.

Stirge

Stirge

Normal

Initiative: +4

AC 16

0 level

PD 14

Troop

Claws +7 vs. AC—2 damage, and the stirge can make a *draining probe* attack against the target during its next turn if it's still engaged with the target

MD 10

Beast

HP 18

[Special trigger] **Draining probe +7 vs. AC (one enemy hit by claws last turn)—5 damage**, and 5 ongoing damage

Flight: Stirges fly well. Also, the pitch of their wings is high and thin, allowing a stirge to get very close without tipping off its prey.

Nastier Specials

One and done: After hitting a living creature that has blood with its *draining probe* attack, the stirge heals 5 hit points and will use its next turn to move, fleeing to the hive to feed the stirgelings...and to alert the hive that there is an easy meal nearby. A new full-strength stirge enters the battle during the next round on the same initiative count.

Archer Stirge

Normal

Initiative: +6

AC 18

1 st level		PD 14
Archer	Serrated claws +7 vs. AC —4 damage	MD 12
Beast		HP 22
<p>R: Barbed stinger +9 vs. AC (one nearby enemy)—3 damage, and 3 ongoing damage</p> <p><i>Natural 16+:</i> One stirge ally engaged with the target can make a melee attack against it as a free action.</p> <p><i>Flight:</i> The archer stirge flies faster and higher than a normal stirge, but on louder wings.</p>		

Cobbler Stirge

Normal	Initiative: +5	AC 16
1 st level		PD 14
Blocker	Claws +7 vs. AC —6 damage	MD 12
Beast		HP 30
<p>C: Goopy bloody spray +7 vs. PD (1d4 nearby enemies)—5 damage</p> <p><i>Natural even hit or miss:</i> The target is stuck (save ends).</p> <p><i>Natural odd hit or miss:</i> The cobbler stirge takes 3 damage.</p> <p><i>Painful flight:</i> The cobbler has stubby ill-proportioned wings and takes 1d6 damage at the end of each round that it flies during battle.</p>		

Stirgelings

Normal	Initiative: +2	AC 15
0 level		PD 13
Mook	Claws +5 vs. AC —The effect depends on the roll	MD 9
Beast		HP 4
<p><i>Natural odd hit:</i> 2 damage.</p> <p><i>Natural even hit:</i> Choose one effect, and then the stirgeling mob takes 4 damage (killing this creature first).</p>		

Regular stirgeling: The target takes 3 damage, and 3 ongoing damage.

Archer stirgeling: The target takes 6 damage.

Cobbler stirgeling: The target takes 3 damage and is stuck until end of its next turn.

Flight: They aren't strong fliers but they are quick and agile.

Soul Flenser

Soul Flenser

Normal

Initiative: +15

AC 25

9th level

PD 21

Spoiler

Soul flensing tentacles +14 vs. PD—30 damage

MD 23

Aberration

Natural even hit, or any hit against a weakened, stunned, or confused target: Randomly select one of the target's limited-use powers or spells. The soul flenser flenses it away, removing it from the target until that creature regains it via a successful connection to the oversoul (see below).

HP 180

Natural 3, 6, or 9: The target is confused (save ends).

C: Soul blast +14 vs. MD (1d4 nearby enemies in a group)—35 psychic damage

Natural even hit: The target is weakened (save ends).

Natural odd hit: If the target is already weakened, it's also stunned until end of its next turn.

Natural 3, 6, or 9: The target is confused (save ends).

Connection to the Oversoul: When a creature slays a soul flenser, it can roll a hard save (16+). If it succeeds, the creature regains one power it has had *flensed* away.

Intellect fortress: When an enemy misses the soul flenser with an attack against MD, that attacker takes half the miss damage, if any.

Underkraken teleport: A soul flenser that has successfully flensed at least once can (and usually will, provided some of its enemies are confused, weakened, or stunned) use a standard action to prepare itself to teleport. Once it does this, during its next turn it can use a move action to teleport back to its home underkraken, no matter how distant, leaving the battle behind. Soul flensers fighting beside or within their underkraken can't use this ability; they're already home.

Nastier Specials

Flensing escalator: The soul flenser gains an attack bonus equal to the escalation die against creatures that have had one or more powers flensed away.

Oversoul control: While confused by a soul flenser's effect, a creature that has had a power flensed away can use and re-use that limited power against their erstwhile allies, if the GM sees how to use the power in a useful way.

The Flensed

Normal	Initiative: +12	AC	22
9 th level		PD	20
Mook	Fists, claws, or shoddy weapons +13 vs. AC—20 damage, or 40 damage against a target that currently has one more powers flensed away.	MD	22
Aberration		HP	60

Connection to the Oversoul: When a creature slays one of the flensed, it can roll a hard save (16+). If it succeeds, the creature regains one power it had flensed away.

Flensing escalator: The Flensed gains an attack bonus equal to the escalation die against creatures that have had one or more powers flensed away.

Specter

Specter

2x	Initiative: +9	AC	19
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6 th level		PD 15
Wrecker	Icy, life-draining touch +10 vs. PD–30 negative energy damage	MD 19
Undead	<i>Natural even hit or miss:</i> Each enemy engaged with the specter (including the target) takes 4 negative energy damage.	HP 160
	R: Deathly stare +10 vs. MD–20 negative energy damage	
	<i>Punishing aura:</i> When an enemy attacks the specter and misses, it takes 8 negative energy damage.	
	<i>Wrack and ruin:</i> While a specter is in the battle, the PCs don't add the escalation die to attack rolls, but it does.	

Dread Specter

3x	Initiative: +12	AC 22
9 th level		PD 18
Wrecker	Icy, life-draining touch +12 vs. PD–110 negative energy damage	MD 22
Undead	<i>Natural even hit or miss:</i> Each enemy engaged with the specter (including the target) takes 20 negative energy damage.	HP 550
	R: Deathly stare +12 vs. MD (up to 2 nearby enemies)–75 negative energy damage	
	<i>Phantom movement:</i> As a move action when the escalation die is odd, the specter can teleport anywhere nearby, dematerializing from its location to materialize in another.	
	<i>Punishing aura:</i> When an enemy attacks the specter and misses, it takes 24 negative energy damage.	
	<i>Wrack and ruin:</i> While a specter is in the battle, the PCs don't add the escalation die to attack rolls, but it does.	

Nastier Specials

Death grasp: At the start of each of the specter's turns, if any enemy in the battle has 60 hp or fewer, the specter can make a *death grasp* attack against one of those enemies as a free action. Be sure to let players see this one coming.

C: Death grasp +14 vs. MD (one nearby enemy with 60 hp or fewer)—60 negative energy damage

Tarrasque

Huge

Initiative: +20

AC 31

15th level

PD 29

Wrecker

Creature of Legend

MD 25

Beast

The tarrasque can make one close attack and one melee attack each round as a standard action. Note that flying is usually no defense against the tarrasque, which is huge and powerful enough to pluck or whack enemies out of the sky with surprising leaps.

HP 2130

All-enveloping toothy maw +19 vs. AC—155 damage

Natural even hit: The tarrasque grabs the target. It will swallow a grabbed enemy in 1d3 rounds (see *swallow whole*).

Natural 16+: The tarrasque swallows the target immediately (see *swallow whole*).

Immense spike, horn, or tusk +18 vs. AC—155 damage

Natural 16+: The target takes 9d6 extra damage and pops free from the tarrasque as it's hurled far away.

C: Earth-shaking, taloned claw +20 vs. AC (each nearby enemy in a group)—155 damage

Natural 16+: The target is stunned (save ends).

Miss: The target is dazed (save ends).

C: Cataclysmic tail slam +18 vs. PD (each nearby enemy in a group)—170 damage

Natural 16+: The target is vulnerable (save ends).

Miss: The target is dazed until the end of its next turn.

Amphibious: The tarrasque can swim and breathe underwater (or it holds so much air in its vast lungs that it makes no difference).

Enormously bulky: The tarrasque is so huge that it ignores opportunity attacks. In addition, normal-sized enemies are like fleas to it, and disengaging from the tarrasque requires only an easy save (6+), unless the target is grabbed.

Immortal: The tarrasque can't be killed, save by the explicit will of a god (and not some jumped-up local god, either) or, perhaps, the sacrifice of a great icon. The tarrasque's HP total indicates the amount of damage required to make it disgorge swallowed enemies and flee to go hibernate while it regenerates the damage it suffered and decide if it wants to rampage again.

Inflexible: The tarrasque can't easily fight foes that get onto its back, and may not even notice them if they aren't attacking it. When it does tire of a passenger, it can either use its *tail slam* attack (-2 attack penalty: on a hit, the target only takes half damage and is knocked off the tarrasque [possibly falling damage]; on a miss, the target takes no damage) or a *drag* attack as a standard action, crushing the rider between its shell and a mountainside or other high, hard obstacle.

Drag +21 vs. PD (each creature on its back)—130 damage, the target pops free of the tarrasque, and the target is hampered (save ends)

Legendary resistance: The tarrasque is immune to normal conditions and effects (stunned, weakened, etc.), but it isn't completely impervious. Bypassing its resistances requires icon-supported effort. A PC can use one 5 or 6 they acquired from icon relationship dice rolls to overcome the resistance each time they use an attack or power that would apply a condition or

effect upon the tarrasque. Of course, they must also provide a story to go along with the reason the tarrasque is affected.

Leveler: When the escalation die is even, as a move action the tarrasque can demolish any ordinary structure it can reach, such as a house, castle wall, temple, or ship. The beast automatically reduces the structure to rubble, rendering it useless. Each creature on top of or within the structure is subject to a *collapse* attack.

Collapse +18 vs. PD (each creature in/on the structure)—90 damage, and the target is stuck and takes 20 ongoing damage (hard save ends both, 16+)

Swallow whole: Once a creature is swallowed, it goes inside one of the tarrasque's gigantic stomachs. It can still act while inside the tarrasque, but it will have to deal with the beast's stomach acid that is splashing around. A swallowed creature must deal 400 damage to the tarrasque to force it to disgorge the contents of its gullet, freeing the creature. During the tarrasque's turn, it can make a *gullet digestion* attack against the target as a free action.

Gullet digestion +19 vs. PD—80 acid damage, and 20 ongoing acid damage

Miss: 5d12 acid damage.

Soft-ish innerbelly: The tarrasque doesn't have scales on the inside. It takes a -5 penalty to all defenses against attacks from inside its gullet, though only melee and close attacks can be made in there. The tarrasque's insides are immune to acid damage, however.

Nastier Specials

Fear: While engaged with the tarrasque, enemies that have 216 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks.

Regeneration 230: While a tarrasque is damaged, its malign magical flesh heals 230 hit points at the start of the tarrasque's turn. It can regenerate five times per battle. If it heals up to its maximum hit points, then that use of *regeneration* doesn't

count against the five-use limit. With this power, the monstrosity is likely unstoppable without a powerful magical artifact designed specifically to bind, wound, or otherwise hamper the tarrasque.

The Saved

Avenging Orb

Normal	Initiative: +3	AC	17
2 nd level		PD	13
Caster	Gauntlet slap +5 vs. AC—3 damage	MD	13
Humanoid	<i>Natural 5, 10, 15, 20:</i> The target also takes 3 ongoing psychic damage.	HP	46
	R: Orb of pain +7 vs. MD (one or more nearby or far away enemies; see <i>history of abuse</i>)—5 psychic damage		
	<i>Natural 5, 10, 15, 20:</i> The target also takes 3 ongoing psychic damage.		
	<i>Beyond saving:</i> The avenging orb takes a -5 penalty to saving throws.		
	<i>History of abuse:</i> Keep track of the number of enemy attacks that hit the avenging orb during the battle. Until the end of the battle, the avenging orb can target an additional enemy beyond the first with its <i>orb of pain</i> attack for each of those hits. (Note that avenging orbs engaged in melee usually choose to use <i>orb of pain</i> and suffer any resulting opportunity attacks; if they're lucky they'll survive the attack and be able to choose more targets for the <i>orb of pain</i> .)		

Destroying Sword

Normal	Initiative: +4	AC	16
2 nd level		PD	14
Wrecker	Cheap greatsword +8 vs. AC—3 damage	MD	13
Humanoid		HP	38

Natural odd hit: The target takes extra damage equal to half the amount the destroying sword took from the last attack that hit it this battle.

R: Shortbow +6 vs. AC (one nearby or far away enemy)—6 damage

Beyond saving: The destroying sword takes a -5 penalty to saving throws.

Enduring Shield

Normal	Initiative: +3	AC	18
2 nd level		PD	15
Blocker	Steel hammer +7 vs. AC—6 damage	MD	13
Humanoid	<i>Miss:</i> 1d4 damage.	HP	40

Anguished interceptor: When an enduring shield is engaged and an enemy attempts to move past it, the enduring shield can roll a disengage check to intercept it as an interrupt action (once per round). If the attempt fails, the enduring shield takes 1d6 psychic damage.

Beyond saving: The enduring shield takes a -5 penalty to saving throws.

Supernatural endurance: When an attack hits the enduring shield, it gains a +5 bonus to the defense that the attack targeted until the end of the battle or until another attack hits it, in which case the bonus switches to the defense most recently hit.

Treant

All treants except awakened tress have the *demolish* ability.

Free-form ability—Demolish: Given time, treants are capable of pulling apart just about anything that's been put together. Their roots squeeze into spaces between paving stones, slowly pulling them up and out of place. Their branches can likewise worm their way into spaces in walls, doors, and gates, and with steady pressure they can pull down most human-

made structures. This slow-motion destruction takes minutes for the simplest efforts and hours for major demolition.

Awakened Trees

Normal	Initiative: +5	AC	22
4 th level	Vulnerability: fire	PD	20
Mook		MD	14
Plant	Lashing branches +9 vs. AC-7 damage	HP	13

Hardwood resistance: This creature has *resist damage 12+* to all damage except fire damage and melee weapon damage, which damages it normally.

Common Treant

Normal	Initiative: +4	AC	23
5 th level	Vulnerability: fire	PD	21
Spoiler		MD	15
Plant	Grasping branches +10 vs. AC-9 damage , and the treant grabs the target. When the treant starts its turn grabbing an enemy, it can make a <i>twist and snap</i> attack against that target as a standard action that turn.	HP	65

[Special trigger] **Twist and snap +14 (includes +4 grab bonus) vs. PD-27 damage**

Fire fire fire!: When the treant takes 15 or more fire damage from a single attack, it releases all grabbed creatures.

Hardwood resistance: This creature has *resist damage 12+* to all damage except fire damage and melee weapon damage, which damages it normally.

Nastier Specials

Toxic haze: The treant exudes a toxic cloud of pollen. When an enemy engages the treant or starts its turn engaged with the treant, it takes 4 poison damage.

Treant Titan

Large	Initiative: +9	AC	28
10 th level	Vulnerability: fire	PD	26
Spoiler		MD	20
Plant		HP	390

Grasping branches +15 vs. AC (2 attacks)—30 damage, and the treant grabs the target. When the treant starts its turn grabbing an enemy, it can make a *twist and snap* attack against that target as a standard action that turn.

[Special trigger] **Twist and snap +19 (includes +4 grab bonus) vs. PD—80 damage**, and the target is dazed (save ends). If the treant starts its turn grabbing a dazed enemy, it can make a *titanic rend* attack against that target as a standard action that turn.

Miss: 40 damage.

[Special trigger] **Titanic rend +19 (includes +4 grab bonus) vs. PD—160 damage**, and the treant titan can continue making *titanic rend* attacks against the target until it escapes the grab, at which point the treant will have to use a *grasping branches* attack against it again.

Miss: 60 damage.

Fire fire fire!: When the treant takes 35 or more fire damage from a single attack, it releases all grabbed creatures.

Hardwood resistance: This creature has *resist damage 18+* to all damage except fire damage and melee weapon damage, which damages it normally.

Nastier Specials

Coffin of living wood: When the treant titan hits with a *titanic rend* attack, the target is pulled into a hollow chamber within the treant. While grabbed by the treant this way, the target can't be the target of its allies' powers or spells.

Gauntlet of branches: Countless smaller branches whip through the air around the treant titan. When a creature engaged with the treant misses it with an attack, that creature takes 12 damage from the whipping branches.

Troglodyte

For all troglodytes

Trog stench: Trogs spray scents that stink so badly that other humanoids take penalties to all attacks, defenses, and saves when engaged with a troglodyte or when nearby three or more troglodytes. Non-humanoids aren't affected.

Humanoids affected by *trog stench* can make a normal save (with a penalty) at the end of each of their turns. If the save succeeds, the humanoid can ignore all *trog stench* for the rest of the battle.

Trog stench penalties vary for different humanoid races:

Race	Save Penalty
Elves, gnolls, gnomes	-4
Humans, halflings, half-elves, Aasimar, tieflings, etc.	-3
Half-orcs, draconics	-2
Dwarves	-1
Steelforged	0

Trog

Normal	Initiative: +4	AC	18
2 nd level		PD	17
Spoiler	Club +6 vs. AC-8 damage	MD	13
Humanoid	<i>Miss:</i> Damage equal to the penalty the trog's stench currently imposes on the target.	HP	38
	R: Javelin +5 vs. AC-6 damage		

Chameleon: Underground, or in swamps and rivers, attacks against troglodytes by enemies who aren't engaged with them take a -4 penalty.

Trog Chanter

Normal	Initiative: +5	AC	19
3 rd level		PD	16
Leader	Spear +8 vs. AC —12 damage	MD	18
Humanoid	<i>Miss</i> : Damage equal to the penalty the trog's stench currently imposes on the target.	HP	44
	R: Hissing curse +10 vs. MD (one nearby enemy, or a far away enemy at -2 atk) —10 damage, and the target is again affected by <i>trog stench</i> if it had saved against the effect		
	<i>Natural 20</i> : All nearby humanoids who saved against <i>trog stench</i> earlier in the battle are affected again by it.		
	<i>Chameleon</i> : Underground, or in swamps and rivers, attacks against troglodytes by enemies who aren't engaged with them take a -4 penalty.		

Trog Underling

Normal	Initiative: +10	AC	23
8 th level		PD	22
Mook	Club +12 vs. AC —22 damage	MD	17
Humanoid	<i>Miss</i> : Damage equal to three times the penalty the trog's stench currently imposes on the target.	HP	38
	R: Javelin +11 vs. AC —16 damage		
	<i>Chameleon</i> : Underground, or in swamps and rivers, attacks against troglodytes by enemies who aren't engaged with them take a -4 penalty.		

Troll

Large	Initiative: +9	AC 17
4 th level		PD 17
Troop	Greedy wicked claw +8 vs. AC (2 attacks)—15 damage	MD 13
Giant		HP 90

Trollish regeneration 10: While a troll is damaged, its rubbery flesh heals 10 hit points at the start of the troll's turn. It can regenerate five times per battle. If it heals to its maximum hit points, then that use of *regeneration* doesn't count against the five-use limit.

When the troll is hit by an attack that deals fire or acid damage, it loses one use of its *regeneration*, and it can't regenerate during its next turn.

Dropping a troll to 0 hp doesn't kill it if it has any uses of *regeneration* left.

Nastier Specials

Increased regeneration: Increase the troll's regeneration dice; the baseline amount a troll regenerates should run about 1/9 of its total hp, but you can go higher to be nasty.

Mutant: Fire and acid don't hurt the troll's regeneration; lightning does instead.

Rendering: If both *claw* attacks hit the same target, the target also takes 10 ongoing damage.

Vampire

Vampire

Normal	Initiative: +15	AC 26
10 th level	Vulnerability: holy	PD 20
Spoiler		MD 26
Undead	Deathly touch +15 vs. PD—50 negative energy damage	HP 220

Natural 11+: The target is also weakened until the end of its next turn (-4 attacks and defenses). In addition, the target expends one unused limited trait (a spell, power, or talent with a once-per-battle or daily use, but not magic item powers) of its choice.

Vampiric regeneration: The vampire regenerates 1 hp per level at the start of each round indefinitely, but it turns to mist if it drops to 0 hp (see below).

Mist form: Unless it is slain in a manner appropriate for truly killing vampires in the campaign, a vampire that drops to 0 hp drifts away to return and fight some other day.

Nastier Specials

C: Vampiric compulsion +15 vs. MD (one enemy; see below)—the target is confused and vulnerable (save ends)

Limited use: The vampire can use *vampiric compulsion* as a free action only when a nearby enemy attacks the vampire and misses with a natural attack roll of 1-5.

Vampire Spawn

Normal	Initiative: +10	AC	20
6 th level	Vulnerability: holy	PD	17
Spoiler		MD	15
Undead	Claw +10 vs. AC—18 damage	HP	90
	<i>Natural even hit:</i> The vampire spawn can make a <i>fangs</i> attack against the target as a free action.		
	<i>[Special trigger] Fangs +14 vs. AC—7 damage</i> , and a humanoid target is weakened (-4 attack and defenses) until the end of the vampire spawn's next turn		

Spawn of the Master

Normal	Initiative: +16	AC	25
10 th level	Vulnerability: holy	PD	23
Mook		MD	20
Undead	Claws and fangs +15 vs. AC—30 damage	HP	54

Natural 18+: If the target is staggered, it is also hampered (*makes only basic attacks*) until the end of its next turn.

Warbanner

Warbanners have a number of abilities in common. The feral warbanner has the full version of these abilities. You may customize the feral warbanner by giving it icon-associated abilities.

A warbanner generally commands large groups of mooks that are simple to play. Creatures in a warbanner's band are allies fully under its control. It could also have allies not in its band.

Feral Warbanner

2x	Initiative: +7	AC	18
2 nd level		PD	14
Caster	Whipping barbed tassel +7 vs. AC—10 damage	MD	14
Construct	<i>Miss</i> : 5 damage.	HP	70

C: Banner magic—Roll 2d20 and use each roll (or a lower result of your choice) to determine one effect

1-5: The warbanner's bearer can make a basic attack with a +2 attack bonus as a free action.

6-10: Each different enemy engaged with a creature in the warbanner's band takes 1d6 psychic damage.

11-15: If any mooks in the warbanner's band have dropped this battle, return one of those mooks to the battle next to the warbanner. (If the warbanner has no mooks in its band, choose a lower result.)

16-20: The warbanner can make a *false rally* attack as a free action.

[Special trigger] C: False rally +7 vs. MD (one nearby enemy with 12 hp or fewer)—The target is confused (hard save ends, 16+)

Critical hit: The target can now only save against the confusion with a natural 20 (or until the warbanner drops) and can't flee if the rest of the PCs choose to do so.

Designated bearer: Once per round as a quick action, the warbanner can fly directly above a lower-level ally in its band

and designate that ally as its bearer. Alternately, it can release itself from a bearer and fly free.

Bearer beware: While the warbanner has a bearer it moves with the bearer and is engaged by enemies that engage the bearer. The bearer is vulnerable to all attacks but it can use the escalation die.

Conditional resist damage 16+: Unless an ally in the warbanner's band dropped to 0 hp since the start of the current round, an enemy attacking the warbanner must roll a natural 16+ on the attack roll or it only takes half damage. This ability has no effect if the warbanner has no allies in its band.

Flight: Warbanners fly quickly, fluttering in winds only they can feel, preferably never touching the ground. They can't fly off the ground higher than a flag on a pole can be carried into battle, so enemies on the ground can still target them. At best, a warbanner might gain a +2 bonus to defenses against attacks made by small PCs like halflings and gnomes.

Mook morale: Mooks fighting in the warbanner's band gain a bonus to their hit points equal to the warbanner's level (2).

Human Rabble

Normal

Initiative: +5

AC 17

2nd level

PD 14

Mook

Spear, sword, or club +7 vs. AC—4 damage

MD 11

Humanoid

Miss: 1 damage.

HP 9

Vicious Warbanner

2x

Initiative: +8

AC 18

3rd level

PD 16

Caster

Flagspear +9 vs. AC—18 damage

MD 13

Construct

Miss: 8 damage.

HP 100

C: Banner magic: Roll 2d20 and use each roll (or a lower result of your choice) to determine one effect

1-5: The warbanner's bearer can make a basic attack with a +2 attack bonus as a free action.

6-10: Add a 3rd level orc mook to the warbanner's band.

11-15: The warbanner can make a *flagspear* attack as a free action.

16-20: The warbanner can make a *false rally* attack as a free action.

*[Special trigger] C: False rally +8 vs. MD (one nearby enemy with 15 hp or fewer)—*The target is confused (hard save ends, 16+)

Critical hit: The target can now only save against the confusion with a natural 20 (or until the warbanner drops) and can't flee if the rest of the PCs choose to do so.

Designated bearer: Once per round as a quick action, the warbanner can fly directly above a lower-level ally in its band and designate that ally as its bearer. Alternately, it can release itself from a bearer and fly free.

Bearer beware: While the warbanner has a bearer it moves with the bearer and is engaged by enemies that engage the bearer. The bearer is vulnerable to all attacks but it can use the escalation die.

Conditional resist damage 16+: As feral warbanner.

Flight: As feral warbanner.

Mook morale: Mooks fighting in the warbanner's band gain a bonus to their hit points equal to the warbanner's level (3).

Zealous Warbanner

2x

Initiative: +8

AC 19

3rd level

Caster

Construct

Whipping hook +8 vs. AC—10 damage, and 10 ongoing damage

Miss: 5 damage.

PD 15

MD 15

HP 86

C: Banner magic: Roll 2d20 and use each roll (or a lower result of your choice) to determine one effect

1-5: The warbanner's bearer can make a basic attack with a +2 attack bonus as a free action.

6-10: Each different enemy engaged with a creature in the warbanner's band takes 1d8 psychic damage.

11-15: Until the end of the battle, each ally in the warbanner's band gains a +2 cumulative bonus to damage on hits with melee attacks.

16-20: The warbanner can make a *false rally* attack as a free action.

[Special trigger] C: False rally +8 vs. MD (one nearby enemy with 15 hp or fewer)—The target is confused (hard save ends, 16+)

Critical hit: The target can now only save against the confusion with a natural 20 (or until the warbanner drops) and can't flee if the rest of the PCs choose to do so.

Designated bearer: Once per round as a quick action, the warbanner can fly directly above a lower-level ally in its band and designate that ally as its bearer. Alternately, it can release itself from a bearer and fly free.

Bearer beware: While the warbanner has a bearer it moves with the bearer and is engaged by enemies that engage the bearer. The bearer is vulnerable to all attacks but it can use the escalation die.

Conditional resist damage 16+: As feral warbanner.

Flight: As feral warbanner.

Mook morale: Mooks fighting in the warbanner's band gain a bonus to their hit points equal to the warbanner's level (3).

Deathly Warbanner

2x

Initiative: +9

AC 20

4th level

PD 14

Caster

Bladed fringe +8 vs. AC—15 damage, and 10 ongoing negative energy damage

MD 18

Construct

HP 104

Miss: 10 damage.

C: Banner magic—Roll 2d20 and use each roll (or a lower result of your choice) to determine one effect

1-5: The warbanner's bearer can make a basic attack with a +2 attack bonus as a free action.

6-10: Each different enemy engaged with a creature in the warbanner's band takes 1d10 psychic damage.

11-15: If any mooks in the warbanner's band have dropped this battle, return one of those mooks to the battle next to the warbanner. (If the warbanner has no mooks in its band, choose a lower result.)

16-20: The warbanner can make a *false rally* attack as a free action.

[Special trigger] **C: False rally +9 vs. MD (one nearby enemy with 18 hp or fewer)**—The target is confused (hard save ends, 16+)

Critical hit: The target can now only save against the confusion with a natural 20 (or until the warbanner drops) and can't flee if the rest of the PCs choose to do so.

Designated bearer: Once per round as a quick action, the warbanner can fly directly above a lower-level ally in its band and designate that ally as its bearer. Alternately, it can release itself from a bearer and fly free.

Bearer beware: While the warbanner has a bearer it moves with the bearer and is engaged by enemies that engage the bearer. The bearer is vulnerable to all attacks but it can use the escalation die.

Conditional resist damage 16+: As feral warbanner.

Flight: As feral warbanner.

Mook morale: Mooks fighting in the warbanner's band gain a bonus to their hit points equal to the warbanner's level (4).

Werebeasts

Each werebeast can take one of three forms as a quick action once per round: a humanoid form, a beast form, or a hybrid form that combines the two. The hybrid form is the most powerful in combat, but the humanoid and beast forms are useful for various activities outside of combat as well.

The stats below work for the beast and hybrid forms. If a werebeast ends up fighting in humanoid form, subtract 2 from all its defenses and halve its normal attack damage.

The following powers are common for werebeasts.

Beast heart (all three forms): Animals of the werebeast's type are intuitively on good terms with the were, even dire animals. If the werebeast betrays them, however, retaliation is certain and merciless.

Cursed bite (hybrid or animal form only): While the moon is full, the first time each battle a creature takes damage from a werebeast melee attack, it takes 10 extra damage (champion: 20 damage; epic: 40 damage). The malignant curse, transmitted through the attack, shocks the mortal flesh. Further attacks, even from weres of different types, don't cause extra damage. Unless blessed, purged, or otherwise cured, the damaged creature will turn into a werebeast on the night of the next full moon. Heroes powerful enough to fight werebeasts can usually find benefactors or rituals to cure them, but there's an exception to every rule. GM, if you're unsure whether it's a full moon, roll a d10. On a 1-3, the moon is full enough.

Resilient shifting (all three forms): As mentioned above, a werebeast can shift forms once per round as a quick action. When a werebeast shifts, it can roll a save against one save ends effect.

Nastier Specials for all werebeasts

The following ability is extremely nasty when combined with the *bestial fury* most werebeasts have. It's possibly better used as a story option, a consequence of a problem with a skill

check or an icon relationship, or a situation that should have been avoided and may require sacrifices to deal with:

Moon fury (hybrid form only): While fighting in moonlight, a werebeast gains a bonus to damage equal to its level (champion: double its level; epic: triple it).

Wererat

Normal	Initiative: +11	AC	15
2 nd level		PD	14
Troop	Infected bite +7 vs. AC-2 damage and 2 ongoing damage, and the crit range for each wererat in the battle against the target expands by 1 (cumulative)	MD	18
Beast	<i>Natural 11+</i> : The target can't make opportunity attacks until the end of the turn (making it easier for the wererat to move away from the target). <i>Hybrid miss</i> : While in hybrid form, when the wererat makes an opportunity attack with <i>infected bite</i> , it deals damage equal to its level on a miss. <i>Unnatural vigor (hybrid or animal form only)</i> : When the wererat is not staggered at the start of its turn, it heals 5 hp. <i>Bestial fury (hybrid form only)</i> : Wererats gain a bonus to damage equal to the escalation die (champion: double the die; epic: quadruple the die). <u>Nastier Specials</u> <i>Uncanny moves</i> : The wererat takes no damage and suffers no effects from attacks that miss. <i>Piercing shriek</i> : Once per battle when the escalation die is 2+ and there are three or more wererats in the battle, a wererat can make a <i>piercing shriek</i> attack as a free action. Usually all the wererats in the battle will do this at the same time. C: Piercing shriek +7 vs. MD (the closest nearby enemy)-4 damage <i>Miss</i> : 2 damage.	HP	34

Werewolf

Normal	Initiative: +10	AC 17
3 rd level		PD 15
Troop	Ravening bite +6 vs. AC—10 damage	MD 19
Beast	<i>Miss:</i> The werewolf gains a +2 attack bonus (cumulative) to <i>ravening bite</i> attacks until the end of the battle.	HP 42
	<i>Bestial fury (hybrid form only):</i> Werewolves gain a bonus to damage equal to the escalation die (champion: double the die; epic: quadruple the die).	
	<i>Pack attack:</i> When the werewolf attacks a creature that is engaged with one of its allies, the target is vulnerable to that attack.	
	<i>Unnatural vigor (hybrid or animal form only):</i> When the werewolf is not staggered at the start of its turn, it heals 6 hp.	
	<u>Nastier Specials</u>	
	<i>Sustaining blood:</i> When the werewolf hits with a <i>ravening bite</i> attack, it heals 4 hp.	

Wereboar

2x	Initiative: +7	AC 18
4 th level		PD 16
Troop	Goring tusks +9 vs. AC (1d3 enemies)—15 damage	MD 20
Beast	<i>Slashing tusks:</i> While the escalation die is 3+, the crit range of this attack expands by 2.	HP 120
	<i>Beastly grit:</i> When the wereboar takes 8 damage or less from any source, it takes no damage instead.	

Bestial durability: The wereboar can roll normal saves against effects that aren't save ends (until end of turn or battle, for example).

Bestial fury (hybrid form only): Wereboars gain a bonus to damage equal to the escalation die (champion: double the die; epic: quadruple the die).

Unnatural vigor (hybrid or animal form only): When the wereboar is not staggered at the start of its turn, it heals 18 hp.

Nastier Specials

Vicious turn: Once per battle, the wereboar can make a *smash* attack as a free action.

Smash +9 vs. PD—The target is dazed (save ends)

Werebear

Large	Initiative: +10	AC 19
5 th level		PD 17
Troop	Massive claws +10 vs. AC —20 damage	MD 21
Beast	Natural 16+: The werebear grabs the target. As a standard action, it can make a <i>head chomp</i> attack against an enemy it's grabbing.	HP 140
	[Special trigger] Head chomp +14 (includes +4 grab bonus) vs. AC (one enemy it's grabbing) —70 damage	
	Miss: 20 damage.	
	Bestial fury (hybrid form only): Werebears gain a bonus to damage equal to the escalation die (champion: double the die; epic: quadruple the die).	
	Unnatural vigor (hybrid or animal form only): When the werebear is not staggered at the start of its turn, it heals 20 hp.	

Nastier Specials

Chew on arm: Instead of chomping on a grabbed enemy's head, the werebear can make an *arm crunch* attack against an enemy it's grabbing.

Arm crunch +14 vs. AC—70 damage, and the target is weakened until it regains maximum hit points

Weretiger

Large	Initiative: +11	AC	20
6 th level		PD	18
Troop	Claws and bite +11 vs. AC—20 damage	MD	22
Beast	<i>First natural 11+ each turn:</i> The weretiger can make a second <i>claws and bite</i> attack as a free action.	HP	180
	<i>Second natural 11+ each turn:</i> The weretiger can make a third <i>claws and bite</i> attack as a free action if the escalation die is 3+.		
	[Special trigger] Springing strike +11 vs. AC—25 damage		
	<i>Limited use:</i> When an enemy engages the weretiger, if weretiger isn't already engaged, it can make a <i>springing strike</i> attack against that enemy as an interrupt action before the attack.		
	<i>Bestial fury (hybrid form only):</i> Weretigers gain a bonus to damage equal to the escalation die (champion: double the die; epic: quadruple the die).		
	<i>Unnatural vigor (hybrid or animal form only):</i> When the weretiger is not staggered at the start of its turn, it heals 24 hp.		
	<u>Nastier Specials</u>		
	<i>Stymie:</i> When the weretiger hits with a <i>springing strike</i> attack, the target pops free from it and can't take any more actions that turn unless it succeeds on a save.		

Wendigo

Wendigo Spirit

Large	Initiative: +12	AC 20
5 th level		PD 15
Wrecker	Soul bite +10 vs. MD —36 psychic damage, and the target is affected by <i>wendigo's hunger</i> (save ends)	MD 19
Undead		HP 100

Wendigo's hunger: Until the target saves, roll 1d6 at the start of each of its turns. It takes the corresponding action for its full turn instead of its normal turn:

1-2: The target takes 10 damage as it bites itself.

3-4: The target makes a basic attack against its nearest or most vulnerable ally (moving to that target if necessary).

5-6: The target attacks the wendigo if it can; otherwise, it does nothing.

Wind claw +10 vs. PD (2 attacks)—15 damage

Natural even hit: After the attack the wendigo can teleport somewhere nearby as a free action.

Flight: The wendigo can walk on the wind. It is not a graceful flyer, but it moves as fast as the wind that carries it. Nearby creatures can see its feet blazing with fire as it runs.

Spirit form: The wendigo has *resist damage 16+* to all damage except thunder damage. A wendigo spirit can move through solid objects but it can't end its movement inside them.

Unseen horror: The wendigo is invisible to far away creatures. When the wendigo attacks, if its target couldn't see it at the start of its turn, the wendigo gains a +2 attack bonus that turn.

Nastier Specials

Curse of the wendigo: If a creature subject to *wendigo's hunger* drops itself (through biting) or an ally (with a basic attack) to 0 hp or lower, that creature also begins making last gasp saves. Failing the fourth last gasp save turns the creature into a raving

cannibal; it loses all its normal abilities and becomes an NPC until the PCs find a way to restore their ally (at GM's discretion).

Ravenous Cannibal

Normal	Initiative: +9	AC	18
4 th level		PD	15
Mook	Bloody melee weapon +9 vs. AC—4 damage, and 4 ongoing damage	MD	11
Humanoid		HP	13
	Latching bite +9 vs. AC (one staggered enemy, or one enemy making saving throw rolls)—6 damage		
	<i>Natural even hit:</i> Add another ravenous cannibal mook to the mob (it must have been hiding somewhere nearby, or wasn't really dead when it dropped earlier in the battle).		

Elder Wendigo

Huge	Initiative: +18	AC	26
9 th level		PD	22
Spoiler	Icy claws +14 vs. PD (3 attacks, each against a different nearby enemy)—50 cold damage	MD	22
Demon		HP	600
	<i>Frostburn:</i> If all three attacks hit, each nearby enemy takes 4d10 fire damage.		
	C: Flame blizzard +14 vs. PD (1d6 nearby or far away enemies, but not more than esc. die)—90 fire or cold damage (GM choice)		
	<i>Natural even hit:</i> The target is hampered until the end of its next turn.		
	C: Horrific gaze +14 vs. MD (one nearby or far away enemy)—120 psychic damage, and the target is confused (save ends)		
	<i>Fourth failed confusion save:</i> The target slips into madness and becomes a cannibal cultist or wendigo or some other terrible demon-thing of the GM's or player's choice in 2d10 hours.		
	<i>Miss:</i> 60 psychic damage.		

Flight: The elder wendigo can walk on the wind. It is not a graceful flyer, but it moves as fast as the wind that carries it.

Swirling snow and fog and flame: The elder wendigo gains a +5 bonus to all defenses against attacks by far away enemies.

Nastier Specials

Force of disruption: When the elder wendigo scores a critical hit against a target or drops a target to 0 hp or lower, that creature must permanently change one of its icon relationship points to a relationship with a different icon—one of a few that the GM chooses. Alternatively, a point the character already has with one of those icons changes to involve another icon (of the PC's choice).

The demon stares back: Once per round when a nearby or far away enemy attacks the elder wendigo and rolls a natural odd miss, the wendigo can make a *horrific gaze* attack against that attacker as a free action.

Whispering Prophet

Normal Initiative: +15

5th level

Leader

Aberration

Tentacle caress +9 vs. PD—12 damage, and the target is vulnerable to psychic damage (save ends)

C: Whispered secrets +10 vs. MD (1d3 nearby enemies)—5 psychic damage, and the target's mind is filled with a delusional scene from its past that depends on the roll

Natural even hit: The target is confused until the end of its next turn as it sees a foe from its past.

Natural odd hit: The target is weakened until the end of its next turn as it remembers a past failure.

Rewards of the patron: So long as the attack hits one or more targets, one ally of the prophet's choice gains a cumulative +1 attack bonus until the end of the battle that increases that ally's natural attack roll (so a roll of natural 15 becomes a roll of

AC 22

PD 14

MD 20

HP 62

natural 16 with a +1 bonus, or a natural 17 with a +2 bonus, etc.). The ally can choose not to use the bonus.

Saw it coming: Twice per battle as a free action, the prophet can try to avoid a non-critical attack that hits it. The attacker must reroll the attack roll with a -4 penalty.

Knows the angles: Twice per battle as a move action, the prophet can teleport to anywhere it can see, or to a location it can't see but that has the correct geometry and that it has previously prepared (a lair).

Nastier Specials

Haruspicy master: When an enemy has dropped to 0 hp or lower since the prophet's last turn, as a quick action it can get a glimpse of the near-future. It grants 1d3 nearby allies a +4 bonus to attacks and to all defenses until the start of its next turn.

A special secret: When the prophet makes a *whispered secrets* attack, it can choose to target only one nearby enemy. If it does, it gains a +4 attack bonus against that enemy and the hit effects are save ends.

Wibble

Normal Initiative: +1

1st level

Mook

R: Force burp spell +6 vs. PD-4 force damage

Construct

AC 13

PD 13

MD 13

HP 6

Disengaged: Wibbles gain a +5 bonus to disengage checks. They also don't remain engaged with their foes and will move every turn in battle. When they fail a disengage check, a wibble moves away anyway.

Eruptive blorp: When an enemy hits a wibble with a melee attack, it takes force damage equal to its level.

Flight: Wibbles waft about. They can fly well enough to ignore most wind, but not strong gale winds.

Whiff and wibble: When a creature makes a non-spell attack against a wibble and rolls a natural 1-2, 1d3 new wibbles are created in the same area. These new wibbles typically melt back into their “parent” at the end of a battle if not destroyed, but sometimes they remain separate and drift off on their own.

Wight

Normal	Initiative: +7	AC	21
4 th level	Vulnerability: holy	PD	17
Spoiler		MD	13
Undead	Sword +9 vs. AC—10 damage	HP	48

Natural even hit or miss: Unless the wight is staggered, the attack also deals 8 ongoing negative energy damage.

Nastier Specials

Barrow-touch: The wight’s attacks against enemies taking ongoing negative energy damage are against PD instead of AC and have an expanded crit range of 18+.

Wraith

Normal	Initiative: +10	AC	19
5 th level	Vulnerability: holy	PD	14
Spoiler		MD	17
Undead	Ice-cold ghost blade +10 vs. PD—14 negative energy damage	HP	66

Natural 16+: The target is also weakened (save ends).

C: Spiraling assault +10 vs. PD (1d3 nearby enemies)—10 negative energy damage, and after the attack the wraith teleports to and engages with one target it hit

Limited use: The wraith can use *spiraling assault* only when the escalation die is even.

Flight

Ghostly: This creature has *resist damage 16+* to all damage (including holy damage) except force damage, which damages it normally.

A wraith can move through solid objects, but it can't end its movement inside them.

Nastier Specials

Drain life: The wraith heals half the damage it deals when it hits with a *natural 18+* attack roll.

Wyvern

Large	Initiative: +10	AC	20
5 th level		PD	19
Wrecker	Tearing jaws +10 vs. AC—35 damage	MD	14
Beast	<i>Natural even hit</i> : The wyvern can make a <i>deadly tail stinger</i> attack during its next turn.	HP	140
	<i>[Special trigger]</i> Deadly tail stinger +10 vs. PD—15 damage , and the target takes 10 ongoing poison damage (difficult save ends, 16+)		
	<i>Flight</i>		
	<u>Nastier Specials</u>		
	<i>Escalating poison</i> : Add the escalation die to the wyvern's ongoing poison damage whenever that damage is dealt.		

Zombie

Zombie Shuffler

Normal	Initiative: +0	AC	14
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1 st level	Vulnerability: holy	PD 12
Mook		MD 8
Undead	Rotting fist +5 vs. AC—3 damage	HP 10
	<i>Natural 16+</i> : Both the zombie and its target take 1d4 damage!	
	<i>Headshot</i> : A critical hit against a zombie shuffler deals triple damage instead of the normal double damage for a crit.	

Human Zombie

Normal	Initiative: +1	AC 15
2 nd level	Vulnerability: holy	PD 13
Troop		MD 9
Undead	Rotting fist +7 vs. AC—6 damage	HP 60
	<i>Natural 16+</i> : Both the zombie and its target take 1d6 damage!	
	<i>Headshot</i> : A critical hit against a zombie drops it to 0 hp.	
	<u>Nastier Specials</u>	
	<i>Eat brains</i> : More dangerous zombies don't try to kill the moving targets before feasting on brains; they keep attacking any enemy they've knocked unconscious, rolling attacks against the helpless enemy until it's dead.	

Zombie Beast

Large	Initiative: +1	AC 14
2 nd level		PD 12
Troop	Smash +7 vs. AC—20 damage, and the zombie can only attack using <i>gutburst</i> during its next turn	MD 8
Undead		HP 110
	<i>Natural 16+</i> : Both the zombie and its target take 2d6 damage.	

[Special trigger] **C: Gutburst +6 vs PD (up to 2 nearby enemies)**—The target takes 3 ongoing acid damage from a spray of stinking zombified gut juice. The zombie takes 1d6 damage.

Headshot: The first time an enemy crits the zombie, the beast must roll a save. If it succeeds, it takes normal crit damage. If it fails, it drops to 0 hp. A second crit just drops the thing.

Nastier Specials

Ghastly thrashing: When the zombie beast is first staggered, it makes a *thrash* attack as a free action.

C: Thrash +7 vs. PD (each enemy engaged with it)—15 damage

Big Zombie

Large	Initiative: +3	AC	17
4 th level	Vulnerability: holy	PD	15
Wrecker		MD	12
Undead	Club or club-like fists +9 vs. AC —22 damage	HP	160
	<i>Natural even hit or miss:</i> Both the zombie and its target take 4d6 damage!		
	<i>Headshot:</i> A critical hit against a zombie drops it to 0 hp.		

Zombie of the Silver Rose

Normal	Initiative: +7	AC	17
4 th level		PD	15
Mook	Iron-hard hands +9 vs. AC —7 damage	MD	11
Undead	<i>Natural even hit or miss:</i> Both the zombie and its target take 1d6 damage.	HP	20
	<i>Hand of the fallen:</i> When a melee attack drops one or more Silver Rose mooks, the hand of one of those zombies ends up severed from its owner and latched onto a nearby enemy. The afflicted creature is vulnerable to all attacks until the hand is		

removed, which takes a standard action by that creature or an ally next to them.

Shot to the head: When an attack drops this zombie and it had 2, 4, or 6 hp remaining, the attack deals the same amount of damage to another member of the mob. If this zombie has any other number of hit points left? No hit to the head.

Nastier Specials

Curse of failure: Each round, one zombie mook in the Silver Rose mob can make a *curse* attack as a quick action.

C: Curse +4 vs. MD (one nearby enemy)—The target is weakened until the start of the zombie's next turn.

Mob rule: The *curse* gains an attack bonus equal to the number of Silver Rose zombies in the battle.

Giant Zombie

Large	Initiative: +8	AC 23
9 th level	Vulnerability: holy	PD 21
Mook		MD 17
Undead	Club or club-like fists +14 vs. AC—50 damage	HP 100
	<i>Natural even hit or miss:</i> Both the zombie and its target take 6d10 damage!	
	<i>Headshot:</i> A critical hit against a giant zombie mook deals triple damage instead of the normal double damage for a crit.	
	<i>Double-strength mook:</i> The giant zombie mook counts as two 9 th level mooks when you are building battles.	

Headless Zombie

Normal	Initiative: +8	AC 22
9 th level		PD 20

Troop	Flailing fists +10 vs. AC—25 damage	MD 17
Undead	<p><i>Natural even hit or miss:</i> Both the zombie and the target take 3d10 damage.</p> <p>R: Mouthless cry +10 vs. MD (1d3 closest nearby enemies)—The target is dazed (save ends)</p> <p><i>Natural 16+:</i> The target takes 20 psychic damage.</p> <p><i>Death spasms:</i> When a headless zombie drops to 0 hp, it flails with its fists and makes a <i>mouthless cry</i> attack as a free action before it dies.</p> <p><i>Inevitable hunger:</i> When a creature tries to affect the zombie’s attack, such as forcing a reroll or applying a penalty, it must roll a normal save; on a failure, the effect is negated.</p> <p><u>Nastier Specials</u></p> <p><i>Baleful aura:</i> While nearby a headless zombie, when a creature would heal, it only heals half the normal hit points.</p> <p><i>Necrotic supremacy:</i> When the escalation die increases to 6, each headless zombie in the battle is restored to maximum hit points, including the dead ones.</p>	HP 270

Zorigami

Dawn Zorigami

Normal	Initiative: +6	AC 22
3 rd level		PD 13
Spoiler	Headbutt +8 vs. AC—10 damage , and the target moves down 1d6 points in initiative order	MD 17
Construct		HP 30
	<p>R: Ray of wasted time +8 vs. MD (1d3 nearby enemies or one far away enemy)—5 psychic damage, and 5 ongoing psychic damage</p> <p><i>Natural 16+:</i> The target also moves down 1d6 points in initiative order.</p>	

A moment of silence: The escalation die does not increase the round after a dawn zorigami drops to 0 hp.

On pause: A creature that is reduced to a negative initiative count in a battle involving one or more dawn zorigami moves forward in time, reappearing somewhere nearby in a number of minutes equal to their negative initiative count, presumably long after the current battle is over. The target may be confused by this effect, since the ways of zorigami are mysterious.

Apex Zorigami

Normal	Initiative: +11	AC	24
6 th level		PD	17
Spoiler	Multi-gearred mace +11 vs. AC—20 damage	MD	19
Construct	<i>Natural even hit or miss:</i> The target can't use the bonuses and powers of one of its randomly determined true magic items until the end of the battle.	HP	75
	R: Spray of sharpened gears +11 vs. AC (1d3 nearby enemies or one far away enemy)—15 damage		
	<i>Miss:</i> 8 damage.		
	<i>Lethal parries:</i> When an enemy engaged with the apex zorigami misses it with an attack, the apex zorigami rolls a normal save; on a success, it can make a <i>multi-gearred mace</i> attack as a free action.		
	<i>Take five:</i> The escalation die does not increase the round after an apex zorigami is staggered or drops to 0 hp.		

Dusk Zorigami

Normal	Initiative: +18	AC	28
10 th level		PD	23
Wrecker	Arm full of blades +15 vs. AC (2 attacks)—30 damage	MD	23

Construct

Natural even hit: The target is hampered (save ends).

HP 200

Natural odd hit: The target can't heal using its own recoveries (save ends).

Natural 1-5: The dusk zorigami can make a *shaking the hourglass* attack against a single target as a free action.

C: Shaking the hourglass +15 vs. MD (each nearby enemy not engaged with a zorigami)–20 psychic damage, and the target is vulnerable (save ends)

Natural even hit: The escalation die increases by one.

Natural odd hit: The escalation die decreases by one.

The ticking clock of its own mortality: While it's staggered, the dusk zorigami uses the escalation die.

Monster Creation

Initiative

Establish a monster's initiative bonus by adding its level to a modifier between -1 and +9.

Modifier	Speed	Example
-1	Super-slow and utterly clumsy	oozes, zombies
+0	Slow and clumsy	animated statues
+1	Awkward or small	city guards, dire rats
+2	Average	hellhound, human thug
+3	Just above average	derro sage
+4	Quick	owlbear
+5	Fast	wyvern
+6	Really fast	gnoll ranger
+7	Fast like a fast PC	ogre mage
+8	Blindingly fast	rakshasa
+9	Competing with the rogue	

Attack Bonus

Add or subtract 1 to adjust how accurate a monster is.

Strike Damage

Orient yourself around the average damage for a monster's attack at any given level. When it comes to large (or double-strength) or huge (or triple-strength) monsters, you don't have to put all their damage into one strike. Split damage up into smaller attacks or use conditional follow-up attacks.

HP & AC

Use the defense numbers as the top-end rather than the baseline unless you want the difficulty to scale up.

Better Defense/Lesser Defense

Make either PD or MD better than the other, in general.

Fear Threshold

If the monster has a fear ability, it's the number of hit points where creatures are dazed (-4 attack) while engaged with the monster and can't use the escalation die. It's based on level, so that higher-level monsters are more fearsome.

Stat Adjustments

Ad hoc adjustments work fine when limited to adjustments of 1 or 2 points. If you raise a couple scores, drop a couple others.

- Scrapper: Sharp but thin: attacks +1 to +3, hp -10% to -30%
- Offensive: Soft but strong: defenses -1 to -3, attacks +1 to +3
- Oaf: Tough but clumsy: AC +1 to +3, attacks -1 to -3
- Defensive: Tough but weak: AC +1 to +3, hp -10% to -30%
- Lunk: Big and squishy: hp +15% to +40%, defenses -1 to -3
- Brittle: Tough but thin: +1 to +3 AC, hp -10% to -30%

If you want to add a full level to a monster...

- ...and you only want to boost its attack: Give the monster a +6 attack boost.
- ...and you only want to boost AC: Give the monster a +6 AC boost.
- ...and you only want to increase the monster's hit points: Double the monster's hit points.
- ...and you only want to increase the damage the monster deals: Add a second attack or ongoing damage.
- ...and you only want to increase every stat: Add +1 to attack, +1 to all defenses, multiply its damage output by 1.25, and multiply its hit points by 1.25.

Powers to Avoid

Avoid defensive powers that make it harder for the monsters to be killed unless there's an offense to unlock the defense.

Baseline Stats for Normal Monsters

Monster Level	Attack Bonus	Strike Damage	HP	AC	Better Defense	Lesser Defense	Fear threshold (HP)
0	5	4	20	16	14	10	7

1	6	5	27	17	15	11	9
2	7	7	36	18	16	12	12
3	8	10	45	19	17	13	15
4	9	14	54	20	18	14	18
5	10	18	72	21	19	15	24
6	11	21	90	22	20	16	30
7	12	28	108	23	21	17	36
8	13	38	144	24	22	18	48
9	14	50	180	25	23	19	60
10	15	58	216	26	24	20	72
11	16	70	288	27	25	21	96
12	17	90	360	28	26	22	120
13	18	110	432	29	27	23	144
14	19	135	576	30	28	24	192

Baseline Stats for Mooks

Monster Level	Attack Bonus	Strike Damage	Damage to kill one (HP)	AC	Better Defense	Lesser Defense
0	5	3	5	16	14	10
1	6	4	7	17	15	11
2	7	5	9	18	16	12
3	8	6	11	19	17	13
4	9	7	14	20	18	14
5	10	9	18	21	19	15
6	11	12	23	22	20	16
7	12	18	27	23	21	17
8	13	23	36	24	22	18
9	14	31	45	25	23	19
10	15	37	54	26	24	20
11	16	46	72	27	25	21

12	17	60	90	28	26	22
13	18	74	108	29	27	23
14	19	90	144	30	28	24

Baseline Stats for Large or Double-Strength Monsters

Monster Level	Attack Bonus	Strike Damage	HP	AC	Better Defense	Lesser Defense	Fear threshold (HP)
0	5	9	41	16	14	10	7
1	6	10	54	17	15	11	9
2	7	14	72	18	16	12	12
3	8	21	90	19	17	13	15
4	9	28	108	20	18	14	18
5	10	36	144	21	19	15	24
6	11	42	180	22	20	16	30
7	12	56	216	23	21	17	36
8	13	76	288	24	22	18	48
9	14	100	360	25	23	19	60
10	15	116	432	26	24	20	72
11	16	140	576	27	25	21	96
12	17	180	720	28	26	22	120
13	18	220	864	29	27	23	144
14	19	270	1152	30	28	24	192

Baseline Stats for Huge or Triple-Strength Monsters

Monster Level	Attack Bonus	Strike Damage	HP	AC	Better Defense	Lesser Defense	Fear threshold (HP)
0	5	12	60	16	14	10	7
1	6	15	81	17	15	11	9
2	7	21	108	18	16	12	12
3	8	30	135	19	17	13	15
4	9	42	162	20	18	14	18

5	10	54	216	21	19	15	24
6	11	63	270	22	20	16	30
7	12	84	324	23	21	17	36
8	13	114	432	24	22	18	48
9	14	150	540	25	23	19	60
10	15	174	648	26	24	20	72
11	16	210	864	27	25	21	96
12	17	270	1080	28	26	22	120
13	18	330	1296	29	27	23	144
14	19	405	1728	30	28	24	192

Underkrakens

While not monsters in and of themselves, underkrakens are enormous, city-sized dungeons in which monsters (like soul flensers) abide. They may be alive, or they may be complex vehicles, or colonies from another dimension or unknown portion of the world.

Magic Items

There are two types of magic item. True magic items are permanent magic items used as loot during adventures and rewards for success. One-use items (mainly potions, oils, and runes) are magical treasure on which to spend hard-won gold. (See Loot: Treasure Rewards for notes on the wealth successful characters earn each adventure.)

One-Use Items

The common types of one-use items include potions, oils, and runes.

Potions

You can buy potions that fall in the tier of the environment you're in. You can carry as many potions as you wish. Drinking a potion takes a standard action, even if you don't have it in hand already. Feeding a potion to an unconscious ally is also a standard action.

You can only be under the effect of a single potion at a time. If you're using a potion that has a lingering effect, drinking another potion ends the first effect. Non-healing potions tend to have effects that last until the end of a battle, or around five minutes if you're prepping for a battle and drinking potions beforehand.

Healing Potions

A healing potion lets the creature drinking it heal using one of their recoveries. Potions provide bonus healing on top of what you'd generally get with a recovery, but there's a hit point cap for the maximum healing you can get from a potion, no matter how well you roll your recovery.

Healing Potion Costs

Tier	Cost	Effect	HP Cap
Adventurer	50 gp	Recovery +1d8 hp	30
Champion	100 gp	Recovery +2d8 hp	60
Epic	200 gp	Recovery +3d8 hp	100
Iconic	300 gp	Recovery +4d8 hp	130

Potion of [Energy] Resistance

When you drink one of these potions, you gain resistance to a single specified energy type dealt by creatures or hazards of a specific tier for the rest of the battle or for five minutes. Resistance from a potion is always 16+. Attackers of the tier covered, or lower, must roll a natural 16 or higher on their attack roll to overcome your resistance and do full damage of a type you're resistant to, otherwise they deal half damage. Damage from a source that's a higher tier than your potion ignores your resistance. See Resistance. For the types of resistance available, see Other Damage Types.

Resistance Potion Costs

Tier	Resistance	Cost
Adventurer	Resist 16+	100 gp
Champion	Resist 16+	200 gp
Epic	Resist 16+	400 gp

Oils

While potions affect creatures, magic oils affect items. Oils provide temporary magical enhancement to weapons, armor, and spellcasters' implements.

It's a quick action to pour magic oil on your weapon, implement, or armor. The effect lasts until the end of a battle or for five minutes before fading.

Each oil confers a bonus of +1 (adventurer), +2 (champion), or +3 (epic). Used on a weapon or a spellcasting implement, the bonus applies to attack and damage rolls. Used on armor, the bonus applies to AC.

Bonuses from oils don't stack with magic items' inherent bonuses. Use the higher bonus.

Oil Costs

Tier	Bonus	Cost
Adventurer	+1 Oil	100 gp
Champion	+2 Oil	200 gp
Epic	+3 Oil	400 gp

Runes

Runes function exactly like magical oils, but in addition to the expected +1/+2/+3 bonus, each rune also provides an additional random enhancement to the item it is applied to. Roll for the effect when the rune is applied to the item. An item can only have one rune applied to it at a time.

Rune Costs

Tier	Bonus	Cost
Adventurer	+1 Rune	150 gp
Champion	+2 Rune	300 gp
Epic	+3 Rune	600 gp

Random Rune Effect on Armor

Roll	Effect
01-20	The bonus also applies to PD
21-40	The bonus also applies to MD
41-60	The bonus also applies to both PD and MD
61-80	As 41-60, and you can reroll one failed save while the rune is active
81-100	You can take your first rally this battle with a quick action (if you can already rally with a quick action, the action is free)

Random Rune Effect on Weapon

Roll	Effect
01-20	+4 bonus to opportunity attacks
21-40	Weapon gains an energy damage type such as fire, cold, etc., and deals +1d4 damage (champion: +2d6; epic: +5d6)
41-60	+4 attack bonus on first round of combat
61-80	Weapon deals +1d10 damage while escalation die is 3+ (champion: +4d6; epic: +3d20)
81-100	Reroll one missed attack roll with weapon

Random Rune Effect on Spellcasting Implement

Roll	Effect
01-20	+1 additional attack bonus if spell has only one target

- 21-40 Implement gains an energy damage type such as fire, negative energy, etc., and deals +1d4 damage (champion: +2d6; epic: +5d6)
- 41-60 +1 additional attack bonus with daily spells
- 61-80 +1 additional attack bonus if spell has more than one target
- 81-100 Reroll one missed attack roll with implement

True Magic Items

Magic items are permanently enchanted objects. You can find them during an adventure or receive them as gifts and rewards from NPCs, but you'll seldom find anyone willing to sell one.

Magic Item Personalities & Quirks

Every magic item is alive, in a sense, and possesses a personality you have to interact with when you start using the item, establishing and maintaining a rapport with it. What that rapport means varies from item to item and is usually controlled by the GM. Some items talk with their user. Others communicate in bursts of emotion or slight motion.

Each item has a personality that is largely defined by its quirk. What you can count on as a default is that nearly all magic items want to be used and used well.

As an adventuring hero, you can handle a number of true magic items equal to your level. Items one tier above you count as two items, and epic items count as three items if you are an adventurer tier character.

If you are carrying and wielding a number of items that is equal to or lower than your current level, the magic item personality quirks will tug at you, giving you sudden urges and desires that will feel natural to give in to. But you'll be in charge.

If you are carrying and wielding a number of items that is greater than your current level, the magic item personality quirks are going to have more power over you. You're no longer running the show; instead, the magic items are, to some extent, running you. Herein lies a roleplaying challenge for the player and the GM.

Chakras

You can only have one of each type of magic item (or one pair, for boots and gloves). Rings are one for each hand. You can have as many wondrous items as your overall capacity for magic items allows.

	Default Bonus
Type of Magic Item, aka Chakra	(often +1 adventurer, +2 champion, +3 epic)
Armor, robe, shirt, tunic	Armor Class
Arrow, crossbow bolt, slingstone	No default bonus. The most common type of magic ammunition expands crit range by 1
Belt, swordbelt, kilt, girdle	Recoveries per day

Book, scroll, manual, grimoire	No default bonus. These items commonly confer knowledge or skill
Boots, sandals, slippers, shoes	Disengage checks and other footwork
Cloak, mantle, cape	Physical Defense
Glove, gauntlet, mitt	No default bonus
Helmet, circlet, crown, cap	Mental Defense
Necklace, pendant	Save bonus
Ring x 2	No default bonus. Anything goes
Shield	Hit points
Staff (implement)	Operates as both a wand and a symbol; champion and epic tier only
Symbol, holy relic, sacred sickle (implement)	Attack and damage (divine spell or attack); adventurer and champion tier only
Wand (implement)	Attack and damage (arcane spell or attack); adventurer and champion tier only
Weapon, melee	Attack and damage (using the weapon)
Weapon, ranged	Attack and damage (using the weapon)
Wondrous item	No default. Anything goes

One Size Fits

Magic items shape themselves to suit the person who has given them their chakra.

Magic Item Basics

Some magic items are available at any level, with greater bonuses or other effects for champion- and epic-tier versions. Others can be found only at champion or epic levels.

Default Bonuses

Default Bonuses are on unless they specify otherwise. Magic necklaces have the only default bonus that is defined as provisional, a save bonus that kicks in when your hit points are low.

Magic Item Powers

Unless otherwise specified, magic item powers with a recharge chance have to be activated and require a free action to use. They will also have a trigger condition that you must meet to use the item.

Magic item powers that do not specify a recharge chance or a specific usage pattern have powers that are always available.

The majority of magic item powers list a recharge number (6+, 11+, or 16+). You can count on using a recharge power once a day, but subsequent uses depend on successful recharge rolls.

After the battle in which you've used an item's power, roll a d20. If your roll equals or exceeds the recharge number for that item, you can use that item power again that day. If the roll fails, the item power is expended until you take a full heal-up.

Useful Magic Items by Class

Class	Magic Items of Particular Use
Barbarian	two-handed weapon, light armor
Bard	light weapon, light armor, wand/staff
Chaos Mage	wand/staff, shirt (armor)
Cleric	symbol/staff, heavy armor, simple one-handed weapon, shield
Commander	light weapon, light armor, shield
Druid	symbol/staff, light armor, simple one-handed weapon, shield
Fighter	one-handed martial weapon, heavy armor, shield
Monk	bracers, shirt/gi/harness (armor)
Necromancer	wand/staff, shirt (armor)
Occultist	wand/staff, shirt (armor)
Paladin	one-handed martial weapon, heavy armor, shield
Ranger	one-handed martial weapons, bow, arrows, possibly other ranged weapons, light armor
Rogue	light weapon, light armor
Sorcerer	wand/staff, shirt (armor)
Wizard	wand/staff, shirt (armor)

Artifacts

Artifacts are a special type of unique magic item that have their own story. They're capable of providing multiple powers and benefits to their bearer, although that power comes at a cost.

Each artifact functions like a normal true magic item of its type, possessing the same default bonus, if any, and occupying one of its bearer's chakras, if that's how that type functions.

Unlike other true magic items, artifacts have more than one power, each with its associated quirk. When you first attune an artifact, choose one of its powers from your tier or lower. Each time you gain a level after that, you can choose to learn another of the artifact's powers from your tier or lower.

The artifact's default bonus depends on the highest tier power you have chosen from the artifact. If you have an artifact magic weapon but have only attuned one of its adventurer-tier powers, it functions as an adventurer-tier weapon, granting only a +1 bonus to attack and

damage. Attune one of its champion-tier powers and the weapon will blossom into its champion-tier potential, granting a +2 bonus to attack and damage.

On the other hand, you don't have to attune all of an artifact's powers and you don't have to take them in order.

Only one artifact may be carried at a time. In addition, each power you choose from an artifact counts as an additional magic item for the number of true magic items you are allowed to use before your item's quirks overpower you.

Since acquiring an artifact is a major campaign event and such a big deal, even the icons will take notice. Each artifact should have a section on icon relationships that the artifact more or less requires. If you attune an artifact and don't have the required relationships, you will soon, as fate and destiny reshape around you! Otherwise the artifact will eventually disappear on you, finding a bearer more to its taste.

Magic Item Descriptions

Each name/characteristic includes its action type, usage, description, power, and quirk (as applying to the item's user), if applicable. Magic items in the adventurer tier can be used by players in any tier. Magic items in the champion tier cannot be used by players in the adventurer tier. Epic level magic items are limited to epic-tier players.

Arrow, Crossbow Bolt, Slingstone

In general, ammunition is one-use, hit or miss. It also doesn't take up a chakra, and, like other one-use items, ammunition doesn't confer quirks on its user.

Default Bonus

Expands crit range by 1 (adventurer, champion, and epic tier, always a 1-point expansion rather than 1 point per tier). Ammunition takes the bonus of the weapon that shoots it, just like mundane ammunition does.

Adventurer

Energy

This ammunition has been enchanted with one of the following types of energy: acid, cold, fire, holy, lightning, thunder. An attack using this ammunition deals that type of damage.

Forceful Impact

When you hit with an attack using this ammunition, the target also pops free from each enemy engaged with it.

Keen

When you make an attack with this ammunition, the crit range of that attack expands by 1 (usually 18+ including the default bonus).

Lethal Strike

You deal +1d10 damage on a hit (champion: +2d10; epic: +4d10).

Lucky Stray

On a miss, you can make a basic ranged attack against another foe that is near the target or along your line of sight to the target (between you and the original target or past the original target).

Nemesis

This ammunition has been enchanted against one of the following groups of monsters: dragon, giant, orc, or undead. An attack against the designated nemesis with this ammunition can be rerolled once if it misses. When you use this ammunition, however, it allows each monster of the same group to reroll one attack against you that misses this battle. If you use this type of ammunition two or more times against the same creature group this battle, monsters of that type can instead reroll each attack against you that misses this battle (once per attack).

Seeking

You deal +4 damage on a miss (champion: +10; epic: +25).

Twin

When you attack with twin ammunition, a second projectile materializes out of the first and targets the same or a different enemy. Make a free action basic ranged attack for it with a +8 attack bonus instead of your normal bonus (champion: +12; epic: +16).

Vulnerability

When you hit with an attack using this ammunition, if the target is from the same tier or lower than the ammunition, it's also vulnerable to all attacks until the start of your next turn.

Wing-clipper

When you hit with an attack using this ammunition, if the target is from the same tier or lower than the ammunition, it loses the *flight* ability (save ends). If the target is presently flying, it must attempt to land during its next turn.

Champion

Flaming

Bursts into fire as it flies. You deal 8 extra ongoing fire damage on a hit (epic: 20 ongoing fire).

Epic

Death

When you hit with this ammunition and deal damage, if the target has 40 hp or fewer after the hit, the creature drops to 0 hp. If it hits but fails to drop its target, the ammunition is not used up. It must of course be retrieved.

Uncanny

It warps the forces of necessity and miracle as it flies. When you attack with this ammunition, use the target's lowest defense instead of the defense your attack would normally target.

Armor, Robe, Shirt, Tunic

Most magic armor powers can apply to heavy armor, light armor, or even no armor (robes or other clothing).

Default Bonus

+1 AC (adventurer); +2 AC (champion); +3 AC (epic).

Adventurer

Clever Step

(Usually light armor)

You gain a +4 bonus to all defenses against opportunity attacks. Quirk: Likes to dance little jigs.

Heedlessness

You gain a +4 bonus to all defenses during your first turn in battle. Quirk: Needlessly provocative.

Iron Will

The default AC bonus applies to Mental Defense as well. Quirk: Prone to abstract speculation.

Last Stand

(Usually heavy armor)

You gain a +4 bonus to AC while you have no recoveries left. Quirk: Has a high pain tolerance.

Perfection

(Usually heavy armor)

You gain a +1 bonus to all defenses while at maximum hit points. Quirk: Made uneasy by the sight of blood.

Perseverance

(Quick action - daily)

If you are staggered, you regain an expended power as if you had taken a quick rest. You automatically regain a once-per-battle power, but a recharge power requires a successful recharge roll. You can regain a racial power, class power, or magic item power this way. Quirk: Repeats stories over and over.

Splendor

Enemies engaged with you take a -2 attack penalty against allies without splendor. Quirk: Fastidious about clothing and gear.

Stone Flesh

The default AC bonus applies to Physical Defense as well. Quirk: Extremely stubborn.

Warding

You gain resistance 12+ against attacks targeting Physical Defense or Mental Defense. Quirk: Stretches and meditates whenever inactive.

Belt, Swordbelt, Kilt, Skirt, Girdle, Sash

Default Bonus

Increase your maximum recoveries: by 1 (adventurer); by 2 (champion); by 3 (epic).

Optional Default Bonus

Don't increase your recoveries depending on the tier. Instead, the item gives you one extra recovery. But when you heal using that recovery, you don't roll and the hit points you heal depend on the tier of the item: 20 hp (adventurer); 50 hp (champion); 125 hp (epic).

Adventurer

Blademaster's Belt

One magical sword sheathed on this belt gains a +2 bonus to recharge rolls for its own powers. Quirk: Worries too much about tiny details.

Brutal Vigor

(Recharge 6+)

When you rally, make a basic attack. Quirk: Plays with their weapons.

Glorious Rally

When you rally, you gain 4 temporary hit points that last until the end of your next turn (champion: 10 temp hp; epic: 25 temp hp).

Heroic Resolve

(Recharge 11+)

You can use a recovery to prevent all damage from an attack (including ongoing damage), but not effects. Quirk: Has terrible heartburn.

Last Word

When you heal using your last remaining recovery, you heal 30 additional hit points (champion 75 hp; epic: 200 hp). Quirk: Stubbornly independent.

Potion Belt

(Recharge 16+)

Drink a potion stored on this belt as a quick action instead of a standard action. (It also provides slots for up to six potions.) Quirk: Constantly attempts to refill everyone else's drinks. Or potions. Or ration bags.

Resilience

(Recharge 16+)

When you rally, you can use a second recovery to heal after using the first (and seeing the recovery roll). Quirk: Grinningly optimistic.

Victory by Inches

You must carry a single magic melee weapon that you keep attached to this item for it to manifest its power. When using that weapon, apply the weapon's magic bonus to miss damage. Quirk: Have a hard time taking no for an answer.

Champion

Resurgence

(Recharge 16+)

When you drop to 0 hit points or lower, heal using a recovery before falling unconscious.
Quirk: Bursts forth with wildly optimistic comments from time to time.

Sash of Suppleness

(Recharge 6+)

A silky sash worn as a belt. When an attack hits your AC and deals 16 damage or less, change that hit into a miss (epic: 40 damage or less). Quirk: Always stretching, even when it would be more polite or sensible to not be doing so.

Epic

Kilt of the Mad Archmage

(Recharge 11+)

When you drop one or more foes with an arcane spell attack, heal using a recovery and gain a +4 bonus to attack rolls with spells until the end of your next turn. Quirk: Roll eyes and giggle too often for comfort.

Totem Kilt

A hide-and-fur skirt bedecked with garish tribal charms, totemic symbols, and spirit knots. You can reroll the first death save you make each battle. Add +2 to the roll. Quirk: Sometimes speaks with the voices of ancestors.

Vitality

Whenever you take ongoing damage, roll an immediate save to end the effect without taking damage first. Quirk: Fascinated by patterns.

Book, Scroll, Tome, Grimoire

Mastering a book requires a course of study and practice, usually accomplished over a day or more. Sometimes a book will reject a reader, leaving them either confounded or disturbed.

Default Bonus

None.

Adventurer

Codex of Foreshadowed Victory

(Recharge 16+)

When you roll initiative, gain a +10 bonus to your roll after seeing it. Quirk: Jumpy.

Manual of Enlightened Flesh

You gain a +1 bonus to all skill checks based on Str, Con, or Dex. Quirk: Takes heightened satisfaction in their own physical prowess.

Scroll of the Fortuitous Outlook

(Quick action - once per battle)

Make a recharge roll for a recharge power you expended this turn (including a magic item power) If successful, you regain that power this turn. Quirk: Paranoid about the weather.

Scroll of Seven Subtle Serpents

(Recharge 6+)

When you make a melee attack based on Dexterity, Intelligence, or Wisdom, evoke a special ability of your choice. Pick the ability from one of the following options after seeing whether the attack is a hit.

- Deal +1d6 damage on a hit (champion: +2d8; epic: +4d10).
- Deal +1d4 damage on a miss (champion: +2d6; epic: +4d8).
- Gain a +1 bonus to all defenses until the end of your next turn.
- Pop free from one enemy.
- Gain 1d10 temporary hit points (champion: 3d8; epic: 8d8).
- Roll a save against an ongoing save ends effect.

Quirk: Always in constant motion, or swaying gently when still.

Scroll of the Unerring Shaft

(Recharge 11+)

When you miss with a ranged weapon attack, turn that miss into a hit, dealing your ranged basic attack damage with the attack instead. Quirk: Sings snatches of nonsense.

Tome of the Divinities and their Deeds

(Recharge 16+)

When you cast a divine spell, heal using a recovery and add +1d6 hit points to the total (champion: +2d8 hp; epic: +4d10 hp). Quirk: Sees the hands of the gods operating subtly through the natural and social world, and makes others aware of it.

Tome of the Open Mind

(Recharge 16+)

When you roll a skill check using Intelligence, Wisdom, or Charisma and dislike the result, reroll the check. Quirk: Annoyingly curious.

Champion

Manual of Puissant Skill at Arms

(Recharge 11+)

When you miss with a melee attack, reroll the attack using +15 as your attack bonus instead of your own bonus (epic: +20). If an arcane spellcaster reads this manual, it hurts their brain and permanently reduces their maximum hit points by 4 (epic: by 10). Quirk: Constantly checking self out and flexing, and seems to want to be caught doing that.

Epic

Tome of Arcane Mysteries

(Recharge 11+)

When you make an attack roll with an arcane spell, after finding out whether the attack hits, change the attack roll to a 10 instead of the natural roll. Quirk: Doodles insane geometrical designs.

Boots, Shoes, Sandals, Slippers

Default Bonus

Disengage checks and other checks involving fancy footwork: +1 bonus (adventurer); +2 bonus (champion); +3 bonus (epic).

Adventurer

Boots of Elvenkind

You gain a +4 bonus to skill checks to walk quietly. Quirk: Develops a love of elegant elven poetry.

Boots of Rhythm

You have a +4 bonus to dance checks. Quirk: Loves to learn new dances.

Boots of Sure Feet

You can walk or run normally through terrain that would usually slow one down, such as rubble, undergrowth, muck, etc. The boots don't protect you against damage or similar effects incurred from inhospitable terrain. Quirk: Becomes exceptionally picky about diet.

Boots of Ferocious Charge

Whenever you move to engage a foe first and then make a melee attack against it during the same turn, you deal +1d6 damage, hit or miss (champion: +2d8; epic: +4d10). Quirk: You like to start fights as much as you like to finish them.

Sandals of the Slippery Eel

(Recharge 11+)

Reroll a failed disengage check. Quirk: Loves puns.

Slayer's Boots

(Recharge 11+)

When one or more creatures attempt to intercept you while you're moving to engage an enemy during your turn, you dodge past them instead so they can't intercept. Quirk: Recites death poems of ancient heroes. At length.

Wise Eyelet Boots

(Quick action - recharge 16+)

If you were the last creature to take its turn this round, you pop free from all enemies. Quirk: Hesitates before speaking.

Champion

Sandals of Wall Striding

(Recharge 6+)

Until the end of your next turn, you can move normally along a wall or vertical surface as if you were flying. Quirk: Has compulsion to snatch small insects out of the air and pop them into mouth when they think no one is watching.

Bracers

Bracers occupy the same chakra as magic melee weapons.

Monks get magic-weapon style powers from magical bracers. A monk wearing magical bracers can't use a magical melee weapon at the same time.

Non-monks generally don't benefit from bracers.

Bracers have the same types of powers as other melee weapons. Use the melee weapon magic items to determine bracer powers, and assign one of the following monk-specific quirks.

- Speaks too often in terse shouted syllables.
- So disciplined that dancing, hanging out, and even sitting down is a mental hurdle.
- Unable to sleep without performing an exhausting workout first.
- Certain that intimacy with another being depletes one's ki.
- Unable to avoid helping smaller innocent creatures in distress.
- Always rises at least an hour earlier than everyone else in their group, community, or adventuring band.
- Unable to curse or say negative things about people, even if they are true.
- Uncomfortable sleeping in the same spot they slept in the night before.
- Likes to paint watercolors in their spare time.
- Longs for victory in official martial tournaments.
- Trash-talks during battle.
- Tells detailed stories about great martial arts battles of previous centuries.
- Always uses a quick action to pose over the prone body of a just-defeated foe.
- Corrects everyone else's posture, sometimes even in the middle of battle.
- Has a fondness for sweets, followed by a punishment regimen of only fish soup.
- Compelled to climb stairs using their hands instead of feet.
- Insists on always moving silently, breezing in and out of situations that in social terms require small noises and acknowledgements.
- Can't abide "fancy" food without heartburn (or at least complaints of heartburn).
- Insists on being the first to go into a room.

Cloak, Mantle, Cape

Default Bonus

Physical defense: +1 PD (adventurer); +2 PD (champion); +3 PD (epic).

Adventurer

Adroit Avoidance

(Recharge 6+)

When an attack or effect deals ongoing damage to you that a save ends, you can roll an immediate save against it. Quirk: Doesn't notice social slights or insults.

Elven

Add +4 to checks to hide in natural surroundings. Quirk: Prefers the finest things in life; of course, they are elven.

Evasion

(Recharge 6+)

When you take damage from an opportunity attack, take 20 less damage from it (champion: 40; epic: 100) Quirk: You can't answer a question directly even if you want to.

Recovery

(Quick action - recharge 16+)

You heal using a recovery and add +4 hp to the total (champion: +10 hp; epic: +25 hp). Quirk: You grow small extra appendages that slowly wither away over days or weeks.

Shelter

This long cloak with a full hood keeps you warm and dry, regardless of the elements, barring full immersion in water or other liquid. Quirk: Prefers the outdoors.

Stalwart

(Recharge 16+)

When an attack against your Physical Defense hits, make the attacker reroll the attack and use a PD of 15 instead (champion: 20; epic: 25). Quirk: Always the last to retreat or avoid danger.

Champion

Guardian

(Recharge 11+)

When a foe you're engaged with targets your ally with an attack that doesn't include you, make that enemy target you instead of that ally. Declare your choice before the attack is rolled. (Epic: recharge 6+.) Quirk: Compelled to the defense of others, even those who might not need defending.

Epic

Inviolability

(Recharge 16+)

When an attack against your Physical Defense hits, change that hit into a miss instead. Quirk: Attempts stunts of toughness and daring that a person less convinced of their invulnerability might be wise enough to avoid.

Gloves, Gauntlets

Default Bonus

None.

Adventurer

Ambidexterity

(Recharge 11+)

When you roll a natural 16+ with your first melee attack during your turn while wielding a weapon in your off-hand, make a melee attack with the weapon in your off-hand as a free action, using +10 as your attack bonus (champion: +15; epic: +20). Quirk: Writes with both hands at the same time on different parts of the page. It freaks people out.

Arcane Contact

These gloves improve your ability to contact, detect, and distinguish supernatural forces, provided you can touch some material object connected to a force. If, for example, you are improvising a ritual to gain a vision related to the scary artifact you just found, touching the artifact will help. The benefit is modest, determined by the GM, and possibly secret. The gloves provide no protection against the supernatural forces that touching an artifact might usher into your soul. Quirk: Always cracks knuckles.

Archer's Gauntlets

(Recharge 16+)

When you miss with a ranged weapon attack, reroll it using +10 as your attack bonus (champion: +15; epic: +20). Quirk: You're quiet. Too quiet. Say something.

Gauntlets of Clobbering

(Recharge 16+)

You deal +1d8 damage with two-handed weapons until the end of the battle (champion: +2d8; epic: +4d10). Quirk: Clobber first, talk later.

Gloves of Mind Rot

(Recharge 6+)

When you hit one or more foes with an arcane spell attack, deal +1d10 psychic damage to one target of the attack (champion: +2d10; epic: +5d10). Quirk: The texture of your skin seems wrong to everyone else, but you know it's all in their minds and often explain that to them.

Jeweled Glove

(Recharge 6+)

When you cast a divine spell, allow one nearby ally to roll a save against one ongoing save ends effect as a free action. Quirk: Alternately paranoid that people are looking too closely at your precious jeweled glove and upset that people aren't paying enough attention to your amazing jeweled glove.

Musical Touch

While you wear these fine silk gloves, you can play any musical instrument without instruction. The gloves, however, don't make you any more of a musician than you already are. Quirk: Hums and picks up tunes easily.

Sure Fingers

You gain a +2 bonus to any skill check that involves sleight of hand, strength of grip, hand-eye coordination, or similar abilities. Quirk: Holds a pinky finger up when holding a cup.

Helmet, Crown, Diadem, Circlet

Default Bonus

Mental defense: +1 MD (adventurer); +2 MD (champion); +3 MD (epic).

Adventurer

Circlet of Approachability

While wearing this circlet, in regular social situations, you appear to others as someone who belongs there. You easily fit in with new groups of people, unless there is some particular reason for others to be suspicious. The circlet has no power in unusual social situations. Quirk: Peppers speech with needless foreign words.

Helm of Fortunate Dodging

(Recharge 11+, and see below)

When an enemy misses you with an attack against your AC or PD, change that miss into a fumble (no damage or possibly a negative outcome). Quirk: Easily moved to dancing by rhythmic music, and taps foot when there is no music.

Helm of Psychic Armor

(Recharge 16+)

When an attack that targets Mental Defense hits you, cancel the attack's non-damage effects against you. Quirk: Won't stop going on about "the amazing dream I had last night."

Helm of Psychic Retribution

(Recharge 16+)

When an enemy misses you with an attack that targets Mental Defense, deal 10 psychic damage to that enemy (champion: 25 damage; epic: 60 damage). Quirk: Stares into space often.

Helm of the Undaunted Hero

(Recharge 6+): When your turn starts, roll a save against one ongoing save ends effect. Quirk: Favors traditional battle hymns.

Skullcap of Wit

You can banter with a lively wit. If you already have a lively wit, it doesn't make much of a difference. Interpret this ability narrowly enough that it might provide a bonus to a die roll that anyone really cares about only once in a campaign. Quirk: Banter with lively wit.

Epic

Crown of the Mighty Strike

(Recharge 16+)

This slim but elegant crown wants to share your glory and thus needs you to be glorious. It continually presses you to take bold actions. If the escalation die is 3+, use your next daily attack power this battle as a quick action. Quirk: Likely to make bold statements or undertake bold actions, especially by reflex.

Necklace, Pendant

Default Bonus

+1 to saves when you have 10 hp or fewer (adventurer); 25 hp or fewer (champion); 50 hp or fewer (epic).

Adventurer

Bearclaw

(Recharge 11+)

When you hit with a melee attack while you're staggered, gain 10 temporary hit points (champion: 25 temporary hp; epic: 50 temporary hp). Quirk: Swaggers even when overmatched.

Cups

When you're drunk, you don't accidentally say or do stupid things that you regret in the morning, and your head doesn't hurt so bad. Quirk: Not reluctant to drink excessively in public.

Last Legs

You gain a +1 bonus to saves whenever you have one or fewer recoveries left (champion: two or fewer, epic: three or fewer). Quirk: Loves long-shot bets.

Lifestone

The stones in the necklace breathe, ever so slightly. You gain a +5 bonus to death saves, if failure would kill you. You also gain a +5 bonus to last gasp saves. Quirk: Chides others for taking risks when they have lesser magical protection.

Momentous Harmony

The pendant brings out the best in other magic items you carry, so that their quirks turn more positive, or at least become weaker if they cause trouble. If you go over your magic item limit, the pendant ceases to function (including the default bonus) and the formerly subdued magic items express themselves with renewed fervor. Quirk: Treats all their magic items well—talks to them as if they're alive, refers to them as "children," etc.

Paragon

(Recharge 16+)

This necklace changes shape and jewels depending on the race of the wearer. When you use this necklace, you gain another use of your racial power in the battle. Quirk: Sometimes unwittingly speaks in a language that sounds like it could be the original language of their race, if anyone else could understand it.

Water Breathing

(Recharge 6+)

This band of aquamarine and pearls enables you to breathe water for a short time, usually about five minutes. The effect wears off slowly, so you'll have warning to get to the surface. Quirk: Hiccups in stressful situations.

Rings

Default Bonus

None.

Adventurer

Cheap Shot

(Quick action - recharge 11+)

One enemy you're engaged with takes damage equal to your normal melee miss damage.
Quirk: Often stops speaking mid-sentence.

Defense

(Recharge 6+)

When you take damage from an attack, prevent 10 of that damage (champion: prevent 20; epic: prevent 40). Quirk: Stubborn.

Glory

This brilliant, gem-encrusted ring gives you an aura of status (and whatever that entails). Everyone can see it, even if they don't know why. Quirk: Becomes more and more obsessed with the idea that all their accomplishments are undeserved and that they themselves are frauds. This obsession often drives them to heroic acts.

Instant Vengeance

(Recharge 16+)

When you take damage from an enemy's attack, choose one ally you can see. That ally can make a basic attack (melee or ranged) against the attacker as a free action. Quirk: Sticks close to their friends, real close.

Iron Grip

When you make a skill check involving climbing, holding something, or otherwise using your hands to grip things, you can use +10 as your bonus in place of your normal bonus (level + ability mod + background; other magic item bonuses still count) (champion: +15; epic: +20). Quirk: Loves to arm wrestle, thumb wrestle, drum fingers on tables, etc.

Jack of All Trades

When you make a skill check, if your background bonus for that check is +1 or +0, you gain a +2 bonus for your background bonus instead (if your bonus is +2 or higher, this ring has no effect). Quirk: Talks as though they know everything.

Relentless Strike

(Standard action - recharge 16+)

Make a basic attack ignoring any effects that give you an attack penalty, prevent you from attacking, keep you from taking actions, or force you to reroll the attack. You can also use this ring's power while you're stunned, even though you couldn't normally take an action. Quirk: Has near-constant insomnia.

Resilience

(Recharge 6+)

When you use this ring, heal using a recovery. Quirk: Eats an odd vegetarian diet and advocates it loudly.

Skin of Your Teeth

(Recharge 6+)

When an enemy attacks you, subtract 1 from the natural attack roll after seeing it. Quirk: Regularly finds copper pieces and other minor valuables on the ground.

Thief's-Eye

While the ring is on your finger, if you shut both eyes and concentrate, you can see through the ring, allowing you to peer around corners and such. Quirk: You're always prying into things that should maybe be left shut; doors, topics of conversation, taboos....

Wild Heart

Animals accept you and may even show you affection. The animals, however, still react normally if you threaten them, and well-trained guard animals are especially wary of you. Quirk: Seems out of place in civilization.

Shield

Default Bonus

Increase your maximum hit points: by +4 (adventurer); by +10 (champion); by +25 (epic).

Adventurer

Adaptation

Whenever an enemy's attack hits your Physical Defense or Mental Defense, you gain a +4 bonus to that defense until an attack against that defense (including the bonus) misses you, or until the end of the battle. Quirk: Takes on mannerisms of those around them.

Bashing

When you move to engage an enemy while using this shield, you can use the shield to push that enemy away from one of your allies engaged with it. That ally can make a disengage check as a free action. Quirk: Can't pass up an opportunity to sing.

Drakefanged

(Recharge 11+)

This spiked shield sports a massive dragon fang that wounds enemies. When an enemy engaged with you misses you with a melee attack, make a basic melee attack against the enemy as a free action, with a +2 attack bonus per tier of the shield (adventurer: +2, champion: +4, epic: +6). On a hit, the attack deals 2d6 damage; on a miss, it deals 2 damage (champion: 4d8 damage, or 5 on a miss; epic: 8d10 damage, or 12 on miss). Quirk: Compares everything to dragons or to draconic things, and judges actions by how they stack up to draconic expectations.

Protection

Enemies engaged with you take a -1 attack penalty against your allies. Quirk: Tends to others with too much familiarity.

Puissance

(Recharge 6+)

When you make a basic melee attack, make a recharge roll for one expended power. Quirk: Tremendous appetite for meat.

Resilience

(Recharge 11+)

When you make a basic melee attack, heal using a recovery. Quirk: Eats an odd vegetarian diet and advocates it loudly.

Spiked

When you roll a natural 2 with a melee attack while using the shield, you can make a basic melee attack with the shield as a free action as if it were an off-hand weapon (use d6 damage dice). Quirk: Has shifty eyes.

Termination

(Recharge 6+)

When you make a basic melee attack, roll a save against one ongoing damage effect. Quirk: Continually fails to finish sentences, stopping in mid-thoug....

Staff

A staff counts as both a wand (arcane spells) and a symbol (divine spells). Staffs are champion or epic items only. Epic staffs don't like to be around lesser staffs, and do not abide wands.

Default Bonus

Attack and damage with an arcane or divine spell or attack: +2 (champion); +3 (epic).

Champion

Diabolical Staff

(Recharge: 16+, but see below)

You can evoke the power of the staff to gain additional attention and power from the spirits of darkness. When you roll relationship dice with a villainous icon, treat a single 4 as a 5. If you don't roll a 4, the staff recharges automatically during your next quick rest. Quirk: Exaggerates a chaotic or destructive trait that is already there.

Staff of Health

When you cast spells that heal or provide temporary hit points, add 4 to the total (epic: 8). Quirk: The diseased of nearly every population center somehow know to seek you out for healing.

Staff of the Diffident Magician

(Recharge 6+)

The first time an enemy engages you, make an opportunity attack against that enemy. On a hit, you deal +2d8 damage with that attack (epic: +4d10) and daze the foe until the end of its turn, if the creature is large or smaller (epic: any size). Quirk: Doesn't like to be touched.

Staff of the God's Riches

(Recharge 16+)

When you cast a cleric spell using this staff, you can cast the spell both *for power* and *for broad effect* (if applicable), choosing different targets. Quirk: Careless with money.

Staff of Manipulation

When you cast an attack spell using this staff, you gain a +1 bonus to attack and damage with that spell if it has any additional negative effect on the target(s) besides damage (including ongoing damage). Quirk: Expects to be treated with respect.

Staff of Massacres

When you cast an attack spell using this staff, you gain a +1 attack bonus with that spell if it has more than one target. Quirk: Obsessed with numbers and calculations.

Staff of the Uncrowned King

(Recharge 6+)

When you use this power, you automatically succeed on a save against an effect created or caused by an undead enemy. Quirk: You see dead people...sometimes.

Epic

Staff of the Imperium

(Standard action - recharge 16+)

The power of this golden staff can only be invoked by a spellcaster who has a positive or conflicted relationship with any ruling icon. When you use this power, you can use the power of any other magic item you have touched since your last full heal-up, but you can only use each such individual item power once ever. Quirk: Becomes certain that they are destined to rule.

Symbol, Holy Symbol, Relic, Sacred Branch

Sometimes a symbolic magic item is a gem or rune that can be attached to any of various holy symbols. Typically a divine spellcaster pries the gem or other adornment off a foreign holy symbol and affixes it to their own mundane holy symbol. Symbols are only appropriate for adventurer- and champion-level characters. For epic-level spellcasting items, get a staff.

Default Bonus

Attack and damage with a divine spell or attack: +1 (adventurer); +2 (champion).

Adventurer

Chosen One, Sign of the

When you cast your last divine daily spell, roll a save. If you succeed, you don't expend the spell. Quirk: Obsessed with fortune telling, oracles, signs, etc.

Divine Harmony, Knot of

(Standard action - recharge 16+)

When you use this knot, you can serve in a priestly function for nearly any god or ritual. You can use this power to meet a free-form challenge, at the GM's discretion. Quirk: Believes in everything.

Dodging Doom, Symbol of

(Recharge 6+)

When you cast a divine spell on an ally, that ally can roll a save against one ongoing save ends effect as a free action. Quirk: Wildly optimistic.

Dominating Truth, Symbol of

(Recharge 11+)

When you cast a divine spell that affects one target with a limited amount of hit points (for example, *turn undead*), you can instead have that spell affect two targets with half the hit point requirement or less. Quirk: Never admits they're wrong.

Gathered Power, Symbol of (Recharge with full heal-up)

When you use this symbol during a quick rest, you regain an expended daily adventurer-level spell (1st or 3rd level, in practice) (champion: champion-level spell, 5th or 7th). Quirk: Has one-track mind.

Godlike Glory, Holy Symbol of

When you cast a daily spell, you gain 2d4 temporary hit points (champion: 4d6 temp hp, epic: 7d10 temp hp). Quirk: Dispenses pithy observations.

The Gods and Goddesses, Gem of (Recharge 6+)

When you cast a daily divine spell on an ally, that ally also heals 10 hit points. Quirk: Insists on courtesy even in situations where none should be required.

Greater Power, Relic of (Recharge 11+)

When you cast a quick action divine spell that targets allies, the spell affects one additional ally. Quirk: Keeps the relic meticulously clean, rests it on velvet, etc.

Wand

Wands are only appropriate for adventurer- and champion-level characters. For epic-level spellcasting items, get a staff.

Default Bonus

Attack and damage with arcane spells or attacks: +1 (adventurer); +2 (champion).

Adventurer

Body Breaking, Dagger of

This rune-covered bronze dagger also works as a wand. When you cast an arcane attack spell using this dagger/wand, you gain a +1 bonus to attack and damage with that spell if it targets PD. Quirk: Scratches self unnervingly.

Flaring Wand

(Quick action - recharge 11+)

When the escalation die is 5+, cast one of your arcane spells. That spell will miss on any natural odd roll. Quirk: Often looks frazzled.

Infighting, Wand of

When you cast an arcane attack spell using this wand, you gain a +1 bonus to attack and damage with that spell if it's a close-quarters spell. Quirk: Physically pushy.

Mage's Invisible Aegis, Wand of the (Recharge 16+)

When you use this wand, you can cast the wizard's shield spell, with a level no higher than your level. (Champion: recharge 11+). Quirk: Hums tunelessly.

Mindbending, Wand of

When you cast an arcane attack spell using this wand, you gain a +1 bonus to attack and damage with that spell if it targets Mental Defense. Quirk: Uses pedantically circumlocutious phraseology.

Unfettered Minion, Wand of

(Quick action - recharge: 11+)

When you use this wand, a creature who is at least somewhat subservient to you gains a +1 bonus to melee attacks and damage until the end of the battle (champion: +2 bonus). Quirk: Switches unexpectedly into "evil mastermind" tone of voice.

Champion

Wand of Unerring Pain

(See below - recharge 16+): When you miss with a spell that targets a single enemy, as a quick action immediately afterward, fire a magical missile that automatically hits that creature for 4d10 force damage. Quirk: Stares intently, often at nothing.

Weapons

Default Bonus

Attacks and damage when using the weapon: +1 (adventurer); +2 (champion); +3 (epic).

Adventurer

Abandon

(Melee weapon)

You deal +2d6 damage with your first attack each battle using this weapon (champion: +4d6; epic: +4d12). Quirk: Blurts out obscenities. (For decorum's sake, use euphemisms when speaking in character.)

Bloodthirsty

(Any weapon)

When you crit with a natural 20 using this weapon, you deal crit damage instead of normal damage if you hit with this weapon again during your next turn. Quirk: Has taste for red meat.

Certain Pain

(Two-handed melee weapon - recharge 11+)

Before making an attack with this weapon, designate it as a "pain" attack. On a hit with that attack, one target takes 10 extra damage. On a miss, you take 10 damage (champion: 25 damage; epic: 60 damage). Quirk: Fond of gambling.

Climactic Shot

(Ranged weapon - recharge 6+)

When the escalation die is 3+ and you hit with an attack using this weapon, the target takes 10 extra damage (champion: 25 damage; epic: 60 damage). Quirk: Can't stop checking the weapon and its ammunition.

Cruel

(Any weapon - recharge 11+)

When damage from this weapon leaves an enemy with 20 hit points or fewer, you deal 5 ongoing damage to it (champion: 40 hp/10 ongoing damage; epic: 80 hp/20 ongoing damage). Quirk: Tortures flies.

Dexterous Parry

(One-handed melee weapon - recharge 11+)

When an enemy you are engaged with hits you while you're wielding this weapon, make a Dexterity check against the attacker's MD. If you succeed, the attack misses instead. Quirk: Jumpy and suspicious.

Distraction

(Two-handed melee weapon - recharge 11+)

When you hit with this weapon, allow one of your allies engaged with that foe to make a basic melee attack against it as a free action. Quirk: Intrudes on personal space.

Flurry

(Two-handed melee weapon - recharge 11+)

When you make a basic attack, make a second basic attack against a different enemy as a free action. Quirk: Fidgety.

Guardian

(One-handed melee weapon)

When you hit with an opportunity attack using this weapon, the target is weakened until the end of that turn (-4 attacks and defenses). Quirk: Looks serious all the time.

Greater Striking

(Melee weapon)

While the escalation die is 3+, you deal +1d8 damage whenever you hit with this weapon (champion: +2d8; epic: +4d8). Quirk: Favors iron and steel, seeing little beauty in gold or gems.

Haughty

(Any weapon)

When you hit with an attack using this weapon, if that enemy is the most dangerous foe in the battle (or tied for most dangerous, GM's assessment), you deal +1d4 per tier damage to it (champion: +1d8 per tier; epic: +1d10 per tier). Quirk: Challenges others to improvised contests.

Inimical

(Any weapon)

When you hit with this weapon, you can deal +1d10 damage to that enemy (champion: +2d10; epic: +4d10). If you do, you also take that extra damage. Quirk: Bites nails, or a similar darker habit.

Liberation

(Melee weapon - quick action - recharge 6+)

If you have attacked with this weapon this turn, allow an ally to roll a save against an ongoing save ends effect as a free action. Quirk: Drones on about how healing grace will save all the worlds.

Mauling

(Two-handed melee weapon - move action)

You gain a +1 attack bonus to your next attack you make this turn. Quirk: Yells battle cries during battle.

Mighty Swing

(Two-handed melee weapon - move action)

You deal +1d8 damage with your next melee attack with this weapon that hits this turn (champion: +2d8; epic: +4d8). If you miss, you take that damage instead. Quirk: Tends to break things.

No Mercy

(Ranged weapon)

If your target is attempting to flee from the battle, a natural even hit against it is a critical hit instead. Quirk: Develops a surprising lip-curl sneer that shows up a bit too often.

Protection

(Melee weapon - recharge 6+)

When you make a basic attack with this weapon, gain a +4 bonus to all defenses until the end of your next turn (champion: +5; epic: +6). Quirk: Has urges to watch over the helpless or innocent.

Puissance

(Melee weapon - recharge 16+)

When you make a basic attack with this weapon, make a recharge roll for one power. Quirk: Tremendous appetite for meat.

Steady

(Ranged weapon - recharge 11+)

Before rolling a ranged attack with this weapon, choose 10 as the natural roll for that attack. Quirk: Talks too much about the weather.

Unstinting Virtue

(Melee weapon - recharge 11+)

When you make a basic attack with this weapon, roll a save against a save ends effect. Quirk: Insists that all weakness is an illusion.

Vanity

(Melee weapon)

When you hit with this weapon, deal +1d6 damage to that enemy if you are the only one engaged with it (champion: +2d6; epic: +4d6). Quirk: Tells their name (their real one) to everyone.

Vengeance

(Melee weapon)

When you hit with this weapon while you are staggered, deal +1d6 damage to that enemy. Quirk: Quick to take offense.

Champion

Longbow of Fallen Grace

(+3 longbow - recharge 16+)

If your elven grace racial ability roll failed this turn, use the natural result of this bow's attack roll as another elven grace roll, after you see the roll. Quirk: Complains too often that the glorious centuries of old are gone forever.

Mighty Stunning

(One-handed blunt 1d6 melee weapon - recharge 16+)

When you roll a natural even hit with this weapon and have more hit points than the target, that creature is also stunned until the end of its next turn. Quirk: Warns of impending doom.

Reckless

(Melee weapon - recharge 6+)

Reroll one of your attack rolls with a +4 bonus. In addition, until the end of the battle, enemies attacking you add the escalation die to their attack roll (no effect if the enemy already adds it for some reason). Quirk: Low impulse control, particularly when it comes to impulsive movements through doors, onto railings, or over tables.

Epic

Greatsword of Utter Night

(+3 greatsword - recharge 6+)

When you hit with this weapon, you spirit away that enemy and yourself to an empty void beyond time where only the two of you face each other for a short time. Neither you nor your foe can move, but you can sure fight. Your enemy acts first, then you, and then you are both spirited back to the real world exactly where you were when the power triggered. Bystanders only see a flash of black. Quirk: Has disturbing dreams that can't be remembered, or at the very least must not be.

Incomparable Axe of Wyrms Chopping

(+3 axe)

Whenever you attack a dragon with the axe, you deal +40 damage, hit or miss. The GM determines just how broadly the term “dragon” applies. Quirk: Speaks in Draconic, first just curses, but then more and more elements of speech.

Wondrous Items

You can attune multiple wondrous items. They don’t fill up a chakra.

Default Bonus

None.

Lore Bottle

A bottle of translucent glass, sealed with lead, with a ghastly face that peers out at you. When you ask it questions, it answers in the form of vague hunches. For tough questions, the face might fade out for a while, apparently searching somewhere for an answer. Owning the bottle gives you +2 bonus to Intelligence-based skill checks, if you have the time (and privacy) to consult the lore bottle. Chances are, your particular lore bottle has some sort of specialty or bias, which you will discover only through use. Unlike most magic items, lore bottles can often be found for sale, but you probably don’t want those. Quirk: The connection formed with the face in the bottle can be compelling and unsettling, as the spirit literally “gets in your head.” Each bottle has a different effect on its owner.

Dwarven Mug

One in four mugs of ale you drink from this mug will be magically transformed into the very finest non-magical dwarven ale. If your relationship with the mug is good, the variety might even suit your current mood and the odds of getting a good brew might improve in your favor. But really, who’s going to complain about putting down a second, or even third, mug for the chance to get a taste of the best stuff? When that excellent ale does show up, you can share a sip or two with a friend, but other attempts to capitalize on this mug’s magic will just shut it down until it can find a more suitable owner. Quirk: Speaks in dwarven, especially while drunk, even if ordinarily unable to speak dwarven.

Rope of Entangling

Fifty feet of fine, spidersilk rope, woven so closely that it seems like a solid, flexible cable. Once you attune the rope during a full heal-up, you can make it entangle things with standard action commands. In combat, it’s not that useful, because it’s slow compared to a living thing. If the target is stationary, however, the rope excels at reaching, climbing, snaking, coiling, and entangling. You might be able to get the rope to bind a ferocious monster, but the rope is likely to get destroyed in the process. Quirk: Speaks in sentences for which “convoluted” is the only proper term.

Chuul Symbiote Magic Items

Quirks: Chuul-derived items are symbiotic, weaving their flesh with the flesh of their wielder. Instead of affecting the personality of the wielder, their quirk is that they warp the wielder’s body in minor yet often disturbing ways. Over-attuning causes obviously monstrous mutations that are hard to hide.

Chuulish Recharge: Chuulish items draw life energy and vital essences directly from their hosts. Any chuul-derived item that has a recharge has the following *chuulish recharge* rule.

The item has a recharge roll like normal magic items, but it's easier to recharge it if the user is willing to use their own life force to help. These items recharge normally on 16+, or on 11+ for a cumulative -1 penalty to all saves until the next full heal-up, or on 6+ for a cumulative -2 penalty to all saves until the next full heal-up, or recharge without a roll for a cumulative -3 penalty to all saves until the next full heal-up.

Chitin Claw

(ring)

This fleshy multi-eyed loop sheaths a finger in sharp carapace. *Always:* When you pick a lock, disarm a trap, or otherwise perform a task that having a tiny shape-changing blade and tiny eyes attached to your finger would be aided by, you gain a +2 bonus to the roll. *Quirk:* Gnarled over-long fingers on that hand.

Chuul Helm

(helm)

This insectile segmented helm is lined with ganglia that link with your brain. *Always:* +1 MD (adventurer); +2 MD (champion); +MD (epic). *Chuulish recharge:* You gain *resist psychic* 12+ until the end of the battle (champion: *resist psychic* 16+; epic: *resist psychic* 18+). *Quirk:* Bone-ridged holes in skull.

Chuulish Cuirass

(heavy armor)

The many eyes and symbiotic nervous system in this torso armor give you warning of danger. *Always:* +1 AC (adventurer); +2 AC (champion); +3 AC (epic). *Chuulish recharge:* You gain a +4 bonus to all defenses against ranged attacks until the end of the battle. *Quirk:* Over-large protruding ribs.

Clawed Tentacles

(gloves)

These claw-covered tentacles normally reside under the skin of the forearm, completely concealed. *Chuulish recharge:* Choose an enemy engaged with you. Until the end of the battle, whenever that enemy tries to disengage from you or pop free from you, it must first succeed at an easy save (champion: normal save; epic: hard save). *Quirk:* Tentacles writhe in and out of the skin unexpectedly.

Death Claw

(gloves)

A lobster-clawed gauntlet that fits over your forearm. The eyes at the fleshy joints blink unnervingly. *Chuulish recharge:* Reroll a missed melee attack with a +1 attack bonus (champion: +2; epic: +3). *Quirk:* The claw flexes and snaps reflexively when wearer is excited.

Evil Eyes

(gloves)

This gauntlet has eyes on the knuckles, aiding archers and spellcasters. *Always:* Bonus to attacks and damage with ranged attacks: +1 (adventurer); +2 (champion); +3 (epic). The

bonus doesn't stack with bonuses from magic weapons or implements. *Chuulish recharge*: Until the end of the battle or for five minutes, you can see the unseen. Invisible creatures are visible to you, and you spot illusions for what they are. *Quirk*: Bone ridges and oddly patterned callouses on the arms.

Glandular Parasite

(cloak/mantle)

The parasite sits along your spine, feeding off your life force but also dampening your reactions to extreme stimuli and pain. *Always*: +1 PD (adventurer); +2 PD (champion); +3 PD (epic). *Chuulish recharge*: You are immune to fear effects until the end of the battle or for five minutes. *Quirk*: Strangely pronounced spine.

Implanted Aventail

(light armor)

The symbiote is normally hidden. When commanded, a wave of small crab-like creatures pours out of concealed gill-like openings in your skin, providing you with scale-like armor. *Always*: +1 AC (adventurer); +2 AC (champion); +3 AC (epic). Unleashing the armor is a quick action, and you retain the AC bonuses as long as it is in place. When the insects are retracted as a move action, you don't appear to be (or count as) wearing armor. *Quirk*: Gill-like slits cover body even when the armor is not up.

Neural Blade

(any bladed weapon)

A boney blade with a spine and brain. *Always*: Bonus to attacks and damage: +1 (adventurer); +2 (champion); +3 (epic); and the weapon deals psychic damage. *Chuulish recharge*: Choose a nearby enemy. That enemy is now vulnerable to psychic damage until the end of the battle. *Quirk*: Large sphincters on arm where the ganglia-tentacles from the blade's hilt insert themselves.

Neural Whip

(light one-handed melee weapon)

A tentacle snakes one end around your arm, inserting filaments beneath the skin. The whip stretches and flexes at your mental command, the tip studded with hardened pulsing nerves. *Always*: Bonus to attacks and damage: +1 (adventurer); +2 (champion); +3 (epic). *2/battle*: You can use a reach trick with the whip (13th Age core book, page 44), and the attack deals psychic damage. *Quirk*: Grows eyes in unusual places.

Rachis Girdle

(belt)

The pulsating band of chuul-flesh inside a bony cage sits on your lower back, exchanging blood and injecting substances into your organs. *Always*: Increase your maximum hp by +4 (champion: +10 hp; epic: +25 hp). Whenever you take ongoing damage, reduce that damage by your level. *Quirk*: Odd gait from reconfigured pelvis.

Rasping Greaves

(boots)

A carapace covers each of your legs and has an unblinking armored eye on the knee. Unfolding blade-like appendages whip out at those engaged with you. *Always*: When you make an opportunity attack, the target takes +1d6 extra damage on a hit (champion: +2d8; epic: +4d10). *Quirk*: A billow-like lung inside each greave makes a breathing sound.

Strider Symbiote

(cloak/mantle - champion tier item)

This living “backpack” clings to you with tentacles and inserts mouthparts into the top of your spine. The segmented limbs of the strider usually lie flat against your body but may be commanded to spring out and carry you like a long-legged spider. *Always*: +2 PD (champion); +3 PD (epic). *Chuulish recharge*: Until the end of the battle or for five minutes, you can move on walls or ceilings as easily as you do across the ground. (epic: chuulish recharge starts at 11+) *Quirk*: Twitching antenna.

Xenoteros

(cloak/mantle)

Insectile wings hide in slits under the always itching skin of your back. *Always*: +1 PD (adventurer); +2 PD (champion); +3 PD (epic). *Chuulish recharge*: As a standard action, you can fly clumsily for one round (champion: 1d3 + 1 rounds; epic: 2d4 rounds). *Quirk*: Insectile mouthparts grow at the back of the throat and squiggle out when wearer talks excitedly.

Cursed Magic Items

Cursed items can be useful, though all of them have significant drawbacks.

Shadow Dragons

Players will often find cursed items such as these when approaching a Shadow Dragon lair. However, detecting the curse on any of these cursed items requires a DC 35 Intelligence check:

30 or less: Nothing seems to be wrong.

31-34: Something isn't right about the item. It could be cursed, or just has a bad quirk.

35+ or natural 20: The item is cursed!

Natural roll is 1-5: The creature attempting to discern the item's magic accidentally attunes to the cursed item!

General

Dancing Shoes

(boots)

Shiny red shoes with golden wings. *Always*: The shoes force you to dance whenever you hear music (even off-key whistling will work). The shoes magically re-appear on your feet if taken off for more than 10 minutes. *Recharge 6+*: You gain a +3 bonus to disengage checks until the end of the battle (or five minutes).

Deck of Many Cards

(wondrous item)

A divination deck. *Always*: The deck of cards continually grows, and you find your pockets and pouches filling with cards that spill out leaving a trail for anyone to follow. Occasionally, the cards spill out in a prophetic pattern that might have meaning to the owner or an ally.

Disappointment Hat (hat)

Green conical hat. *Always*: Each time you cast a spell outside of combat or a spell is cast near you, it has some side effect (GM's choice) that inconveniences you. *Recharge 6+*: As a move action you pull out an item from the hat. Roll a d6 to see what you get: 1-2: You get a useless or disgusting item. 3-6: You pull a useful non-magical item that grants a +d6 bonus to your next skill check until the end of your next turn.

Girdle of Gender Switching (belt)

Wide leather belt with acorn designs. *Always*: Increase your total recoveries by one, but your gender is switched. Removing the belt reverses the effect but it teleports back onto you if removed for more than 10 minutes. In addition, minor shifts in weight distribution throw your balance off, and you take a -1 penalty with melee attacks during your first battle each day.

Tome of Misfortune (implement)

Book with an embossed face inside its cover. *1/day*: Regain one expended daily spell that you have cast. When you cast the recovered spell, roll a d6. 1-3: The book chooses the targets for the spell and can consider you and your allies as enemies, or your enemies as allies. 4-6: You choose targets normally.

Treasured Chest (wondrous item)

It follows you on little feet, obeys you, and is much larger on the inside (able to hold the same amount of stuff as a large closet). *Always*: You can't move faster than the chest, and the chest is slow. You travel at half speed everywhere and can't use actions to move twice during a turn in battle.

Adventurer Acrobat's Stick (staff)

A glowing rod that expands into a longer pole. *Always*: Bonus to attacks and damage: +2 (adventurer). In addition, if you are a rogue with the *swashbuckle* ability, you gain an extra use of that ability, but whenever you roll a natural 1 or 2 with any d20 roll, the staff flings you into danger (you take 2d6 damage and possibly provoke opportunity attacks in battle).

Anger Armor (heavy armor)

Platemail or similar with leering faces on the pauldrons. *Always*: +2 AC (adventurer). In addition, when you miss with an attack and the escalation die is odd, roll a save; on a failure, you are enraged until the start of your next turn and take a -4 penalty to all defenses.

Backbiter Bow (bow)

Gold bow with no string. It creates a glowing string and “energy arrows.” *Always*: Bonus to attacks and damage: +2 (adventurer). In addition, when you miss with an attack and the escalation die is odd, roll a save; on a failure, you instead hit yourself with the attack.

Blade of Unerring Panache (+2 weapon)

When you attack with this weapon and miss, you lose 4 hp (champion: 10 hp; epic: 25 hp). Quirk: Tells the same stories over and over.

Sword of Relentless Glory (+2 weapon)

If you don’t make a melee attack with this weapon during your turn, it shuts down and its default bonus becomes +0 until the end of the battle. Quirk: Spouts furious curses in battle.

Wand of the Bloodless Mage (+2 implement)

When you attack using this wand, you lose 1 hp (champion: 3 hp; epic: 6 hp). Quirk: Laughs turn hollow or spectral.

Champion Any adventurer cursed item bumped up, or...

Axe of Bloody Vengeance (+3 weapon)

You cannot rally during a battle. Quirk: Carves patterns into own skin with fingernails.

Bait Breastplate (any armor)

Thick metal plate cuirass that attracts ranged attacks and spells even as it deflects melee attacks. *Always*: +3 AC (champion) against melee attacks, but -1 AC against ranged attacks.

Brazen Armor (+3 armor)

When an attack against your AC crits you, the armor “goes quiet” and its default bonus becomes +0 until the end of the battle. Quirk: Becomes unreliable with forgettable tasks.

Cudgel of Heedlessness (heavy two-handed melee weapon)

A strangely glowing crude wooden club. *Always*: Bonus to attacks and damage: +3 (champion). In addition, when you roll a natural 1 with a melee attack using this weapon, you hit a

random nearby ally with that attack and deal maximum damage. If you try to use a different weapon, the cudgel will teleport into your hand.

Ring of Delusion

(ring)

Ring made out of complex interlocking wooden pieces. *Always:* Whenever there are two possible explanations and one is obviously ridiculous, that is what you believe provided there is no obvious and direct proof that contradicts your delusion. In addition, you gain +3 bonus to checks to find traps and see through illusions.

Epic

Any lower item bumped up, or...

Chicken Shield

(shield)

A fancy cavalier's shield. *Always:* +35 hp (epic). In addition, when you miss with an attack and the escalation die is odd, roll a save; on a failure, you run away from that enemy as far as you can go (no disengage check, take opportunity attacks).

Danger Bracers

(light armor)

Chains welded into forearm armor. *Always:* +4 AC (epic). In addition, you can't disengage from enemies.

Procrastination Tome

(implement)

This book contains instructions for being a better spellcaster. *Always:* Bonus to spell attacks and damage: +5 (epic). In addition, during the first round of each battle you must spend all your actions either moving or "limbering up." This means not using any abilities, you're just jogging and stretching.

Great Low Sickle

(+5 weapon)

You deal +5 damage with missed attacks, but all of your defenses take a -3 penalty.

Staff of Dark Karma

(3/day)

When you hit with a spell attack, deal extra damage to one target. If the spell targets one enemy, deal +4d10 damage. Otherwise, deal +2d10 damage. In addition, the first time you take damage each battle, you lose 20 hp.

