

ADVENTURE TIME

Roleplaying Game

A Fan-Made Creation Based on
4th Edition D&D

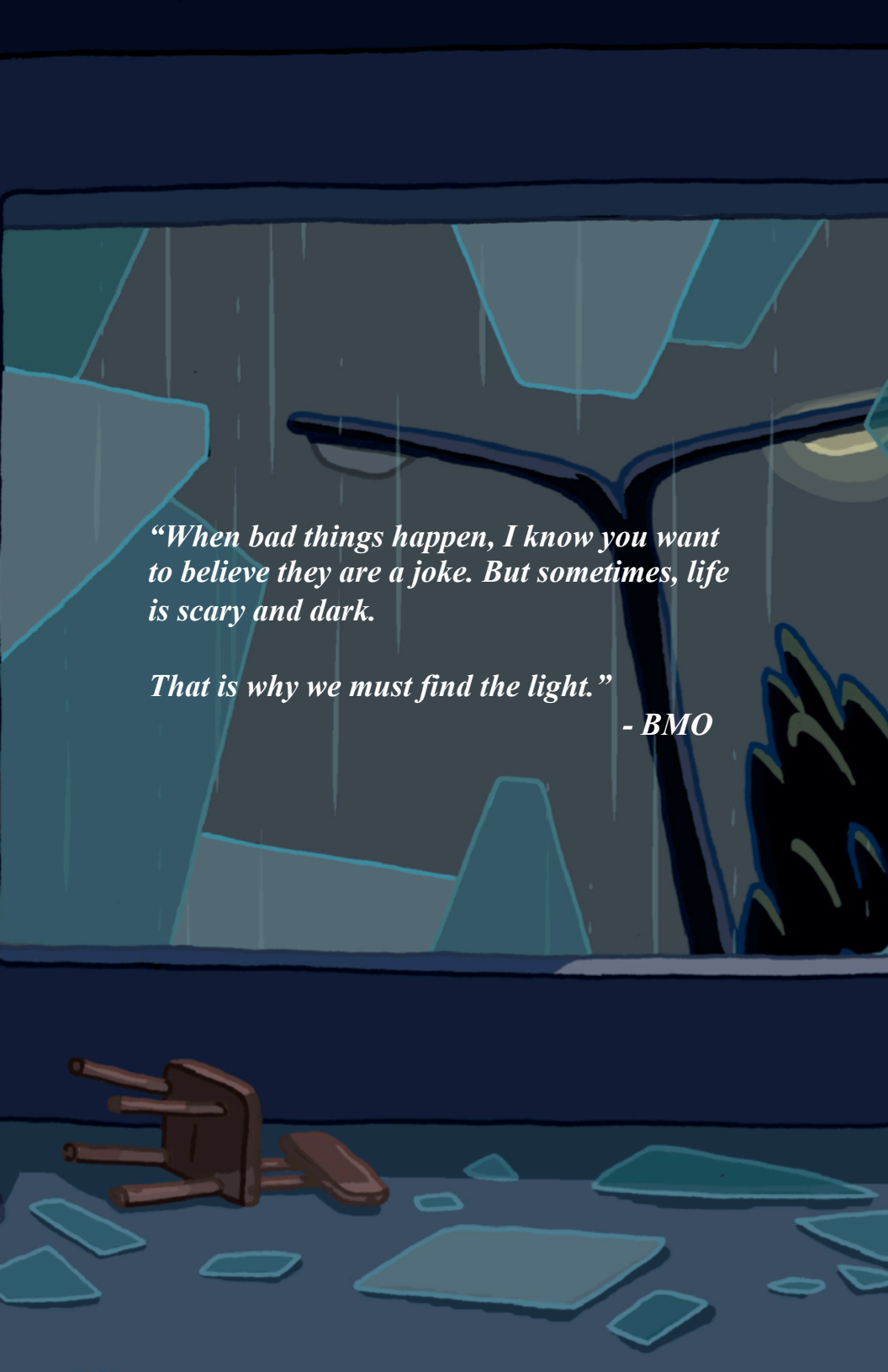
For everyone who never gave up being young.

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Send feedback, questions, and comments to ilitchev@gmail.com

A dark, rainy night scene. A street lamp with two glowing yellow lights stands on the right. A tree with dark, pointed leaves is partially visible on the right. The background is a dark blue-grey with vertical rain streaks and some light blue geometric shapes. The overall mood is somber and reflective.

“When bad things happen, I know you want to believe they are a joke. But sometimes, life is scary and dark.

That is why we must find the light.”

- BMO



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- CHAPTER ONE -
How to Play

INTRODUCTION

In the questionably distant future there exists the Land of Ooo, and it is a place of wonder and mystery populated by goblins, wizards, ogres, candy people, and countless other weird and amazing creatures. It is a world renewed after an unknown cataclysm, a world of magic and heraldry built upon the mysterious ruins of our present. This is the land in which *Adventure Time* takes place.

This book was created with the idea of helping players and dungeon masters adapt the 4th Edition of *Dungeon and Dragons* system to create a quickly progressing game set in the *Adventure Time* universe. Those unfamiliar with D&D 4E would do well to read the Player's Handbook to get a much more in-depth idea of how the game works. This handbook will, however, provide you with much of the information and many of the rule changes needed to start and run a successful game.

Watching *Adventure Time* isn't required to play this game, although it will explain some of the lore and will allow player and dungeon master alike to interweave fun and exciting tidbits from the show into their games.

GETTING STARTED

Those entirely unfamiliar with "pen and paper" roleplaying games may find the information presented here somewhat daunting. "What is this book I have to read to play a game?" you may ask, "I'm angry and confused! I'm going to go play video games instead!" Well, if that's your attitude, fine, go. But if not, the good news is that it's a very fluid learning process, and you can skip around and reference information later on without fear.

When playing this game, you and your friends first create customized and unique characters all of your own. You then enter a (hopefully) exciting story that is guided and created by a dungeon master (DM); this ever so special player is the one who control the non-player characters, the traps, the maps, and the monsters. You resolve fights and encounters with a combination of dice rolls and regular old imagination.

As you complete quests and spit in the face of adversity, your party levels up and gains new abilities to help you conquer even greater challenges. This book allows for progression up to level five, which is a fairly low level cap. Use this as an opportunity to play many different characters, or if you're feeling plucky, make up your own powers and abilities past level five!

THE PLAYER CHARACTERS

As a player, you create a unique adventurer from a combination of species and class who acts as your "game piece." You and your friends are the heroes of the story, and who your hero is beyond a "bee warrior" is up to you. There are many levels of player to character interaction. Some people go all out; they take up a voice, call each other by their character names, and generally immerse themselves in the role they've taken. Others treat their characters much more like game pieces that they and their friends are controlling. The way you play your game is up to you, but don't be embarrassed to just be stupid every once in a while, ya know?

THE DUNGEON MASTER

One player takes on the mantle of Dungeon Master. As the DM you wear quite a number of hats; world builder, storyteller, adversary, and referee. You don't just tell the story, you more or less become the world, anticipating and meeting your player's actions. You also have the final say on all rules that may be questioned; therefore you should be well versed in the way the game works. But remember, just because you're "in charge" doesn't mean your way is the only way; the best stories are shaped in equal parts by the DM and the players. On that note, since a fair bit of improvisation will inevitably occur, good DMs always have a handful of generic monsters and traps on hand, ready to meet whatever crazy things the party decides to do.

THE STORY

Roleplaying games are, in the end, opportunities to tell stories. And what makes for a better story than an exciting, over-the-top, kick-butt adventure? Adventures can vary greatly; some may simply involve getting to the bottom a creepy dungeon where each new room is filled with increasingly difficult enemies and traps. Other adventures can be less combat oriented; perhaps you are asked to find a ghost's ghostly booty, only to discover that you'll need to infiltrate a fancy-dress Ghost Ball to do it!

A brief ready-to-play adventure is included at the end of this book. It contains both non-combat and combat encounters and new players should use this as an opportunity to try out both styles of play. Then, the party along with the DM can choose to have more or less of one or the other!

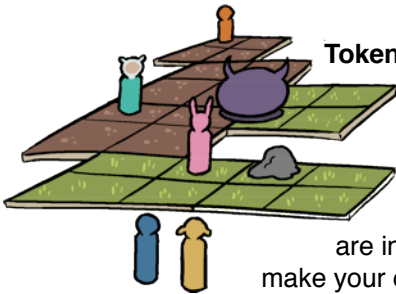
WHAT YOU NEED

In order to play this roleplaying game, you'll need some supplies;



Dice: At least one set of dice is nice, although one set for each player is optimal. You can also use an online dice rolling program if you don't want to spend the cash. (<http://www.wizards.com/dnd/dice/dice.htm>) This game uses a four, six, eight, ten, twelve, and twenty sided die, indicated as a d4, d6, d10, d12, and d20 throughout the book. When dice need to be rolled, there will be some indication as to the dice type and any modifiers you have in addition to the roll. For example, $2d6 + 2$ means that you roll two six sided die and add two to get your final result.

Character sheets: This is where you keep track of your character's progression through the game. More details and a blank character sheet can be found later (p. 22) throughout the book. Online character generators also exist, and if you're good at that sort of thing, you can even make your own. (Spreadsheets also work in a pinch!)



Tokens, game pieces, tiles, and maps: That is to say, any of the above. Combat in 4th Edition Dungeons and Dragons is grid based, so you will at the very least want some paper divided into a grid and some coins or something to use as game pieces. A few cut-out tokens and maps are included at the end of the book, but feel free to make your own! Craft stores often have blank wooden game pieces and square wooden tiles that you can customize all you want.



HOW TO PLAY

If it's not already abundantly obvious, the way you play goes something like this: the DM comes up with an adventure, and the rest of the players, represented by their characters, go and play through this story by choosing what to do, who to see, and where to go. Success or failure of the party's actions are dictated by their dice rolls or, sometimes, simply by the DM.

EXPLORATION!

Any adventure begins with exploration. Your characters are free to wander the land of Ooo, anywhere from the Ice Kingdom to the Marshmallowy Mweadows. However, unless your DM is some kind of hyper-aware demigod, you will probably have some limits set on where you can go, since he or she can't really prepare for absolutely every eventuality. Though some players take pleasure in doing unexpected things and going unexpected places, I greatly recommend that players stay within the confines of the world the DM is comfortable with. Though it may seem fun to take the train off the rails, a DM who has to rapidly improvise in response to the crazy demands of the party will end up making a much less entertaining experience for everyone.

But! That doesn't mean you should have one and only one path ahead of you. Let's take the Royal Tart example: Your party is tasked with carrying the Royal Tarts to the Back-Rubbing Ceremony. There's the obvious tart tunnel the party could take. But it seems TOO obvious. The party finds out the ceremony is across the Desert of Doom, and so they decide to brave that path instead, in a daring attempt to avoid tart thieves. A good DM should prepare for the party to potentially take either of the paths! He should not have to, however, prepare for the party to ignore the Back-Rubbing Ceremony altogether and instead eat the tarts and go to a big party in the Cloud Kingdom.

Essentially, neither the party nor the DM should be a big patoot, ok?

Exploration is usually free-form, without the party having to take turns. The party states what they want to do, the DM tells them what happens. Typically exploration is coupled with perception, nature, history, and technology skill checks which give the party information beyond what a cursory glance could give them.



Here's an example of a party exploring:

DM: You find yourselves in front of a large metal construct, vines and vegetation cover its sides.

George (a ghost warrior): I've got decent technology. What do I know about this thing? *(George rolls a d20 and gets a 4 and adds his technology skill modifier, 7, to get an 11. The DM sees that a successful roll requires a 15. George failed his check, but an 11 is close enough to get some information.)*

DM: You're not quite sure. You think it might be some sort of habitable space though.

Bloop (a robot minstrel): Well maybe I know something about it, you know, historically. *(Bloop rolls a history check, rolling d20 + 5. He gets a 21. This check requires a 20 history, which Bloop beat.)*

DM: You recognize this as an old cruise ship which seems to have gone ashore here before the war.

Bloop: Oh cool, any way to get in? *(Bloop rolls a perception roll, d20 + 3 and gets a 16. The DM knows that above a 15 reveals a rusted porthole and a ladder up to the deck.)*

DM: While walking around the outside you find a porthole. It seems rusted shut. There's also a rickety stepladder leading to the deck nearby.

At this point the party has a choice. They could try to force open the porthole using an athletics check, or climb up the stepladder using an acrobatics check. What lies beyond? That's up to the DM!

CHECKS AND ATTACKS

Though you are free to do nearly anything you can think of in a roleplaying game, success or failure are typically determined by a check. Checks are a d20 roll coupled with any added bonuses or penalties you may have.

1. Roll a d20 (Roll high!)
2. Add modifiers.
3. Compare to the target number (typically the DM is the only one who knows this value.)

Attacks are a special kind of check with added conditions. The attacks you have available are usually basic attacks and powers and are in a special section on your sheet.

1. Choose a power and choose a target.
2. Roll a d20 and add any attack modifiers indicated on the attack or power as well as any situational bonuses or penalties.
3. Compare the attack roll with whatever enemy's defense you may hitting; armor class, fortitude, reflex, or will.
4. Roll your damage!

- CHAPTER TWO - Making Your Character



INTRODUCTION

The best way to start making your character is to look through the subsequent chapters and to pick a species and class that you like. The party together should make sure they have a well group containing at least one class capable of healing, such as a doctor or a minstrel. Here's an easy step by step process of how to make your character;

1. Pick a species
2. Pick a class
3. Assign your ability scores
4. Pick your skill training
5. Pick your equipment
6. Fill in your sheet and customize!

SPECIES

There are many, many, many different creatures across the Land of Ooo and the adjacent planes. Listing them all would probably take, I dunno, an hour or something. Too long. Anyway, chapter three contains 18 different species available for you to play as. They are composed primarily of species that have appeared repeatedly in the show, although some (like bees) are just in there because I like them. Dogs are notably absent, primarily because most dogs do not have Jake's stretchy powers.

Humans and vampires are also not included because as far as we know, only one of each exists.



If you really want to play a species not included in the book, feel free to modify those available or even create a brand new one from scratch. Rock and tree people could easily be based off of nut people, for example. Just make sure to approve anything new with your party and your DM.

Some species have stats better suited for certain classes, but don't let that limit your choices; a well rounded character is sometimes much more useful than a character who has all of his stats minimized and maximized for a specific purpose. I always think that first, be creative and come up with a character you want to role-play as. Then, make sure your numbers work out to make you effective.

CLASS

Your class, as the regular D&D Player Handbook puts it, is "your calling in life." It's more than just your job, it's what you were born to do. This book contains six classes, each associated with a specific ability. Most, if not all, were modeled on pre-existing classes from other 4th edition sources, with varying degrees of alteration. We're all just learning from each other, brother. The classes are:

Doctor - Wise medical professionals who can not only heal their allies, but also cripple their enemies with medical precision.

Minstrel - Boisterous merry makers who use the blows of their weapons as rhythm for their songs. Singing is not necessary to play.

Scientist - Super-smart brainiacs who build lots of fantastic devices to aid them in a fight. Reliability may vary.

Thief - Sneaky and double-crossing rogues who fight from the shadows and dart around in a fight.

Warrior - Brave and humble knights who wear lots of totally "chik-chik" armor and rush headlong into any fight.

Wizard - Slightly strange but powerful wielders of magic. Know a wide variety of questionably useful cantrips.



One of the most important things to look at when picking a class is the "role" the class fills. A good party includes a mix of roles and should have at least one defender, striker, and artillery type character.

Defender - Classes that heal or take the brunt of the damage in a fight. Warriors put themselves in the line of fire, taking the blows for their allies while doctors have access to a wide variety of healing abilities. Minstrels are sometimes also defenders.

Striker - Classes that jump into the fight and deal close-up damage to their enemies. Melee wielding thieves are excellent strikers, and minstrels often imbue their melee strikes with musical magic.

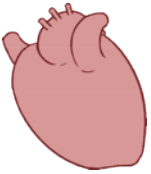
Artillery - Generally unarmored classes that deal damage from a distance. Wizards are archetypical artillery characters, using bolts and blasts of magic. Scientists also project all sorts of damaging beams without ever taking the blow of a sword or hammer. Ranged thieves can also be artillery.

ABILITY SCORES

Your ability scores dictate your strengths and weaknesses, both physically and mentally. When deciding what abilities to pick, You should probably choose ones that primarily compliment your class. There are six in total;



Charisma - Charisma dictates how good you are at expressing yourself. It is the forcefulness of your personality and the glibness of your lies. Minstrels have very high charisma and the bluff, diplomacy, intimidate, and streetwise skills are based on this ability. The Will defense is affected by your charisma if it is greater than your wisdom.



Constitution - Constitution describes your character's healthiness and concentration of "vital force." Wizards have high constitution and use it to channel their spells. Constitution affects the endurance skill and dictates how much health and how many healing surges you have. Constitution can affect your Fortitude defense if it is greater than your strength.



Dexterity - Dexterity is a catch-all term for how nimble and coordinated you are. Being a thief requires great dexterity and ranged weapon attacks are based on this ability. It also affects the acrobatics, stealth, and thievery skills. Dexterity affects your Reflex defense if it is greater than your intelligence and if you wear light armor, it will also affect your Armor Class.



Intelligence - Your smarts. This ability indicates how well you learn and think. Scientists obviously need intelligence and the magic, history, and technology skills are affected by intelligence. It affects your Reflex if it is greater than dexterity and, if you wear light armor, your Armor Class.



Strength - Strength is the size of your muscles, man! Warriors need high strength to tote around all those weapons and sweet armor, and the athletics skill is based on strength. This ability is used to make melee weapon attacks and it can affect your Fortitude defense if it is greater than your constitution.



Wisdom - Sometimes, being smart doesn't compensate for a good helping of common sense. That's what wisdom is. It's your ability to notice details and judge danger. Doctors need good wisdom and this ability affects the dungeoneering, heal, insight, nature, and perception skills. Wisdom also affects your Will defense if it is greater than your charisma.

ROLLING YOUR ABILITY SCORE

There are a number of ways to generate your starting ability scores. This book will only describe the standard array method because it's the fastest and easiest to use. For more methods, check the D&D Player Handbook or similar sources. In order to assign your scores, take the six numbers 16, 14, 13, 12, 11, and 10 and assign each to one of your stats. Then, add any extra points from your species and/or class.

ABILITY MODIFIERS

Your ability scores dictate your ability modifiers, which get applied to your skills, defenses, and attacks. Ability modifiers follow this table;

Ability Score	Ability Modifier	Ability Score	Ability Modifier
1	-5	16 - 17	+3
2 - 3	-4	18 - 19	+4
4 - 5	-3	20 - 21	+5
6 - 7	-2	22 - 23	+6
8 - 9	-1	24 - 25	+7
10 - 11	+0	26 - 27	+8
12 - 13	+1	28 - 29	+9
14 - 15	+2	30 - 31	+10



SKILLS

Combat may be fun on a bun but you'll probably end up using your out-of-combat "skills" before really settling into a good fight. Your skills essentially facilitate and determine your ability to do the actions you want while roleplaying. Remember, when doing a skill check, you roll a d20 and then add: your level + ability score modifiers + any training + any equipment or situational modifiers. You then compare this against some set value determined by the DM to see if you succeed or fail at the check.

When picking skills to train in, select the appropriate number from your class's possible choices. Training in a skill grants a +5 bonus to rolls.

Acrobatics – You are skillfully able to duck, dive, dip, and dodge. This skill dictates how nimble and smooth you are. Acrobatics checks are made any time brute strength won't cut it. (Although something like a long jump can potentially be either acrobatics or athletics.) Acrobatics is particularly useful when you're trying to escape being grabbed, where the check is made against the grabber's reflex. Your dexterity modifier increases this skill.

Athletics – Your catch-all feats of strength skill. Need to bust down a door? Athletics. Need to push a heavy boulder down a hill at your enemies? Athletics. Need to lift a bunch of old ladies in an old lady lifting contest? Athletics. This skill can also be used to escape from a grab, where the check is made against the grabber's fortitude. Your strength modifier increases this skill.

Bluff – Sometimes, you just have to lie. That's what this skill is for! Bluff is generally used during conversations to determine how successful your falsehoods are. These kind of bluff checks are made against the targets insight, although this insight will be buffered depending on how plausible the lie is. Bluff can also be used once per encounter as a standard action to gain combat advantage against an enemy; this check is also opposed by insight. Charisma increases this skill.

Diplomacy – The skill of negotiators! Diplomacy checks are typically made during any portion of the conversation where your tone and charm could steer the discussion one way or another. Normally a player is free to talk to a character without checks unless they are requesting too much; too much information, too many favors, etc. Then diplomacy kicks in. The charisma modifier affects this skill.

Dungeoneering – A knowledge skill that dictates how familiar you are with dungeons, caverns, and other dark places of unpredictable danger. Dungeoneering checks can be made to guess where a hidden door might be or determining the best way to go in a deep cavern. It also dictates your familiarity in recognizing creatures that would dwell in dungeons. Wisdom affects this skill.

Endurance – Any time you are pushing your body beyond its normal limits, endurance is involved. Endurance may be used to hold your breath for longer than normal, resist the effects of a disease, or resist extreme weather conditions. The difficulty of the check increases with extended exposure to the condition in question. Your constitution modifies this skill.

Heal – Heal is your general knowledge of how to treat and cure maladies. As a standard action, healing can be used to stabilize dying allies (difficulty 15, success allows the target to stop making death saving throws) or it can grant a saving throw (difficulty 15 and an adjacent ally gets a +2 to an immediate saving throw). During an extended rest, your heal check can replace a diseased ally's endurance check against an illness. Wisdom increases this skill.



History – History is another knowledge based skill; through rigorous study you have gained holistic knowledge on events passed. History allows you to identify unknown constructs, buildings, and places and allows you to make educated guesses as to events that may have transpired long ago. The intelligence modifier increases this skill.

Insight – Insight is your ability to read people's emotions from their behavior and speech; it is the sister skill to perception, but for social situations. Insight is typically opposed by a bluff check if lies are involved; it is also used to recognize something as illusory. Difficulty will generally vary from character to character and will be adjusted by the DM accordingly. Wisdom increases this skill.

Intimidate – A charismatic character doesn't just know how to be subtle, they know the right words to bring anyone down a notch. Intimidate is a social skill used any time bodily harm is just a club's swing away. Intimidate can also be used against bloodied targets, as a standard action, to try to convince them to stand down. This check is opposed by the target's Will defense + 5. The charisma modifier increases this skill.

Magic – This skill is your intrinsic knowledge of the workings of magic. You can recognize magic monsters and artifacts and wager a guess as to their motivations and internal workings. Individuals trained in magic can detect nearby magic; a skill check / 5 dictates how many squares in any direction they can detect magical energy. This is equivalent to the arcana skill in Dungeons and Dragons. (What *is* "arcana" anyway?) Intelligence increases this skill.





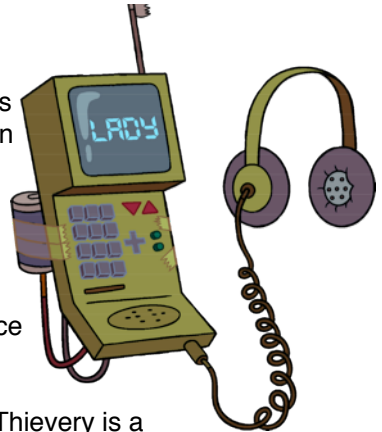
Nature – A knowledge skill all about knowing nature. You know trees, bushes, brooks, all that jazz. Nature can be used to ascertain information about any natural terrain features as well as information about natural monsters. Nature can also be used to navigate natural caves and tunnels in lieu of dungeoneering. Nature is dictated by the wisdom modifier.

Perception – You got senses, and you use them for lookin', hearin', and smellin'. Perception is a skill you use to uncover anything you don't notice right away. It could be used to spot an approaching goblin hoard or to overhear a conversation far down a hall. Hidden individuals must make a stealth check against your perception. The difficulty for detecting something varies largely based on a number of factors including lighting. Wisdom affects this skill.

Stealth – You know, being hidden and whatever. Stealth checks are opposed by an opponent perception check. You can only try to gain concealment if you have some form of cover or the opponent is distracted. Larger more comprehensive cover makes the stealth check easier, whereas carrying a light source makes the check harder. You have combat advantage against creatures who aren't aware of you. You must make repeated checks if you move in and out of cover. Dexterity increases this skill.

Streetwise – You just rolled into a new town and wanna find out all the haps. But who do you ask? Streetwise is a skill that dictates how successful you are at gathering general information about what there is to do and see in a populated area. Charisma improves this skill.

Technology – The Land of Ooo is littered with artifacts of a long-lost time. The technology skill is a knowledge based skill that allows you to discern the nature of old technology and how you would manipulate and control it. Lower difficulty technology checks involve finding out what a particular piece of tech does, whereas higher difficulty checks deal with reactivating and even changing the function of these objects. Intelligence obviously dictates this skill.



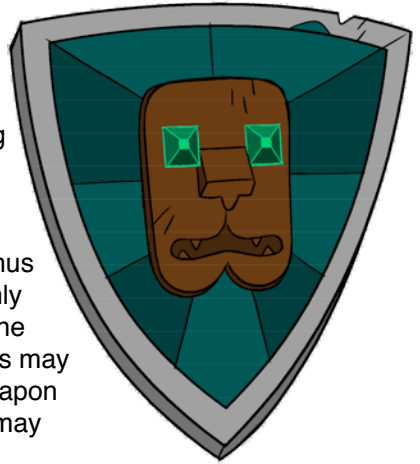
Thievery – The skill of, you guessed it, thieves! Thievery is a skill with a variety of applications, and is essentially how well you can manipulate objects with your hands. Thievery can be used, as a standard action, to disarm traps, open locks, pick pockets, and steal. The difficulty of the check will depend on the complexity of the trap, lock, etc. A sufficiently poor roll will result in activation of the trap, breaking of a lock, or someone detecting your thieving, so beware! Dexterity modifies this skill.

EQUIPMENT

Alright, time to suit up! There's a variety of equipment any real adventurer has on hand, but most important are his weapons and armor. This book will only include these two item categories; players can themselves decide whether or not they want more options and if they will maintain food, light, camping supplies, etc. The appropriate rules for these can be found in the *D&D Player Handbook*. Additionally, item weight has been ignored altogether because, honestly, either you know you could carry it, or you can't.

PICKING EQUIPMENT

The best and easiest way to dole out equipment is for the player to check what they are proficient with and pick accordingly. This will afford them proficiency bonuses and will avoid penalties incurred from wearing the wrong thing. Wearing armor you are not proficient with results in a -2 penalty to attack rolls and the Reflex defense. Players not proficient in shields do not gain the armor bonus granted by the shield. Most players should only need one set of armor and one ranged and one melee weapon. Classes who can wear shields may sometimes switch between a one-handed weapon and a shield and a two-handed weapon and may accordingly pick extra.



Armor

Armor Type	Armor Bonus	Skill Penalties	Speed Penalties
Cloth	–	–	–
Leather	+2 AC	–	–
Hide	+3 AC	–	–
Chainmail	+6 AC	-2 to athletics and acrobatics	-1
Scale	+7 AC	-2 to athletics and acrobatics	-1
Light Shield	+1 AC and Reflex	–	–
Heavy Shield	+2 AC and Reflex	-2 to athletics and acrobatics	–

Simple Melee Weapons

One-Handed

Name	Prof. Bonus	Damage	Type	Special
Club	+2	1d6	Blunt	–
Dagger	+3	1d4	Blade	Can be thrown, range 5
Short Sword	+2	1d6	Blade	–

Two-Handed

Name	Prof. Bonus	Damage	Type	Special
Long Sword	+2	2d4	Blunt	–
Morningstar	+2	1d10	Blade	–
Quarterstaff	+2	1d8	Blunt	–

Martial Melee Weapons

One-Handed

Name	Prof. Bonus	Damage	Type	Special
Battleaxe	+2	1d10	Blade	–
Scimitar	+3	1d8	Blade	–
Warhammer	+2	1d10	Blunt	–

Two-Handed

Name	Prof. Bonus	Damage	Type	Special
Greataxe	+2	2d4	Blade	–
Greatsword	+3	1d12	Blade	–
Maul	+1	2d6	Blunt	–

Improvised Melee Weapons

One-Handed

Name	Prof. Bonus	Damage	Type	Special
Unarmed	–	1d4	–	–
Item	–	1d4	–	–

Improvised Melee Weapons

Two-Handed

Name	Prof. Bonus	Damage	Type	Special
Item	–	1d8	–	–

Simple Ranged Weapons

One-Handed

Name	Prof. Bonus	Damage	Range	Special
Hand Crossbow	+2	1d6	10	–
Sling	+2	1d4	10	Can use improvised ammunition

Two-Handed

Name	Prof. Bonus	Damage	Range	Special
Crossbow	+2	1d8	15	–

Martial Ranged Weapons

Name	Prof. Bonus	Damage	Range	Special
Longbow	+2	1d10	20	–



CHARACTER SHEET

On the next pages you will find all you need to finish creating your character. Sections will have numerical headings to guide you, should you need assistance filling in the various properties. Online character sheet generators do exist; one should become available for this handbook soon! But until then you're stuck doing it the old fashioned way.

1 Pick your species – Fill in your species, then fill in your species bonuses under the skills and ability score sections. Also make sure to write down your speed.

2 Pick your class – Fill in your defense bonuses, health point quantity and healing surge count, and pick your skill training (+5 to trained skills). Make note of your first level powers and class features.

3 Roll your ability scores – Assign your ability scores and determine your ability score modifiers. Add your modifiers to the appropriate skills and add your constitution bonuses to your health and surges per day. Also add your dexterity modifier to your initiative modifier.

4 Pick your equipment – Pick and write down your equipment in your item list. Add any defense bonuses provided by your armor to your defenses and mark down your main weapons' hit dice in the weapon dice area.

5 Additional Details and Description – Now that your character is “numerically” finished, make sure to write down some personalized details about your character. Draw a picture of your character; don't worry, no one cares if you're a bad artist.

- Common Mistakes in Character Making -

Min-max-ing: Thought it may seem cool to have a character with +20 athletics at level one, minimizing and maximizing certain attributes will usually leave you with more deficits than benefits and will lead to an unpleasant gaming experience. Some DMs are totally ok with min-max-ing though, but ask before you do.

King of Kings – It's always tempting to try to make your character important; it's just the way people are. We want to be at the center of things. But don't make your character an all-important figure in the world you're playing. The other players won't like it, the DM won't like it, and you'll just get frustrated because no one is playing along.

Sir Vill Ain – Similar to King of Kings. You're perfectly welcome to play a morally ambiguous character, but don't make a character who actively works against the party. There's a good chance they'll just turn on you and slay you.

LEVELING UP

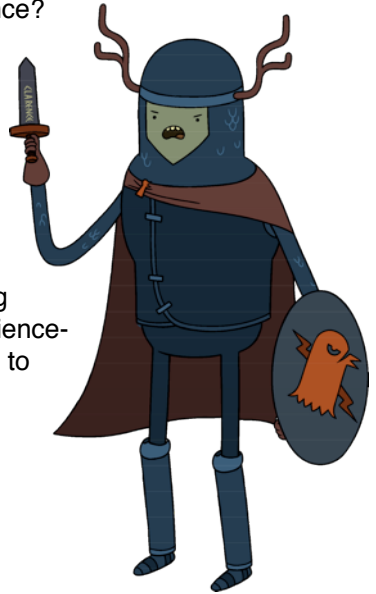
Everyone looks forward to leveling up! Taking it to the max... *extreme*. When a player levels up, they gain new powers from their class list and have increased bonuses to their defenses, health, and skills. In my experience there are two distinct ways of handling experience and when the party levels:

Experience Points – The most obvious and “official” method of leveling up. Players are rewarded with experience points for completing challenges and defeating monsters. A level is gained when a certain number of experience points is attained. The problem with this play-style is that it encourages players to solve problems with experience gains in mind and may discourage them from finding creative solutions to problems. It’s also more number juggling.

Session Based – My personal favorite. Early on the group decides how frequently they want to level up. All things considered, an experience point based approach usually results in the party leveling up once every 2-3 sessions (assuming a standard 3-4 hour session). So why not just level up every 2-3 sessions without bothering with tracking experience?

This approach is exceedingly easy but may let your players stray from their goals more often to engage in more esoteric pursuits, since nothing will hold back their progress.

In the end, the party and the DM together should decide what they would prefer. Some like the structured approach of experience, some like to just go with the flow and have a more role-playing focused adventure. For those interested in experience-style leveling, experience values will be assigned to monsters and traps in this book, and the general experience leveling scheme, as seen in the *Player’s Handbook* is outlined below.



Level	Experience to Level
1	1000
2	2250
3	3750
4	5500
5	-

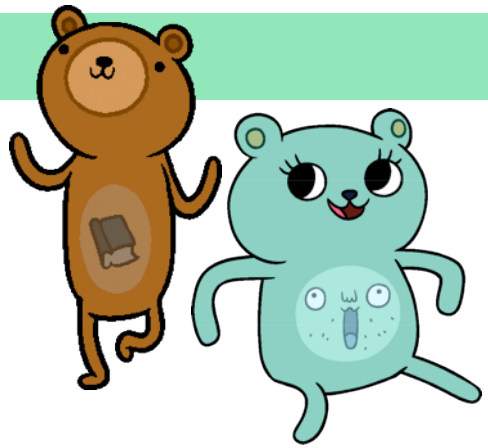


- CHAPTER THREE -
Character Species

BEAR

“We’ll never run from the fun because we’re... Bears! Bears! Bears! Bears! Bears! Bears! Bears! Bears! Bears! Bears! Bearrrrrrrrrrsssss...ah!”

Size: Medium
Speed: 6 squares
Vision: Low-light
Ability Score: +2 Str, +2 Cha
Skill Bonus: +4 Acrobatics



Bears are bipedal party-animals that dance all night and rock all day. They come in all the colors of the rainbow and each bear has a unique image emblazoned on their chest. In combat, they can drink honey flavored energy drinks to get back into fighting shape.

Honey-Flavored Energy Drink

Bear Power

Make sure you never stop bumpin’ it with Buzzin’ Honey Drank™!

Encounter – Healing, Honey, Personal Minor Action

Target: Self (No one else can stomach the stuff)

Effect: You drink one of your special energy drinks and gain your level + 2d4 temporary hit points. Bonus increases to 3d4 at level 5.

Additional Information:

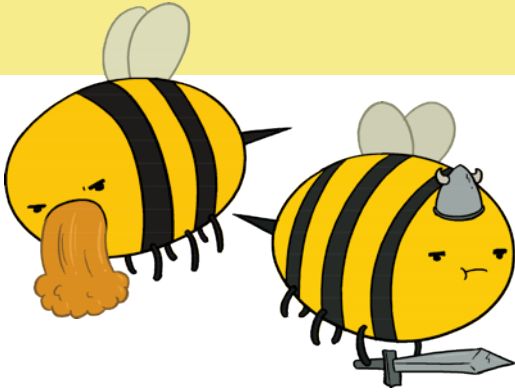


Home: Caves, hollows, monsters’ stomachs

Leader: Party Pat

Behavior: Bears love to party, almost to a fault. Sometimes groups of bears have been known to party so hard that they are unable to notice evident dangers around them. Despite this fact, bears are agile and hardy animals, and can dance for days on end, sustaining themselves on energy drinks alone. Bears love karaoke and dub-step, and will often carry a supply of lasers, fireworks, and glow-sticks in case of an emergency party.

Bear adventurers are typically outcasts from their packs. Some bears may simply desire something more than endless music and fun. Some bears roam the lands looking for bigger and better parties to join. A select few bears are scouts, looking for sweet new digs for their pack to rock out in.



“A bee hive, oh no! Don’t put your foot in there, guy!”

Size: Small
Speed: 3 squares, fly 6 squares
Vision: Normal
Ability Score: +2 Dex, +2 Wis
Skill Bonus: +4 Dungeoneering

Bees are large insects that live in hives all over the land. They’re striped, yellow and black, and, you know, fly around making honey. When in trouble, they can vomit up their belly full of honey, slowing and disorienting their enemies. They’re not... very friendly.

Honeyed Words

Bee Power

You vomit a shower of honey everywhere, pushing and slowing your enemies.

Daily – Honey, Martial

Minor Action **Close** blast 3

Target: Each creature in blast

Attack: Dexterity vs. Reflex

Hit: Target is pushed 1 square and slowed until the start of its next turn.

Effect: All tiles in blast are difficult terrain until the end of the encounter.

Additional Information:

Home: Bee hives, the fabled “Bee Kingdom”

Leader: Bee Princess

Behavior: Bees are fairly self-centered, and care, above all else, for their colony. They are assigned roles early in their lives and spend their days doing the same job over and over, whether it is nursing the young or scrubbing the bee bathrooms. Maybe it is for this reason that most bees are grumpy, especially when other people get all up in their space.

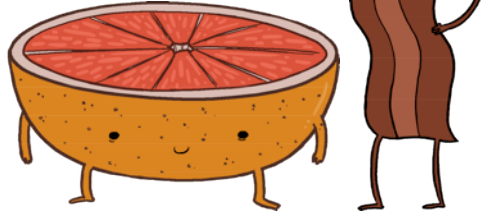


Despite their insular lives, bee adventurers do appear from time to time. Perhaps these bees grew tired of being the “dish washing bee” and decided to set out on their own, or perhaps their hive was destroyed in some sort of delicious honey-based explosion. Whatever the case may be, bees naturally seek companions due to their hive mentalities, and despite being generally ill-mannered, they make stalwart friends.

BREAKFAST PERSON

Being made of breakfast just means you're ready to face the day... ALL DAY LONG.

Size: Small - Medium
Speed: 6 squares
Vision: Normal
Ability Score: +2 Wis, +2 Str
Skill Bonus: +4 Heal



Breakfast people are the benevolent citizens of the Breakfast Kingdom, where it's breakfast time, all the time. They come in many shapes and sizes, anything from bowls of cereal to stacks of flapjacks to eggs, scrambled and sunny-side up! Coffee is their favorite drink and their caffeinated blood can give them bursts of incredible insight and perception.

Coffee Blood

Breakfast Person Power

You take advantage of the caffeinated life force in your veins and briefly become hyper-aware of your surroundings.

Encounter – Personal Free Action

Effect: You gain a bonus to your next perception or insight roll equal to your level +5.

Additional Information:

Home: The Breakfast Kingdom in the Desert of Doom

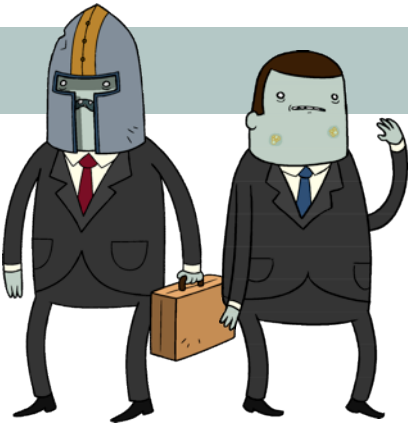
Leaders: Breakfast Princess and Toast Princess

Behavior: Breakfast people are generally kind and health-oriented, but can often times be a bit high-strung because of all the coffee and sugar in their systems. They function best in the mornings, by evening they become so jittery and jumpy that it's best to keep anything exciting from them till the morning. Not eating your breakfast around a breakfast person is considered the gravest of insults.

Breakfast adventurers are often go-getters who want to set out and spread good breakfast habits to all the people of Ooo. Other breakfast people are simply so energized by their good start to the day that they set out into the world and have decided to see as much of it as possible.



BUSINESSMAN



“Looking for help your business? We love work for you!”

Size: Medium
Speed: 5 squares
Vision: Normal
Ability Score: +2 Str, +2 Int
Skill Bonus: +4 Technology

Businessmen are time-lost leaders of industry who occasionally wash up on the shores of Ooo in large blocks of ice. They emerge from these prisons having forgotten much of the past, and they crave one thing only... to do *business*. Businessmen can optimize combat by positioning themselves and their allies in more efficient positions.

Synergy

Businessman Power

Your advanced knowledge of business strategies and asset management allows you to position your allies in a more advantageous position.

Encounter – Martial

Move Action **Close** burst 10

Target: You and each ally in burst

Effect: Each target takes a move action as a free action.

Additional Information:

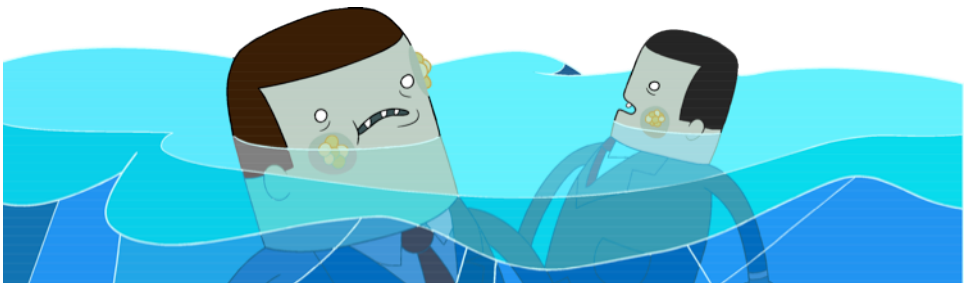
Home: The Past

Leader: None

Behavior: None truly understand the motivations of the businessmen.

Though they lack any common sense, businessmen are highly enthusiastic and intelligent and wield the technology of the past with alacrity. Businessmen are great flatterers, often trying to get promotions for their charm.

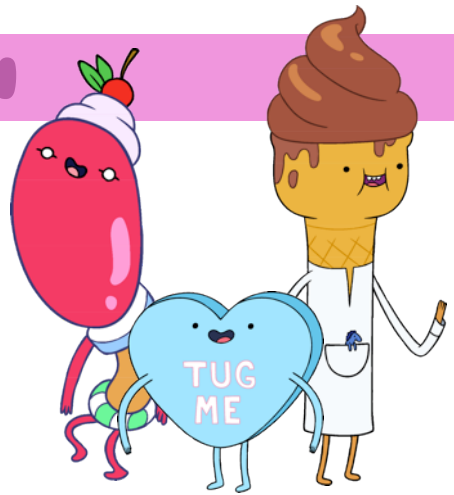
Businessman adventurers often work for other adventurers who hired them, though on rare occasions especially brilliant “Executives” do appear.



CANDY PERSON

*“There is a Candy Kingdom
Whose sidewalks you can eat
And everyone who lives in there
Is made of something sweet!”*

Size: Small - Medium
Speed: 6 squares
Vision: Normal
Ability Score: +2 Cha, +2 Int
Skill Bonus: +4 Magic



The candy people are arguably the tastiest and nicest denizens of all of Ooo. They can be anything from gumballs to candy canes to ice cream cones; if it's sweet and tasty, there's a candy person for it. When in a jam, they can nibble on themselves for an extra boost of health.

Candybalism

Candy Person Power

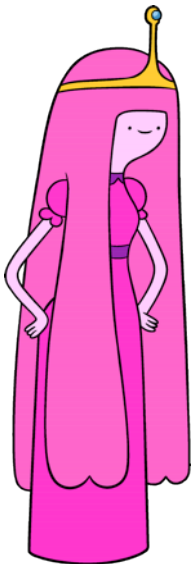
When the going gets tough, you take a little nibble of yourself and get going!

Encounter – Healing, Candy, Personal Minor Action

Target: Self

Effect: You take a bite of yourself to spend a healing surge and gain an additional 1d6 health.

Additional Information:



Home: The Candy Kingdom

Leader: Princess Bubblegum

Behavior: Candy people are nice, fun loving, and fairly intelligent. They're unfortunately somewhat gullible and under situations of grave duress, they have been known to explode, but such instances are exceedingly rare. In general, candy people are loyal, especially to their fellow candy citizens and their princess, whom they adore. They live their lives in revelry and joy.

Candy people are known to be doctors, scientists, and magic users due to the prosperity and peace of their kingdom. Candy adventurers seek the company of others because being a tasty and delicious piece of candy all alone in the world is dangerous business, even if you're a rough and tumble marshmallow berserker.

CLOUD PERSON



Hey brah, welcome to the Cloud Kingdom dude. Grab a cold one!

Size: Medium

Speed: Float 6 squares

Vision: Low-light

Ability Score: +2 Cha, +2 Wis

Skill Bonus: +4 Streetwise

Cloud people, or “cloud bros” as they’re often called, are rough and rowdy off-the-hook party dudes. They spend their days tossing pig skins and planning parties in their popped collars. In fights they can temporarily take flight, since they’re, ya know, clouds.

Float It Up

Cloud Person Power

You muster up some potent cloud energy and go zooming off across the battlefield. Pooh, that was tiring, wasn't it?

Encounter – Cloud, Magical

Move Action

Effect: You can fly up to twice your float speed. You must land at the end of your move action.

Additional Information:

Home: The Cloud Kingdom

Leader: The Dean of Clouds

Behavior: The friendships between cloud people are the tightest of fraternal bonds; when a cloud bro becomes your friend, you’re friends for life. Cloud people are generally aloof, but they treat the conduction and preparation of parties as seriously as life and death. All cloud people fear the Dean of Clouds, who enforces strict rules and doles out the dreaded “double secret probations”.

Cloud adventurers often set out on arbitrary quests across the realm. Some set out because their fraternal initiation rituals order them to do so. Others adventure because they, like, totally thought it would be super rad to like, go backpacking across the Desert of Doom right? And then they completely forgot how to get back.



CRYSTAL PERSON

“You’ll look awesome in crystal, like us!”

Size: Medium
Speed: 6 squares
Vision: Darkvision
Ability Score: +2 Str, +2 Con
Skill Bonus: +4 Endurance



Crystal people live in the deepest reaches of the Crystal Dimension, where they spend their days texting and just like, chilling out and looking awesome being all crystal. When in a scrap, they can perfectly replicate an attack they were hurt by and turn it around on their foes.

Perfectly Symmetrical Violence

Crystal Person Power

You use your crystalline form to perfectly duplicate an enemy’s attack. BLING!

Daily – Magical, Crystal Immediate Reaction

Trigger: You are hit by an enemy attack.

Effect: You deal the same damage you were dealt by the triggering enemy back to them. The effect only applies to direct damage.

Additional Information:

Home: The Crystal Dimension

Leader: Quartzion the Crystal Queen (Temporary)

Behavior: Crystal people are often found as guardians between the land of Ooo and the Crystal Dimension. Although they’re rather strong and powerful, they’re mostly concerned with their sweet crystalline appearance, and making sure everyone knows how great they are.



Crystal adventurers are often seen as somewhat juvenile by others because of their superiority complex. They’re not afraid of being rude and mean because they think crystalline life is better than any other. They can be convinced to join an adventuring party if the final reward is cool or shiny enough, however.

Flattery also works wonders.

FLAME PERSON



“Silence, my molten mamas!”

Size: Medium
Speed: 6 squares
Vision: Normal
Ability Score: +2 Dex, +2 Con
Skill Bonus: Resist 10 fire, weak 5 water, and you create a burst 1 area of low-light around yourself at all times.

Flame people are hot-headed rabble-rousers from the depths of the Fire Kingdom. Though some flame people are literally walking, talking balls of fire, others also contain molten lava and chunks of igneous rocks. They're fast talking and certainly have tempers... of an easily aggravated nature. In the midst of a fight, their flames can flare up to strike against assaulting enemies.

Dancing Flames

Flame Person Power

An enemy's attack raises your fiery ire and you lash out against them.

Encounter – Magical, Fire

Immediate Reaction

Close burst 10

Trigger: An enemy within burst hits you.

Target: Triggering enemy in burst

Effect: The target takes 1d6 + constitution or charisma modifier fire damage.

Additional Information:

Home: The Fire Kingdom

Leader: Flame King

Behavior: Though fairly powerful, flame people rarely venture out from the Fire Kingdom due to the dangers the outside world poses to them. Any small drizzle will hurt and weaken them, and direct contact with bodies of water can at times be lethal. Nevertheless, it takes quite a lot to put down a flame person permanently for great mystical fires burn deep within their hearts. Flame people are slick and fast talking and love to come out of every encounter with the upper hand and the better deal.

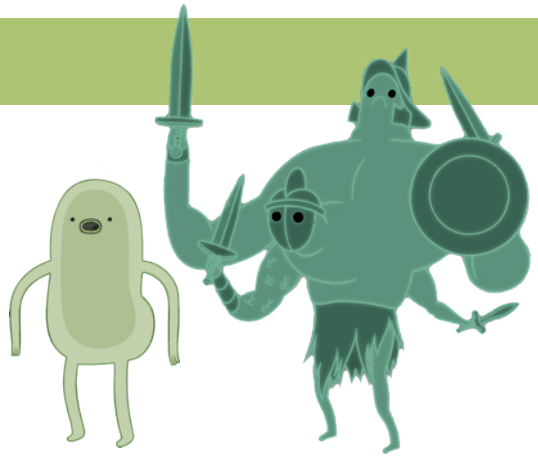
Flame adventurers are typically profiteers who leave the safety and comfort of their molten realm for fame and glory. Other flame people see themselves as bold and charismatic and destined to be leaders of a great adventuring bands.



GHOST

“Let’s invite them over to our place, then, when they show up, we’ll suck their guts out through their brains!”

Size: Medium
Speed: Fly 6 squares
Vision: Darkvision
Ability Score: +2 Wis, +2 Con
Skill Bonus: +4 Stealth



Ghost are mischievous spirits with unfinished business in the mortal realm. They come in a variety of shapes and sizes, but often resemble their mortal selves. Once a day ghosts can become incorporeal, lightening their presence in the mortal plane and allowing them to avoid harm from physical objects.

Become More Ghostly

Ghost Power

You step your ghostliness up a notch and become temporarily incorporeal.

Daily – Magical, Ghostly

Minor Action

Effect: Until the end of your next turn, you are incorporeal. Being incorporeal means you take half damage from all physical attacks and can pass through solid objects at will. When moving through solid objects you must end your move action on an unoccupied square. No exceptions, ya jerk.

Additional Information:

Home: Graveyards, spooky houses, ominous wells, etc.

Leader: Ghost Princess (Former)

Behavior: Ghosts are twisted versions of their former living selves.

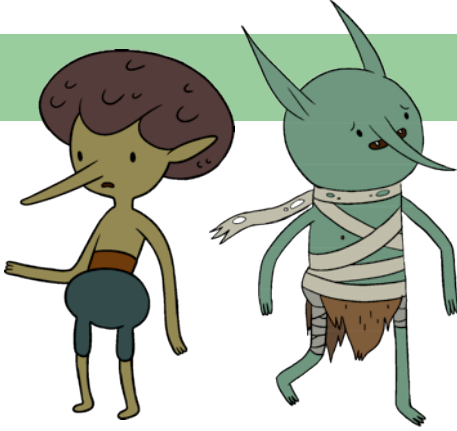
They exist in eternal un-death, seeking to complete that which they left unfinished during their lives. Few ghosts, however, know just what it is they left unfinished. Most ghosts are mischievous if not openly malevolent, and love playing pranks on mortals.

It is well known that vampires cannot defeat ghosts; it’s like a rock-paper-scissors thing.

Ghosts typically become adventurers because they think it will lead them on to eternal rest. Alternatively, they like their ghostly existence and think being an adventurer may keep them ghostly forever. Ghosts typically take on whatever role they had in life, although they make particularly effective thieves.



GOBLIN



*“No rules baby, start that riot!”
“No one can tell me no!”*

Size: Medium
Speed: 6 squares
Vision: Normal
Ability Score: +2 Dex, +2 Int
Skill Bonus: +4 Thievery

Goblins are numerous throughout the land of Ooo and are known to be exceedingly impressionable. Their skin is varying shades of green and they have pointy ears and teeth. Though generally short, certain goblins grow to impressive heights.

Royal Rules, Article 5 - Subsection 11

Goblin Power

Your devotion to the Royal Rules of the Goblin Kingdom makes you stand in harm's way for one of your allies.

Encounter – Martial Immediate Interrupt

Trigger: An ally adjacent to you is hit by an enemy attack.

Effect: You incur the attack damage instead of your ally.

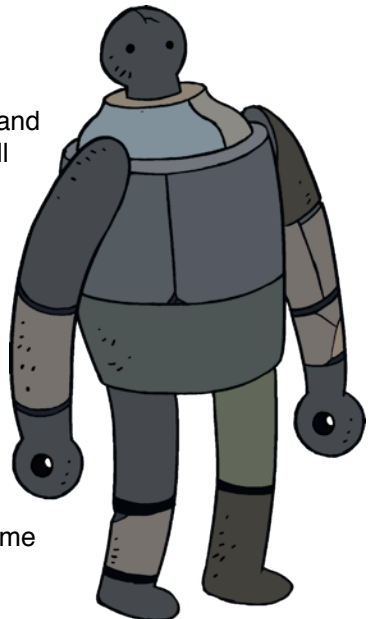
Additional Information:

Home: The Goblin Kingdom, the City of Thieves

Leader: Finn the Human (Whisper Dan)

Behavior: Goblins are some of the most pliable and easily influenced creatures in all of Ooo. They will often follow anyone charismatic and important enough, devoting themselves completely to their service. It is perhaps for this reason that many goblins become thieves and swindlers, led down the path of evil by ne'er-do-wells. All goblins are wrought in muddy birthing pits.

Goblin adventurers are generally kind and selfless, and often become devoted servants and followers. They can be enticed into a life of do-gooding and can get rather carried away with supporting the forces of good just as much as some goblins follow the forces of badness.



HOT DOG PERSON

“Don’t eat me, man!”

Size: Small
Speed: 4 squares
Vision: Normal
Ability Score: +2 Cha, +2 Con
Skill Bonus: Immunity to Poison



Hot dog people come from the tiny dog pen-shaped Hot Dog Kingdom, where they spend their days frolicking and splashing around in mud. They’re pretty, uh, hopelessly stupid. Hot dog people are really good at peer-pressure though, and can make their allies take actions for them.

Peer Pressure

Hot Dog Person Power

You cheer on your ally so hard that you convince them to do something they normally wouldn’t do. (Shame on you!)

Daily – Martial, Influential

Standard Action **Close** burst 10

Target: One ally in burst

Attack: Charisma vs. Will

Effect: You make the target take a move, minor, or standard action. This action cannot result in your ally’s death.

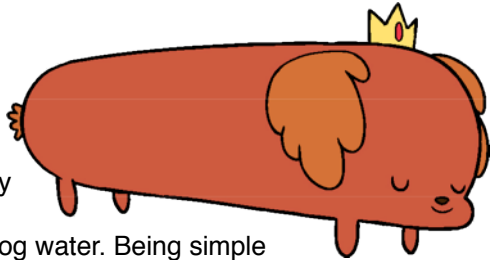
Additional Information:

Home: Hot Dog Kingdom

Leader: Hot Dog Princess

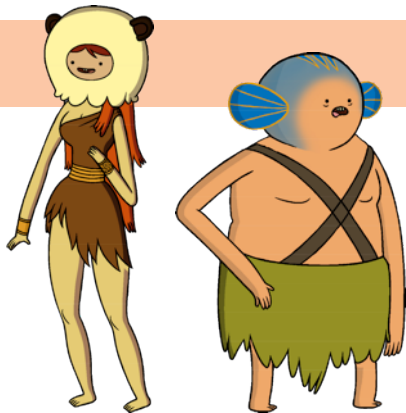
Behavior: Hot dog people don’t really have much going for them. They’re

small, stupid, and smell like old hot dog water. Being simple folk, they mostly enjoy the simpler offerings of life like splashing around in mud puddles and hiding in boxes. Nevertheless hot dog people are surprisingly charismatic and in groups they can influence others to do all sorts of crazy things. Even so, they are never overtly manipulative or ambitious since hot dog people who set out to do something often forget what they were doing almost instantly.



Hot dog adventurers frequently set out on grand quests only to get lost or trapped. With the guidance of an able party they can become useful allies, and can even inspire their friends to accomplish great feats of heroism.

HYOMAN



*“How long have you lived in the darkness?
I just want to show you the light!”*

Size: Medium
Speed: 6 squares
Vision: Low-light
Ability Score: +2 Str, +2 Int
Skill Bonus: Water-breathing

When humans retreated underground during the Great Mushroom War, poorly constructed shelters exposed them to toxic fallout and transformed them into the vaguely amphibian hyoomans. They all wear animal-themed hats and are capable of underwater breathing as well as great feats of strength. Their adaptable nature allows them to adjust to any challenge.

Hyooman Ingenuity

Hyooman Power

Much like your human ancestors, you know how to quickly adapt to new and challenging situations.

At-Will – Martial, Brainy **Free Action**

Trigger: You see someone succeed at a skill check

Effect: You add a +2 bonus to skill checks of that type until the end of your next turn.

Additional Information:



Home: Beautopia

Leader: Susan Strong

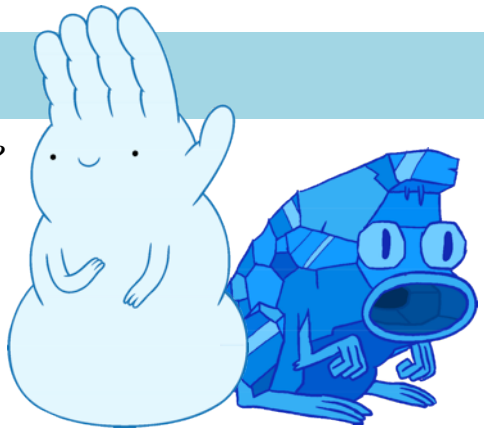
Behavior: After years of living in isolation, hyoomans have grown afraid of new and unexpected things. They are quick to adapt to change, however, and are known to quickly master their fears. Hyoomans prefer the perceived safety of their underground utopia, rarely venturing out into the dangerous and unknown surface world.

Only the bravest of hyoomans become adventurers, standing resolutely against the fear they have lived with all their lives. Everything is new to them, and their allies must keep a watchful eye so they do not accidentally hurt themselves. When befriended, hyoomans make loyal companions and are excellent warriors.

ICE PERSON

“Why are you guys so quiet? Are you mad? Oh that’s right, you’re not alive yet.”

Size: Medium
Speed: 5 squares
Vision: Normal
Ability Score: +2 Con, +2 Dex
Skill Bonus: +4 Athletics



Ice people are the products of the Ice Kingdom, over which the Ice King reigns. They can either be constructs of solid ice or snow and vary widely in shape and size, although many ice people are snowmen. Since they’re mostly made of ice, ice people can easily recover from being destroyed.

Construct of Winter

Ice Person Power

When knocked down, you pick yourself up again. Cause you’re just, like, some frozen water.

Daily – Magical

Immediate Reaction

Trigger: You are reduced to zero hit points.

Effect: You do not become unconscious but instead immediately spend a healing surge and regain the appropriate amount of hit points.

Additional Information:

Home: Ice Kingdom

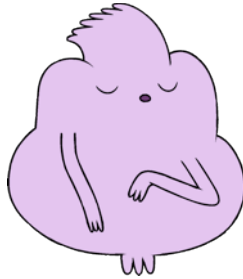
Leader: Ice King

Behavior: Ice people typically come about in one of two ways; either they emerge naturally from the magically charged snow of the Ice Kingdom, or they are created by the Ice King, only to be forgotten and left to their own devices. In either case, ice people always emerge into the world filled with curiosity and excitement. Many are surprisingly kind hearted and even courageous considering their origins.

Ice adventurers are typically intrepid and inquisitive spirits who set out to find what lies beyond the frigid wastes they were born into. Since they are magical, they are more resistant to heat than regular ice and can survive in mild climates for significant periods of time.



LUMPY SPACE PERSON



“Lump off, mom!”

Size: Medium
Speed: Float 6 squares
Vision: Normal
Ability Score: +2 Cha, +2 Dex
Skill Bonus: +4 Bluff

Lumpy space people, or “lumpers” as they frequently call themselves, are fuzzy lump-covered floating.... globs that hail from Lumpy Space. They are typically various shades of violet, although some can be other pastel colors. Lumpy space people are notorious gossip-mongers, and can dish out potent drama bombs in combat.

Drama Bomb

Lumpy Space Person Power

You drop down some weapons-grade gossip, stunning the enemies around you.

Encounter – Martial

Standard Action

Close burst 1

Target: Each creature in burst

Attack: Charisma vs. Will

Hit: Target is dazed until the end of your next turn.

Additional Information:

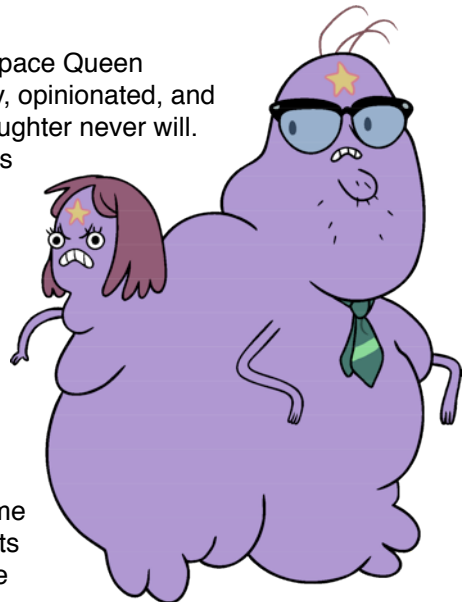
Home: Lumpy Space

Leader: Lumpy Space King and Lumpy Space Queen

Behavior: Lumpy space people are bossy, opinionated, and act exactly like you hope your teenage daughter never will.

They typically have thick valley girl accents and spend a disproportionate amount of time calling their friends and preparing for the weekly Promcoming Dance. The bite of a lumper will transform their victim into a lumpy space person by sundown. This rarely happens though because biting people, is like, so lumping uncool.

Lumpy space people usually become adventurers in order to get away from all their “fake” lumpy friends and to make some “real” friends. Though their callous attempts at help often lead to more trouble, they are nevertheless brave and fun-loving.



NUT PERSON

“Would you like to hear what my nuts have to say?”

Size: Medium
Speed: 6 squares
Vision: Normal
Ability Score: +2 Str, +2 Dex
Skill Bonus: +4 Nature



Nut people are denizens of the Duchy of Nuts, and are known to be a little... well, if you will pardon the pun... nuts. They come in the form of any sort of nut you can think of, even acorns and stuff! When feeling overwhelmed or extra hurt, nut people can bunker down and protect themselves from damage.

Tough Nut

Nut Person Power

Stuff's just like, way too intense right now. You decide not to deal with it.

Daily – Martial, Defending, Stance Standard Action

Effect: You sit down in the middle of the battle, using your hard nut shell to resist all damage. You may not take any other actions while this power is in effect. You may exit this stance as a move action.

Additional Information:



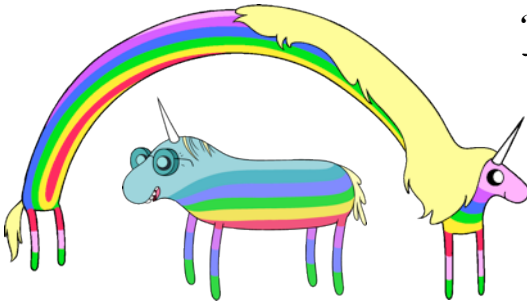
Home: The Duchy of Nuts

Leader: The Duke of Nuts

Behavior: Nut people are typically gregarious and fun-loving, although they are somewhat paranoid, especially as they grow older. Nut people are also quick to anger and hold very long and serious grudges against those who have wronged them. They swear fealty to the Duke and Duchess of Nuts, even though they're both not quite... all there. The worst fear of any nut is going rancid, which causes them to behave extremely irrationally, even for nuts.

Nut adventurers make for excellent bodyguards and defenders, although their somewhat erratic nature can sometimes cause trouble for their party. Though they are loyal and trustworthy, they can easily become overwhelmed and may use their nutty defenses even in social situations.

RAINICORN



“개가 전쟁터에서 우리 아빠 생명을 구해줬었어”

Size: Medium - Large
Speed: 3 squares, fly 6 squares
Vision: Normal
Ability Score: +2 Int, +2 Con
Skill Bonus: +4 Insight

Rainicorns are long rainbow-colored animals that reside in the Crystal Dimension. They can only speak Korean, although many wear universal translators. Rainicorns can protect allies by phasing them into their bodies and can change the color of objects using their horns.

Chromatic Phasing

Rainicorn Power

You are capable of phasing your allies into the rainbow of your body. It's pretty crazy, and pretty, uh, intimate.

Encounter – Magical

Move Action

Target: One ally

Effect: You enter an ally's square and phase them into your body, protecting them from harm. Phased allies cannot take actions, but can expend a move action to leave your body. If you fall unconscious, all phased allies are ejected.

Chromatic Beam

Rainicorn Cantrip

You shoot a laser from your horn, changing the color of something nearby.

At-Will – Magical

Minor Action

Target: One object or creature

Effect: The target changes to a color of your choosing for one day.

Additional Information:

Home: Crystal Dimension

Leader: Unknown

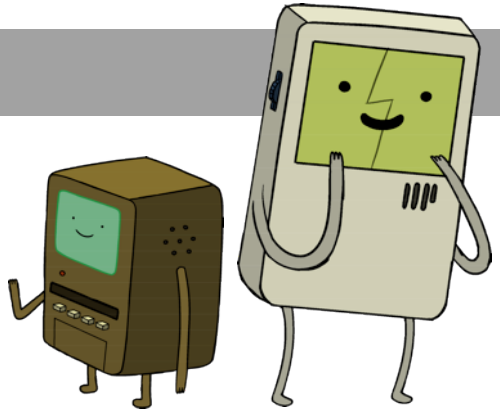
Behavior: Rainicorns are generally friendly, although they often encounter communication barriers because of their speech. They can fly by dancing on the light beams reflected off the earth and are highly intelligent.

Rainicorns make formidable adventurers, capable of quick defense as well as fierce attacks. They are brave and honorable creatures.

ROBOT

"I am incapable of emotion, but you are making me ticked!"

Size: Small - Medium
Speed: 5 squares
Vision: Normal - Darkvision
Ability Score: +2 Int, +2 Wis
Skill Bonus: +4 History



Artifacts of a long-gone era, robots are sentient mechanical constructs that reside all throughout the land of Ooo. They vary in size and function, although many have back-lit monitors as their faces. They are sentient and can connect to the internet with their minds, accessing bits of long lost information.

Dial Up

Robot Power

You connect to the internet with your mind, gaining some relevant information.

At-Will – Technological

Standard Action

Effect: Roll a d20. You gain a proportional amount of information about your chosen topic from the DM.

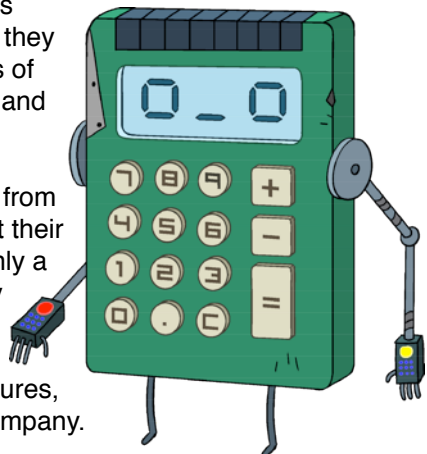
Additional Information:

Home: Varies

Leader: None

Behavior: Although robots vehemently deny emotionality and empathy, many have developed distinct personalities over the many years they have lived in the land of Ooo. Most robots become scientists, devoting their time to the analysis of natural and physical wonder. Other robots find happiness in continuing their former existences, whether as game systems or calculators. Whatever lives they choose to lead, robots are no longer the tools of others; they have become their own masters and seek to leave their own mark on the world.

Robot adventurers, although rare, do appear from time to time. Perhaps these robots consider it their duty to systematically explore the world as only a cold calculating machine could. Perhaps they see exploration and adventure inherent to some internal programming. These robots cherish the bonds they make with living creatures, finding odd comfort and happiness in their company.





- CHAPTER FOUR -
Character Classes



“She’s totally gross over ninety percent of her body, the other ten percent is crazy nasty.”

Role: Defender
Power Source: Technology
Key Ability: Wisdom

Armor Proficiencies: Up to chainmail
Weapon Proficiencies: simple melee and ranged
Bonus to Defenses: +1 Reflex, +1 Fortitude

Initial Hit Points: 12 + Con modifier
Hit Points Gained Per Level: 5
Healing Surges Per Day: 7 + Con modifier

Trained Skills: Heal, additionally choose 3 of the following: bluff, diplomacy, insight, history, magic, technology

Doctors are trained men and women of medicine who know all the strengths and weaknesses of every weird body in Ooo. Through rigorous studying and a heaping of good sense, doctors can easily cure any

ailment just as quickly as they can deliver a vicious blow with deadly precision. Doctors most often reside in hospitals and wards where they heal the ailing, but some find themselves inexplicably drawn to a life of adventuring. Perhaps it is here that see themselves gaining the most practical experience, tending to the broken bones, shattered ribs, poison filled glands, and disease riddled minds of adventurers. Perhaps they think that a mobile doctor is the best doctor, always going where they are needed most. As a doctor you are wise and practical, always careful to weigh all your options in order to pick the one that will end in the least pain and suffering. Well, for your allies anyway.

Class Features

Emergency Medical Services – You can deliver healing injections to your allies, even at a distance. Twice per encounter, as a minor action, you allow yourself or an ally within burst 10 of you to spend a healing surge and regain an additional 1d6 hit points.

First Aid Kit – Your first aid kit allows you to cure all the ills of your companions. Once per encounter you can remove an ongoing poison or disease effect from an ally adjacent to you or you can add a +2 bonus to their next saving throw against an ongoing effect.



Level 1 Novice Power

Anatomical Precision

Level 1 Doctor Power

Your years of medical training allow you to pin-point the exact spot to strike your foe for maximal effect.

At-Will – Martial, Technological

Standard Action

Melee weapon

Target: One creature

Attack: Wisdom + 2 vs. AC

Hit: [1W] + 2 + Wisdom modifier damage.

Level 2 Apprentice Power

Prescribe Mild Sedative

Level 2 Doctor Power

You write your enemy a prescription for a mild sedative and decide it must take one... immediately.

Encounter – Martial, Medicinal

Standard Action

Melee weapon

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: [1W] + Wisdom modifier damage and the target is dazed until the end of your next turn.

Level 3 Adept Power

Clear!

Level 3 Doctor Utility

Seeing one of your allies fall, you pull out your zappy paddles and bring them back to life, leaving a corona of damaging electricity in your wake.

Daily – Martial, Technological, Electricity

Minor Action

Area burst 1

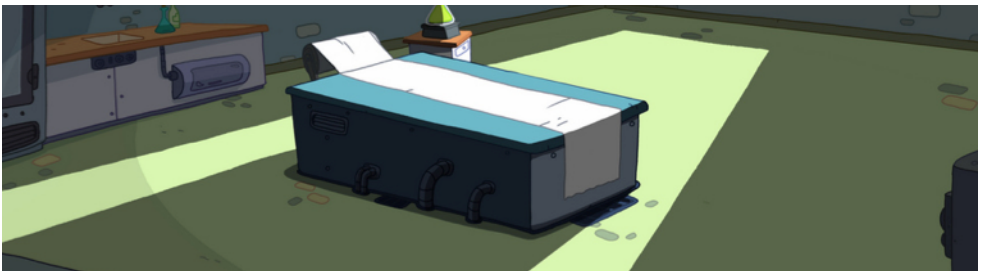
Primary Target: One unconscious ally in burst

Effect: You zap your ally back to life, waking them and restoring half their hit points.

Secondary Target: All other creatures in burst

Attack: Wisdom vs. Reflex

Hit: 1d4 electrical damage.



Level 4 Expert Power

Blood Test

Level 4 Doctor Power

You draw a giant blood sample from your enemy, quickly analyzing it to discover your enemy's weaknesses.

Daily – Technological, Medicinal

Standard Action

Melee touch

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier damage

Miss: Half damage.

Effect: Until the end of the encounter you and all allies gain a + 2 bonus to attack and damage rolls against the target.

Level 5 Master Power

Gauze Gun

Level 5 Doctor Power

Latest medical advances have created the gauze gun, a gun that fires steaming hot gauze all over the place!

Encounter – Technological, Medicinal

Standard Action

Ranged 5

Target: One creature

Attack: Wisdom vs. AC

Hit: 2d8 + Wisdom modifier damage and the target is slowed (save ends). The target takes a -3 penalty to the first save roll against this effect.

OR

Target: One ally

Effect: Ally gains temporary hit points equal to 2d8 + Wisdom modifier.



MINSTREL

“Grandfathers will sing that to their grandchildren for generations to come.”

Role: Striker
Power Source: Magical
Key Abilities: Charisma

Armor Proficiencies: up to chainmail, light shield

Weapon Proficiencies: simple melee, simple and military ranged

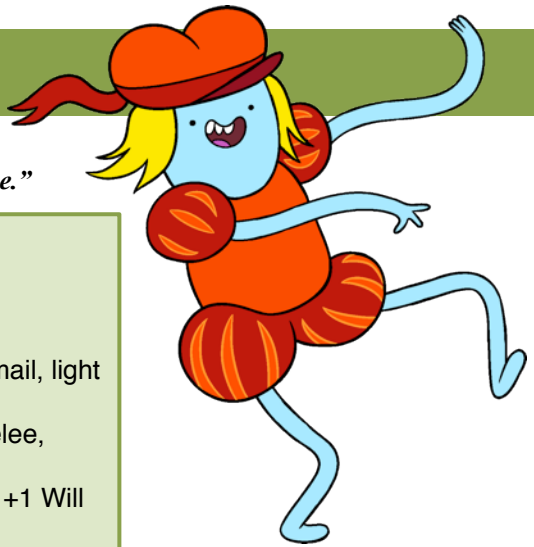
Bonus to Defenses: +1 Fortitude, +1 Will

Initial Hit Points: 12 + Con modifier

Hit Points Gained Per Level: 5

Healing Surges Per Day: 7 + Con modifier

Trained Skills: Magic, additionally choose 4 of the following: acrobatics, athletics, bluff, diplomacy, dungeoneering, heal, history, insight, perception, streetwise



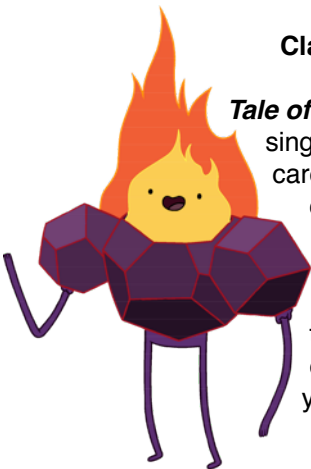
If there's an epic song being sung, if there's a tale of bravery being told, if there's a hero inspired to fight another day, a minstrel's probably close at hand. Minstrels are boisterous and merry musicians who infuse their notes with magical energies.

Minstrels go where adventure lies; they live for the thrill of battle and the intrigue of political machinations. Each new story they learn further enhances and empowers their magical prowess. In fact, legends tell of wise and powerful minstrels who can resurrect fallen armies with a single powerful melody. Despite their magical ways, minstrels don't shy from martial combat and can wield a weapon with equal alacrity as they wield a drum or a lute. As a minstrel you are energetic and enthusiastic and you intertwine deadly blows from your weapon with restorative melodies and befuddling songs.

Class Features

Tale of the Kind Traveler – Once a day as a minor action you sing a song of a kind traveler who stopped his voyage to care for a dying beggar. One ally within burst 10 of you can expend a healing surge and gain additional hit points equal to your charisma modifier.

Smooth Talker – You've got such a way with words that you can talk your way out of anything. Once per encounter when making a bluff or diplomacy check, you can roll twice and use either result.



Level 1 Novice Power

Limerick of the Dummy

Level 1 Minstrel Power

You jab at your foe and recite one of the limericks of the dummy, demoralizing them even further.

At-Will – Martial, Magical

Standard Action

Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: [1W] + Charisma modifier damage and the target takes a -2 penalty to attack rolls until the end of your next turn.

Level 2 Apprentice Power

Carol of the Faerie Festival

Level 2 Minstrel Power

You sing the dizzying song of the faerie folk, whose magics tear through your opponent and allow your allies to blink in and out of existence.

Encounter – Magical

Standard Action

Close burst 5

Target: One creature in burst

Attack: Charisma vs. Will

Hit: 1d8 + Charisma modifier damage and you and an ally or two allies in burst can teleport to switch places.

Level 3 Adept Power

Melody of the Life -Tree

Level 3 Minstrel Utility

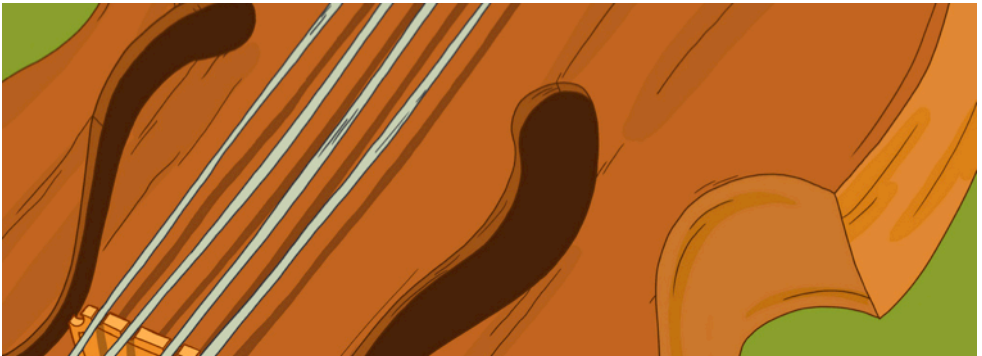
You bring forth a melody of sweetly healing notes that rejuvenate nearby allies.

Daily – Magical

Minor Action

Area burst 3

Effect: The burst creates a zone of gentle melodies that last until the end of your next turn. When you move the zone moves with you and remains centered on you. Allies in the zone gain regeneration 2.



Level 4 Expert Power

Ballad of the Hungry Hornets

Level 4 Minstrel Power

You perform the ballad of the hungry hornets, stinging your foe and leaving your allies hungry for more.

Daily – Magical

Standard Action

Ranged 5

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 2d6 + Charisma modifier psychic damage

Miss: Half damage.

Effect: Until the end of the encounter (or until the target dies), whenever an ally hits the target they regain hit points equal to your charisma modifier.

Level 5 Master Power

Shanty of the Cowardly Caterpillar

Level 5 Minstrel Power

Between blows you sing a shanty that instills cowardice in even the bravest of enemies. What a cowardly caterpillar!

Encounter – Magical, Melee

Standard Action

Melee weapon

Target: One creature

Attack: Charisma vs. Will

Hit: [2W] + Charisma modifier damage and if the target ends their turn adjacent to you or one of your allies, they take your charisma modifier psychic damage.



SCIENTIST



“That’s it! The answer was so simple, I was too smart to see it!”

Role: Artillery
Power Source: Technology
Key Ability: Intelligence

Armor Proficiencies: Up to leather
Weapon Proficiencies: simple melee and ranged
Bonus to Defenses: +1 Reflex, +1 Will

Initial Hit Points: 12 + Con modifier
Hit Points Gained Per Level: 5
Healing Surges Per Day: 6 + Con modifier

Trained Skills: Technology, additionally choose 3 of the following: dungeoneering, heal, insight, history, magic, perception

Scientists are super smart brainiacs who spend their days probing into the mysteries of the universe. Though they may often seem callous and rude, they’re probably just busy coming up with a brilliant way to defeat

their enemies and help their friends. Scientists typically become adventurers in order to further their research; working with a party allows them to recover rare technology while lowering the risk of being devoured by monsters. It’s, like, mathematical. In a fight, scientists rely on an arsenal of home-made gadgets with which they can deal damage and alter the strengths and weaknesses of friend and foe alike. As a scientists, you are super smart and aren’t embarrassed to show it, although at times your superior attitude can be a bit much.

Class Features

Scuttle-bot 5000! – You’ve constructed yourself your very own tiny robot which you can use to scout out danger ahead of you. Once a day you can unleash your fully charged scuttle-bot to move up to 8 squares away from you; you see and hear as though you were occupying the scuttle-bot’s square. The robot has darkvision and has enough power to last until the end of the encounter.

Supercharge – You have found a way to scientifically charge up armor and weaponry; once a day you can use some sort of remote-thingy you made to either charge a weapon or a piece of armor. If the charge is on a weapon, the wielder can choose to expand the charge as a free action after an attack roll, adding a +2 bonus to the roll. If the charge is on a piece of armor, the wielder can choose to expand the charge as an immediate interrupt, adding +2 AC to their defense. Charges expire at the end of the day.

Level 1 Novice Power

Living Conduit

Level 1 Scientist Power

A bolt of energy flies from your device, boosting the targets defenses before overloading and zapping a nearby enemy

At-Will – Technological, Electricity

Standard Action

Close burst 10

Primary Target: You or one ally in burst.

Effect: Primary target gains a +1 bonus to fortitude, reflex, or AC until the end of your next turn.

Secondary Target: One creature adjacent to the primary target.

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier electricity damage and the target is pushed 1 square away from the primary target.

Level 2 Apprentice Power

Redistribution of Health

Level 2 Scientist Power

You suck up the health of your enemies and shove it into a nearby ally.

Encounter – Technological

Standard Action

Area burst 1 within 10 squares

Target: All creatures in burst

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier damage and an ally within 5 squares of you gains hit points equal to your intelligence modifier + 2 + the number of creatures hit by this attack.

Level 3 Adept Power

Displacer

Level 3 Scientist Utility

You accelerate the molecules of an ally's body, making them super fast, but also somewhat unstable.

Encounter – Technological

Minor Action

Ranged 5

Target: You or one ally.

Effect: The target gains a +1 bonus to reflex until the end of the encounter. Additionally, roll a d20. If you roll a 20, the target also becomes insubstantial until the end of the encounter. If you roll a 1, the target loses 1/4th of their current health and teleports 5 squares in a random direction.

Level 4 Expert Power

Four Dimensional Weapon

Level 4 Scientist Power

You project an impossible beam of energy at a weapon, turning it into a glimmering black void that crushes creatures with incredible force.

Daily – Technological

Minor Action

Ranged 10

Target: One weapon

Effect: You turn the weapon four dimensional until the end of the encounter. All creatures that end their turn within an area of burst 3 around the wielder are pulled 1 square toward the wielder. Any creature that enters an adjacent square to the wielder or ends their turn there takes 1d10 + Intelligence modifier force damage.

Level 5 Master Power

Brain Attack!

Level 5 Scientist Power

You put on a shiny, entirely experimental metal helmet with lots of knobs. With a flip of a switch, you find yourself inside your enemy's brain!

Encounter – Technological

Standard Action

Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d10 + Intelligence modifier psychic damage and the target makes a basic melee attack against its nearest ally. Additionally, roll a d20. If you roll a 20, the target is also dazed until the end of your next turn. If you roll a 1, you are instead dazed until the end of your next turn.



THIEF

“Heed my warning, boy. All who enter the City of Thieves are destined to become thieves themselves!”

Role: Striker

Power Source: Martial

Key Abilities: Dexterity

Armor Proficiencies: up to hide

Weapon Proficiencies: dagger, sword, simple and military ranged

Bonus to Defenses: +2 Reflex

Initial Hit Points: 12 + Con modifier

Hit Points Gained Per Level: 5

Healing Surges Per Day: 6 + Con modifier

Trained Skills: Stealth and thievery, additionally choose 4 of the following: acrobatics, athletics, bluff, dungeoneering, insight, intimidate, perception, streetwise



Thieves are shadowy sneaksters that make their living through misdeeds and ill-gotten goods. Though most thieves are mischievous, they are not necessarily evil; thieves need friends and allies as much as any other adventurer, especially when

the reward is as great as the danger. In combat, thieves dart around the battlefield, dealing deadly blows to their enemies before disappearing into the shadows. Outside of combat, thieves are silver tongued liars and nimble acrobats, capable of pulling their allies out of many a tricky situation. As a thief you are a devious beguiler and rogue; you value your friends but always keep your eyes on the prize: treasure!

Class Features



Mobile Target – You never stay in one place long enough to get into trouble; when making a basic melee attack, you can move 2 squares before or after you attack. This is not considered a move action.

Careful Positioning – At the beginning of an encounter you may take a move action as a free action in order to get yourself positioned in the ideal spot to deal some wicked damage. You must use this ability before you roll initiative and you cannot use this class feature if your enemies take a surprise round.

Level 1 Novice Power

Sneaky Strike!

Level 1 Thief Power

You deliver a potent blow from a place of concealment. BOOM! They never saw it coming!

At-Will – Martial, Weapon

Standard Action **Melee** or **Ranged** weapon

Requirement: You must be at least partially concealed or obscured to use this power.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: [1W] + Dexterity modifier + 2d4 damage. Increase to 3d4 at level 5.

Level 2 Apprentice Power

Sneak Thief

Level 2 Thief Power

You use your innate abilities to force your opponent's weapon from their grasp.

Encounter – Martial, Weapon

Standard Action **Melee** or **Ranged** weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: [1W] + Dexterity modifier damage.

Effect: The target is disarmed until the start of your next turn.

Level 3 Adept Power

In Your Shadow

Level 3 Thief Utility

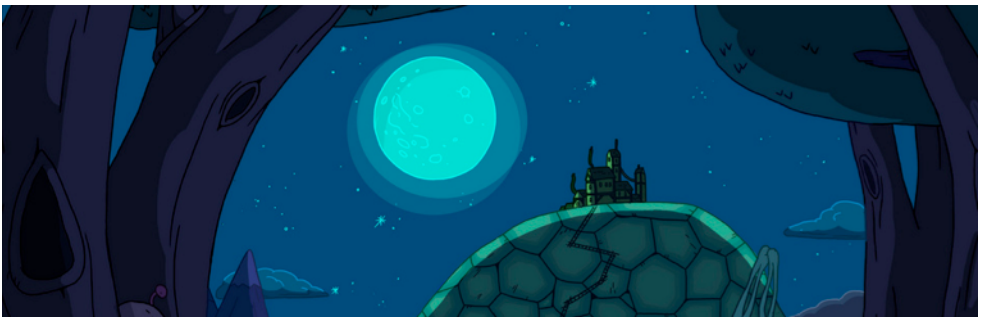
You use your ally's less... subtle nature to grant you a temporary hiding place.

Encounter – Martial

Minor Action

Requirement: You must be adjacent to an ally.

Effect: You gain partial concealment until the start of your next turn. You may sustain this power's effect using a minor action as long as you are adjacent to an ally.



Level 4 Expert Power

One Thousand Tiny Cuts

Level 4 Thief Power

You unleash a flurry of devastating blows upon your enemy, leaving them significantly worse for wear.

Daily – Martial, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: [2W] + Dexterity modifier damage and the target is dazed (save ends) and slowed until the start of your next turn.

Miss: Half damage and the target is slowed until the start of your next turn.

Level 5 Master Power

Cheap Trick

Level 5 Thief Power

As a thief, you know how to fight dirty. Literally, because you throw some dirt into your opponent's face as you execute this attack.

Encounter – Martial, Weapon

Standard Action **Melee** weapon

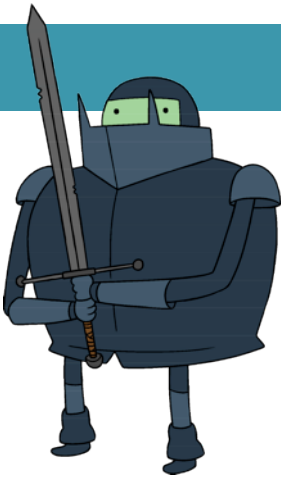
Target: One creature

Attack: Dexterity vs. AC

Hit: [1W] + Dexterity modifier damage, and the target is blinded until the end of your next turn.



WARRIOR



“You can’t just walk away from a roughhouse!”

Role: Defender
Power Source: Martial
Key Ability: Strength

Armor Proficiencies: up to scale, shields
Weapon Proficiencies: simple and military melee and ranged
Bonus to Defenses: +2 Fortitude

Initial Hit Points: 15 + Con modifier
Hit Points Gained Per Level: 6
Healing Surges Per Day: 9 + Con modifier

Trained Skills: Choose 3 of the following: athletics, endurance, heal, intimidate, streetwise

Warriors are rough and tumble fighters who wear mighty armor and use swords and junk to thwart anyone who gets in their way. Being defenders, they are the bulwark between their party and the oncoming enemy

hoards. Warriors range from brave knights to battle-hungry berserkers, anyone who prefers a straight fight over the trickery of magic and the sneakiness of thieves. As a warrior you aren’t always the smartest, but you can be the critical moral compass of the party and your reliability extends beyond the battlefield.

Class Features

Battle Charge – You’re always ready to be in the middle of the action, and can combine your basic move action with a basic melee attack for devastating damage, increasing your attack and damage rolls by 2. When using battle charge, you must move at least two squares before attacking.

First in Fight – When the fight gets going, so do you. Your honed battle senses give you a +5 to initiative checks.

Warrior Novice Skill

Swing!

Level 1 Warrior Power

You swing your weapon round, striking two enemies at once.

At-Will – Martial, Melee

Standard Action

Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: [1W] + Strength modifier damage and an enemy adjacent to you takes strength modifier damage.

Level 2 Apprentice Power

Knock Some Heads Together

Level 2 Warrior Power

You shove an enemy so hard that they go careening into another foe, damaging them both.

Encounter – Martial, Melee

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. Reflex

Hit: [1W] + Strength modifier damage and you push the target up to 2 squares. If another creature is in its path, both take strength modifier damage.

Level 3 Adept Power

Quick Rebuke

Level 3 Warrior Utility

You see an ally in danger and quickly interject your shield, protecting them.

Encounter – Martial

Immediate Interrupt

Requirement: You must be using a shield.

Trigger: An ally within 2 squares of you is hit by an attack against their AC.

Effect: You shift one square landing adjacent to your ally and add your shield armor to your ally's AC.

Level 4 Expert Power

Frenzied Stance

Level 4 Warrior Power

You work yourself into a state of frenzy, flailing your weapon around and beating up everyone around you.

Daily – Martial, Melee, Stance

Standard Action **Close** burst 1

Target: Each enemy in burst

Attack: Strength vs. AC

Hit: [2W] + Strength modifier damage.

Effect: You adopt the frenzied stance. Any enemy that enter a square adjacent to you or starts its turn adjacent to you takes your strength modifier damage. The stance lasts until the end of the encounter.

Miss: You do not deal the initial damage but still adopt the stance.



Level 5 Master Power

Humiliating Blow

Level 5 Warrior Power

You deliver a blow so humiliating upon your enemy that you improve your allies' morale.

Encounter – Martial, Melee

Standard Action

Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: [2W] + Strength modifier damage and an ally within 10 squares of you gets a +2 bonus to all defenses until the start of your next turn.



WIZARD

“This is where young potentials train to become Ultimate Wizards. But most are not ready for the responsibility that comes with it...”

Role: Artillery
Power Source: Magic
Key Ability: Constitution

Armor Proficiencies: cloth
Weapon Proficiencies: dagger, staff
Bonus to Defenses: +2 Will

Initial Hit Points: 10 + Con modifier
Hit Points Gained Per Level: 4
Healing Surges Per Day: 6 + Con modifier

Trained Skills: Magic, additionally choose 3 of the following: diplomacy, dungeoneering, history, insight, nature, technology



Wizards are powerful magic users that fight from a distance, dazzling and confusing their enemies with incredible spells and incantations. Though wizards are a people onto themselves, individuals from many different

species choose to take on the rigorous training it takes to become a magic user. Some become wizards for power, others for knowledge, and some see magic as a great way to help those in need. As a wizard you are an individual of great mystical power, though sometimes your mind seems to work in ways few people can understand, and you may even appear a bit mad.

Class Features

Cantripomancy – As a wizard, you can perform a myriad of minor spells to amuse your friends and aid your allies.

Sources of Power – All wizards choose the source of their powers early on in their magical training. Many pick elemental sources like raging fire or billowing wind. Other more eccentric wizards choose almost anything from sweaters to toast to cutlery. Your source of power provides a great deal of flavor to your character and can be used as a simple way to customize a wizard.

Any power that contains the keyword *Source* indicates your chosen source of power. Once chosen, you may not switch power sources. *E-veeeeeer.*



Wizard Powers

Cantripomancy

Wizard Cantrip

You easily call upon low level magic to perform amusing and useful tasks.

At-Will – Magical

Minor Action

Use: You activate one of the following effects of your level or lower;

- Level 1: Create a harmless sensory effect like a puff of smoke or an odor.
- Level 2: You make an inanimate object in your hand create a burst 3 area of light around you. The object ceases to give off light at your command or after 24 hours. May only be applied to one object at a time.
- Level 3: You create a small illusion that lasts until the end of your next turn.
- Level 4: You turn an object in your hand invisible until the start of your next turn.
- Level 5: You create a small familiar up to 5 squares away from you that is capable of carrying up to 20 pounds. The familiar cannot attack or be attacked and disappears at the start of your next turn. It can take one action on your turn and can be sustained as a minor action.

All illusory effects against enemies are a basic constitution attack vs. their will.

Level 1 Novice Power

Bolt of Magic

Level 1 Wizard Power

You channel your source of power into a whizzing projectile. Fierce!

At-Will – Magical, Source

Standard Action **Ranged 10**

Target: One creature

Attack: Constitution vs. Reflex

Hit: 1d6 + Constitution modifier magical damage. Increase to 2d6 at level 5.

Level 2 Apprentice Power

Sorcerous Sphere

Level 2 Wizard Power

You summon a glob of concentrated magic that explodes all over your enemies.

Encounter – Magical, Source

Standard Action **Area** burst 2 within 10 squares

Target: Each creature in burst

Attack: Constitution vs. Reflex

Hit: 3d4 + Constitution modifier magical damage.



Level 3 Adept Power

Wizard Eyes

Level 3 Wizard Utility

You activate your whacked out wizard eyes, seeing the unseen and generally scaring the pants off of everybody.

Encounter – Magical

Minor Action

Personal

Effect: You are able to perceive anything magical or hidden around you until the end of the encounter. While this power is in effect, you gain a +5 power bonus to intimidate checks.

Level 4 Expert Power

Cloud of Magic Stink

Level 4 Wizard Power

You conjure a cloud of the most potent magical stink you can manage, flooding an area of the battlefield with utter awfulness.

Daily – Magical

Standard Action

Area burst 2 within 20 squares

Target: Each creature in burst

Attack: Constitution vs. Fortitude

Hit: 1d10 + Constitution modifier poison damage

Effect: The attack creates a zone of stinky gas until the start of your next turn. Creatures that enter the zone or start their turns there take 1d10 + Intelligence modifier poison damage.

Sustain Minor: The zone persists.

Miss: The effect portion of this attack does not occur.

Level 5 Master Power

Magic Beast of Power!

Level 5 Wizard Power

You gain ultimate mastery of your source of power, sending a monster of concentrated magic hurtling toward your enemies!

Encounter – Magical, Source

Standard Action

Ranged 10

Primary Target: One creature

Attack: Constitution vs. Reflex

Hit: 2d6 + Constitution modifier magical damage.

Secondary Target: One creature within 10 squares of the primary target

Attack: Constitution vs. Reflex

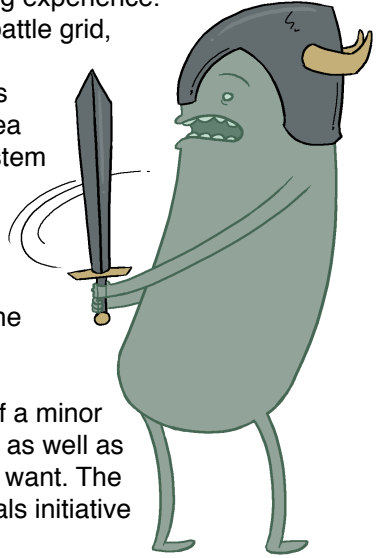
Hit: 1d6 + Constitution modifier magical damage.



- CHAPTER FIVE -
Combat

COMBAT BASICS

Combat is the bread and butter of any roleplaying experience. The best way to visualize combat is by using a battle grid, Especially since combat in this game is highly positioning based; a grid of 1 inch squares works great, with each square representing a 5 foot area of the battlefield. Combat order is set up in a system of rounds and turns:



Round: A round accumulates all the turns taken by all the players and all the enemies. It represents a couple of seconds of time in the game world; around 6 for an average fight.

Turn: Every person takes a turn composed of a minor action, a move action, and a standard action, as well as any number of free actions, in any order they want. The order of turns is determined by each individuals initiative roll.

Combat follows the following steps:

- 1) Establish positions:** Before the fight begins the players and the DM probably have some idea of where everyone is on the battlefield. As soon as it's clear the fight's about to begin, set up everyone's positions on the field.
- 2) Determine any surprise:** If one group of combatants is unaware of another, the surprising group can take actions before regular rounds of combat begin. Everyone who has surprise can take one action, surprised parties cannot take actions.
- 3) Roll initiative:** Everyone involved in the encounter rolls a d20 and adds their initiative modifier. This value establishes the combat order. The initiative modifier is your dexterity modifier plus your level.
- 4) Take turns and rounds** until the encounter resolves.

ACTION TYPES

There are four main actions:

Standard action: Standard actions are your main action. They're typically damage related; basic attacks, powers, and your second wind and defend moves are all standard actions. Standard actions can also be replaced with an additional move or minor action.

Move action: Whenever you're moving, you're probably taking a move action. Moving can be in the form of floating, flying, or walking. Special movement types include shifting and running or any power that has the move action keyword. Move actions can also be replaced with an additional minor action.

Minor action: These actions are typically less significant than standard actions but can help to set up bigger hits.

Free action: Free actions are such quick and simple tasks that you can do as many of them during a round as you want; a typical free action is talking. Certain actions are labeled as free actions.

Opportunity attack: Opportunity attacks are attacks triggered by an enemy leaving an adjacent square; it is a basic melee attack that occurs in the middle of the enemy's movement.

Triggered action: There are two kinds of triggered actions, immediate interrupts and immediate reactions. Both occur in response to a triggering action. Immediate interrupts occur before the triggering action resolves while immediate reactions occur after the triggering action occurs. A player can only take one triggered action in response to a given triggering action.

Saving throws: Unless otherwise specified, you may save against any ongoing effects placed upon you at the end of your turn. Saving against an effect is a d20 roll, with success being 10 or higher. You must save against each ongoing effect separately.

ATTACKS AND DEFENSES

Most major actions fall under the category of attacks and defenses. The most general outline for each is given below.

When making an attack, there's a couple of basic steps;

1. Choose an attack
2. Choose targets and determine line of sight and range
3. Make your attack roll(s) and determine whether you hit or miss
4. Deal damage and apply effects

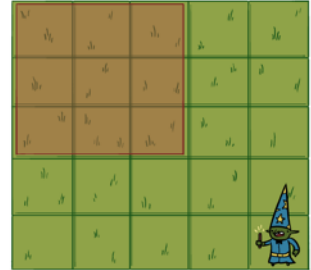
Melee Attacks

Melee attacks are attacks that target an individual and whose range is the creature's reach. Reach is typically determined by size. Melee attack damage is effected by the weapon being used. When an attack includes a [W], this indicates that the weapon damage dice should be used there. If an attack includes a 2[W] then you roll the weapon damage twice, etc. Wielding two weapons does not allow you to use both weapon dice in an attack; you can use either one or the other weapon. A basic melee weapon attack adds the strength modifier to the attack and damage rolls.

Size	Space	Reach
Tiny	1/2	0
Small	1	1
Medium	1	1
Large	2 x 2	1 – 2
Huge	3 x 3	2 – 3
Gargantuan	4 x 4 or more	3 – 4

Ranged Attacks

Ranged attacks are attacks that target an individual and whose range is dictated by the weapon or individual attack. Weapon based ranged attacks have their damage dictated by the [W] at the beginning of the damage roll and depend on the weapon wielded. Magic attacks usually have the damage as part of the attack description. Basic ranged weapon attacks add the dexterity modifier to the attack and damage rolls.



Ranged burst 1 attack

Burst and Blast Attacks

Burst and blast attacks target multiple enemies. Burst attacks originate either at the caster or at a square within the indicated range of the attack. Blast attacks originate at the caster and form a square in front of the caster of dimensions indicated by the attack. Each target within the area takes a separate attack roll but only one damage roll is done against each target hit in this way. All area attacks project the same number of squares vertically as they do horizontally. (So a blast 3 attack would effect an area of 3x3x3 – think cubes.)



Close blast 3 attack

Defend

Defend is a basic standard at-will move available to all characters. When used, it gives +2 to all defenses until the start of the player's next turn.

Quick Rest

Quick rest is a standard action available to all players once per encounter; it allows the character to spend a healing surge and gives them a +2 to all defenses until the start of their next turn.



Close burst 1 attack

ATTACKING AND DAMAGE

There are two components to any attack; hitting and damage. Here's an example, using the *Swing!* warrior power.

Swing!

Level 1 Warrior Power

You swing your weapon round, striking two enemies at once.

At-Will – Martial, Melee

Standard Action

Melee weapon

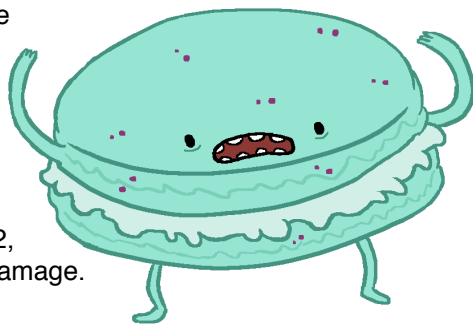
Target: One creature

Attack: Strength vs. AC

Hit: [1W] + Strength modifier damage and an enemy adjacent to you takes strength modifier damage.

Hitting: Determining whether you hit a target is based on the *attack* line. Rolling to hit is a d20 roll + the indicated ability modifier + your level against the indicated defense. For basic attacks using just your weapon, you add your proficiency bonus (assuming you are proficient with the weapon!). If a level 3 warrior has a +2 strength modifier, he would roll a d20 (say he gets 12), then adds +2, then adds +3 resulting 17. If the same warrior rolled the same result for a basic attack with a club, he would add $12 + 2 + 3 + 3 = 20$. This attack is against the target's armor class; In order to hit the attack must exceed the targets AC.

Damage: Damage is calculated once the attack hits (although some attacks do damage even on a miss). For one attack that targets multiple enemies (like bursts and blasts) one damage roll is applied to every enemy. For *Swing!* the damage roll using a club would be 1d4 plus the warrior's strength modifier 2, then, an adjacent enemy would take 2 damage.



Ongoing damage: Some powers apply ongoing damage. Most effects kick in as soon as they're applied; ongoing damage is first taken at the start of the enemies turn.

Critical hit damage: When you roll a 20 on your d20 (a natural 20) you score a critical hit against the enemy. You automatically hit and deal the maximum damage the attack could deal. This does not affect ongoing damage or any additional powers that might provide extra damage to a successful attack.

POSITIONING

There are several methods of movement available to all creatures. Creatures can move through the squares of allies but cannot pass through squares occupied by their enemies (unless one or the other is tiny). Creatures cannot end their movement in an occupied square (again, unless one or the other party is tiny). The main move actions are:

Basic Move

Basic movement is dictated by the speed given on character sheets and monster stat boxes. Speed 7, for example, indicates that the creature can move seven squares as their move action. A move action must be taken in one go, you cannot interject with another action in the midst of a move action unless it is part of a special move. Creatures can move diagonally as well as to adjacent squares.

Running

Running is an option if you want to move additional squares without taking an additional move action, although it leaves you vulnerable to attack; it adds +2 squares to that movement at the consequence of -2 to all defenses until the start of your next turn.

Shifting

Shifting can get you out of a tight spot. This kind of move action only allows you to move one square, but does not provoke any attacks of opportunity from any adjacent enemies.

Teleportation

Teleporting is a special move action that requires that the creature see the target square. It does not provoke opportunity attacks and is unaffected by immobilization.

Some creatures do not walk, they fly and float. Vertical movement is hard to establish on a 2D grid, but can be represented by counters, levels, or towers. Vertical motion functions on the cube system; moving five feet vertically equals one square, much as moving horizontally would.

Fly

Flying creatures can travel vertically as well as they can horizontally. A creature with a fly speed can end its movement suspended midair. A flying creature is unaffected by terrain effects.

Float

Floating creatures are suspended above the ground, but cannot exceed a height of about half a foot above it. If a floating creature ends its movement midair or has more than half a foot of space below it, it falls just as a regular creature would. Floating creatures are unaffected by terrain effects.

There are certain combat positions that are more advantageous than others.

Flanking

Flanking means that two allied creatures are placed across from each other on opposite sides of an enemy. Flanking grants you combat advantage over the enemy. Flanking can be achieved diagonally. For larger enemies, flanking can be established if the two flanking creatures are on two non-adjacent sides of the enemy, or at two opposite corners.

There are numerous movement types that are not enacted by the affected creature. These kind of actions do not consume your movement action.

Difficult Terrain

Difficult terrain costs 2 speed to cross each square. You cannot enter a square of difficult terrain if you only have 1 speed left.

Falling

1d10 damage is taken for every ten feet you fall. (1d6 for any remaining 5 foot tall squares.) If you take fall damage, you land prone. If you are being forced to fall, you can make an acrobatics check to resist the fall as an immediate reaction. Jumping down using an acrobatics check can mitigate fall damage, reducing it by 1d10 for a roll of 15, 2d10 for 20, 3d10 for 25, etc.

Pull

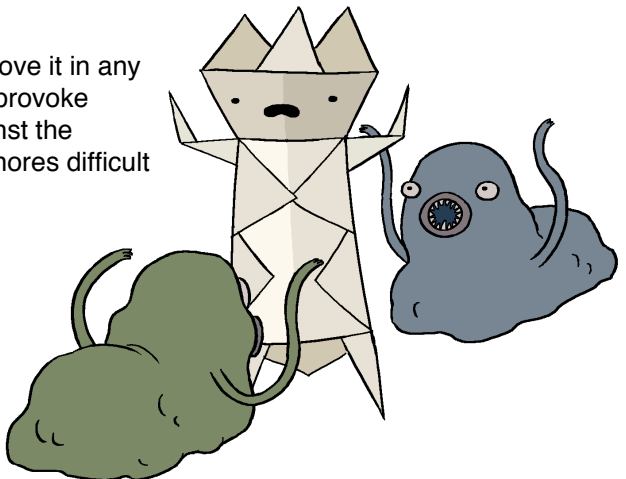
When you pull a creature each square it moves must bring it closer to you. This does not provoke opportunity attacks against the pulled creature and it ignores difficult terrain.

Push

When you push a creature each square it moves must put it further from you. This does not provoke opportunity attacks against the pushed creature and it ignores difficult terrain.

Slide

Sliding a creature can move it in any direction. This does not provoke opportunity attacks against the sliding creature and it ignores difficult terrain.



OTHER ACTIONS

In addition to basic attacks and defenses, all players have a slew of special moves on hand they can execute under certain conditions.

Bull Rush

You can bull rush an adjacent target that is up to one size larger than you as a standard action. The attack is a strength attack vs. the enemy's fortitude defense. If the attack hits, the target is pushed 1 square and you shifts into the vacated space.

Charge

Charge is a combined move action and basic melee attack; you must move at least 2 squares to charge a target. Charging gives a +1 bonus to the attack and damage rolls of the basic melee attack.



Crawl

It is sometimes advantageous to be close to the ground, when avoiding a barrage of arrows, for example. When crawling you drop prone and are allowed to move up to half your speed as a move action. You incur opportunity attacks as normal.

Escape

When grabbed, you can try to escape the grab as a move action. Escaping is either an acrobatics skill check vs. the enemy's reflex or an athletics check vs. the enemy's fortitude. If you succeed, you're no longer grabbed.

Grab

You can grab an adjacent target that is up to one size larger than you as a standard action. Grabbing a target is a strength attack vs. the enemy's reflex. If the attack hits, the enemy is

immobilized until you let go or until it escapes the grab. Grabs are also ended if you or the enemy are pushed, slid, or pulled. Sustaining a grab is a minor action. Moving the grabbed target is a strength attack vs. the enemy's fortitude; both you and the target move up to half your speed, together.

CONDITIONS

There are numerous conditions that can be applied to you, just look;

Blinded: You grant combat advantage, you can only target squares (not individuals), you can't flank, and you can't make sight-based perception checks.

Dazed: You grant combat advantage, you can only take one action per turn, you can't take immediate actions or opportunity actions, and you can't flank.

Deafened: You can't hear, so you can't make hearing based perception checks.

Dominated: You're dazed and the dominating creature chooses your action. The only powers you can be forced to use are at-will powers.

Dying: You're unconscious, you have less than or equal to zero hit points, and you make a death saving throw every round.

Immobilized: You can't move from your space, but you can teleport and can be forced to move via a pull, push, or slide.

Insubstantial: You take half damage from all sources.

Marked: You take a -2 penalty to attack rolls for any attack that doesn't target the creature that marked you.

Petrified: You've been turned to stone and can't take actions, but you gain resist 20 to all damage and don't age.

Prone: You grant combat advantage to melee attacks but get a +2 bonus to all defenses against ranged attacks, and you take a -2 penalty to attack rolls. If you were flying, you descend your flying speed to the ground; if this doesn't let you reach the ground, you fall the remaining distance.

Restrained: You grant combat advantage, you're immobilized, you can't be forced to move, and you take a -2 penalty to attack rolls

Slowed: Your movement speed is reduced to 2; if it was lower it remains at the lower speed. This does not apply to teleportation or forced movement.

Stunned: You grant combat advantage, you can't take actions, and you can't flank enemies.

Unconscious: You're helpless, take a -5 penalty to all defenses, can't take actions, and you fall prone, if possible.

Weakened: Your attacks deal half damage. Does not apply to ongoing damage.

ATTACK MODIFIER

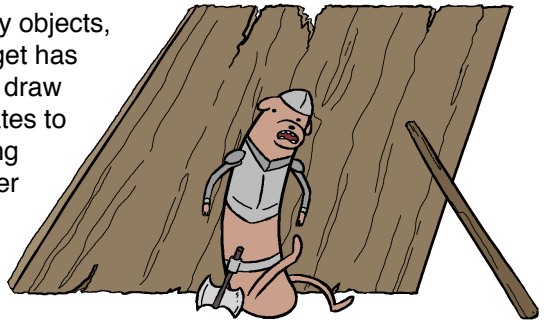
In brief, there's a few things that can consistently affect your attack rolls;

Situation	Modifier
Combat advantage (against target)	+2
Attacker is prone	-2
Attacker is restrained	-2
Target has cover	-2
Target has superior cover	-5
Target has concealment (melee and ranged only)	-2
Target has total concealment (melee and ranged only)	-5
Charge (melee)	+1

Combat Advantage: Combat advantage is a simple effect granted by a number of conditions. The most common way to gain combat advantage is by flanking, although certain powers will grant it as part of its effect. Having combat advantage gives you a +2 bonus to your attack roll.

Cover: Cover is typically granted by objects, barricades, etc. To determine a target has cover from an attack, it's easiest to draw a line from where the attack originates to the target. If there is any cover along the path, the attack has a -2 modifier to the attack roll.

Superior Cover: If the cover is significant enough, the target is granted superior cover. This will probably be decided by the DM.



Concealment: Concealment is granted by fog, rain, dim lighting, etc. All attacks against a concealed target take a -2 modifier to the attack roll.

Total Concealment: Total concealment is granted when you can't see a target at all. This might be because its invisible, or because the target is in total darkness. Attacks against the totally concealed target take a -5 modifier to the attack roll.

Invisibility: Invisibility is a special type of concealment that has added benefits. Beyond having total concealment, invisible targets can't be detected by any kind of vision, don't provoke opportunity attacks from enemies, and have combat advantage against enemies that can't see them.

LIVING AND DYING

Being and staying alive is pretty important, all things considered. Here is, in essence, how health breaks down.

Health Points (HP)

Your health points are determined by your class and your constitution modifier. Every time you level up, you also gain additional hit points based on the class you picked. Your health cannot exceed this value.

Bloodied Value

Your bloodied value is half your hit points, rounded down. Certain powers and abilities only work when used by or on bloodied targets.

Healing Surge

A healing surge is equivalent to $\frac{1}{4}$ th your maximum hit points, rounded down. You have a certain number available to you per day based on your class and constitution modifier. When you spend a healing surge, you regain the appropriate number of hit points; a quick rest and certain powers allow you to spend surges. When out of combat, you can spend as many surges you want to heal yourself.

Dying

When you are reduced to zero hit points, you are unconscious and dying. You fall prone and cannot take any actions except death saves. A death save is a d20 roll, where 10 or better is a success. (A critical hit, 20, means you instantly reset to zero hit points and spend a healing surge if you can.) Three failed death saves means you're totally and completely dead. If you are reduced to your negative bloodied value, you also die. If someone heals you when you're dead, you start back at zero and gain the appropriate number of hit points their healing normally grants.

There are additional effects that grant you hit points in combat.

Regeneration

Regeneration grants you a set number of hit points at the start of each turn if you have at least 1 hit point. Regeneration isn't cumulative and only the largest effect applies.

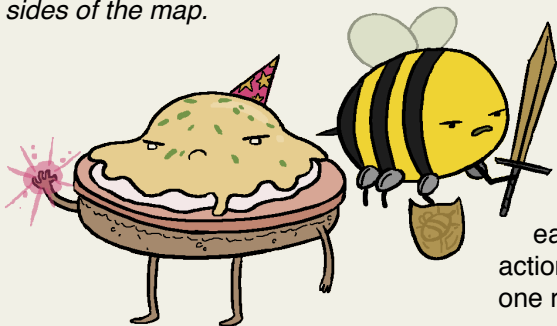
Temporary Hit Points

Temp hit points are a shield on top of your regular hit points. They don't add to your total, but buffer your total. They are expended first and disappear at the end of the encounter.

EXAMPLE ENCOUNTER

I, as well as lots of other people, learn best by example, so here's a simple sample encounter that highlights a lot of the things covered in this chapter.

A level 3 party composed of Reggie (a bee warrior), Benedict (a breakfast wizard), and Toto (a hyooman thief) are traveling through the Evil Forest when they are attacked by a pack of wolves (Wolf 1, 2, and 3). The DM sets up a map that includes trees and shrubs that can be used for cover; he then places the wolves and the party at opposite sides of the map.



DM: Your party is suddenly attacked by wolves! Since they surprise you, they each take an action before the fight starts. They're pretty far away, so each one will just take a move action to get closer to you. Now everyone roll initiative.

Toto: Wait up! I have careful positioning, which lets me take a move action before we roll initiative. (*Toto moves in position next to Wolf 1.*) Alright, and my initiative is 14. (*Toto rolled an 8, then added +3 for his dexterity modifier and +3 for his level.*)

Reggie: I got 21! (*Reggie rolled a 12 then added +1 for his dexterity modifier, +3 for his level, and +5 for First in Fight, his warrior class power.*)

Benedict: I only got 5. (*Benedict rolled a 2, then added +0 for his dexterity modifier and +3 for his level. Benedict is sad.*)

DM: Alright, Wolf 1 got 16, Wolf 2 got 10, and Wolf 3 got 12. (*The DM writes out the initiative order; Reggie, Wolf 1, Toto, Wolf 3, Wolf 2, and then Benedict.*) Reggie, you're up first.

Reggie: First I move up to Wolf 1 so that I'm flanking it with Toto. Then I attack it with my battleaxe. (*Reggie rolls a d20 to hit. He gets 8 then adds +3 for his strength modifier, +2 for proficiency, +3 for level, and +2 for combat advantage granted by flanking.*) I got 18 against the wolf's AC.

DM: (*The DM checks the wolf's AC. It's 16.*) You hit the wolf! Now roll damage.

Reggie: (*Reggie rolls a 1d10 and gets 5, then adds +3 for his strength modifier.*) The wolf takes 8 damage.

DM: Alright, Wolf 1's up. First, he tries to bite at Reggie. He gets 14 against your AC.

Reggie: (*Reggie checks his AC and sees it is 16.*) Doesn't hit!

DM: Well, then the wolf shifts 1 square because he doesn't like being a hero sandwich. (*Since he shifted he doesn't take opportunity attacks.*)

Toto: Alright, my turn! First I move 1 square. (*Toto moves adjacent to Reggie and Wolf 1.*) Then I use my minor action to activate *In Your Shadow*, granting me partial concealment since I'm adjacent to Reggie. Finally, I use my *Sneaky Strike* against Wolf 1 since I'm now hidden! Does 15 hit its reflex? (*Reggie rolled a d20 and got 9, then added +3 for the dexterity modifier and +3 for level.*)

DM: Yes, it does.

Toto: It takes 12 damage. (*A 1d6 from a short sword give 3 damage, +3 for the dexterity modifier, +6 damage from the 2d4.*)



DM: Poor Wolf 1 is now bloodied. (*The bloodied condition is always announced by the players/DM.*) Wolf 3 moves and tries to attack Benedict. Does 20 hit your AC?

Benedict: Yep.

DM: You take 3 damage. Wolf 2 moves to flank you, Benedict. Then he also attacks and also gets 20 vs. your AC. You take 4 damage and you're knocked prone. (*See Fiendish Wolf Tactics.*)

Benedict: Nards. Well, it's my turn now and I cast a Sorcerous Bacon Sphere! (*He positions the sphere so that Wolf 1 and Wolf 3 are both within the attack's burst.*) I roll to hit and got a 18 vs. Reflex on Wolf 1 and 16 vs. Reflex on Wolf 3.

DM: Nice, you hit both wolves.

Benedict: Well, both take 11 points of delicious bacon damage! (*Benedict only rolled once for damage since burst attacks have separate attack rolls against each target but only one damage roll.*)

This concludes a round of combat; Reggie would take his turn next, and rounds would continue until all the wolves are defeated (or the whole party dies!).

REWARDS

A natural part of adventuring is finding lots and lots of treasure. The problem with Ooo is that, as far as we know, there's no unified currency or system of trade. Here are a few options on rewarding hard working adventurers;



US Dollars

There's some evidence that the regular, good ol' American dollar is still in circulation in Ooo. If you choose to reward players with dollars and cents, assume that things cost the same amount they do today. Most stores will accept paper n' coins in exchange for their goods although some will only barter for goods and services.

Gold Coins

There's plenty of gold coins all across the land. If you choose to reward players primarily with gold coins, assume their equivalent value is about \$10.

The Barter System

You can also choose to avoid currency altogether and simply reward players with items and precious artifacts. These artifacts could be useless to the party but desired by vendors who would gladly trade for their own, more useful, items in exchange. Vendors could also offer equipment and useful items in exchange for services rendered. It is up to the DM to offer opportunity for these trades.

Below follows a table of cash or equivalent item value a typical encounter and final "boss" encounter should reward. Adjust accordingly for your campaigns if you feel this it too low or too high.

Level	Encounter Reward	Boss Reward
1	\$1 - \$10	\$50
2	\$5 - \$20	\$75
3	\$10 - \$25	\$100
4	\$20 - \$30	\$150
5	\$25 - \$40	\$200

THE BIG BOOK OF DANGERS



ASSASSIN

Assassins are fiendish and villainous members of the Guild of Assassins. Though their members are widely different, their goals are always the same: to murder and to cause chaos through stealth and treachery!

Assassin Cat
Tiny natural beast

Level 2
EXP 125

Initiative +8 **Senses** Perception +7
HP 28; **Bloodied** 14
AC 16; **Fortitude** 12; **Reflex** 14; **Will** 13
Speed 7, climb 5

Sneaky

If the cat assassin doesn't take a move action on its turn, it becomes hidden until the end of its next turn.

Tiny Dagger (standard; at-will)

+7 vs. AC; 1d8 +5 damage.

Poisonous Stab (standard; at-will, must be hidden)

+7 vs. Fortitude; 1d8 + 5 poison damage and the target is slowed and takes ongoing 5 poison damage (save ends both).

First Failed Saving Throw: The target is immobilized instead of slowed and takes ongoing 5 poison damage (save ends both).

Special: When charging, the cat assassin can use this power in place of a melee basic attack.

Alignment Evil

Languages Common

Skills Acrobatics +9, Stealth +9

Str 13 (+2)

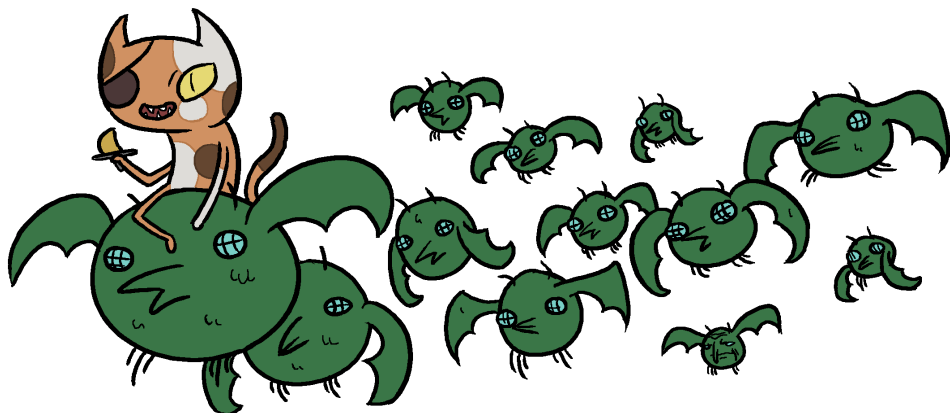
Dex 17 (+4)

Wis 14 (+3)

Con 10 (+1)

Int 4 (-2)

Cha 7 (-1)



Fire Assassin

Medium magical humanoid

Level 5
EXP 200

Initiative +3 **Senses** Perception +3; darkvision
HP 50; **Bloodied** 25
AC 17; **Fortitude** 15; **Reflex** 17; **Will** 18
Speed 6, fly 6

Smog-form (minor; encounter)

The fire assassin turns into a billowing cloud of smog. While in its smog-form, the fire assassin gains +5 to Reflex and becomes a large creature whose occupied squares enemies can enter. The smog gives partial concealment to any creature. The fire assassin can only use its Choking Smog attack while in smog form. Returning to its normal form is a minor action.

Choking Smog (standard; at-will; up to 3 targets within the assassin's reach)

Requirement: The fire assassin must be in smog-form to use this power.
+8 vs. Fortitude; 1d6 + 6 poison damage and the target is dazed (save ends). If the target is already dazed, the fire assassin also triggers a secondary attack.
Secondary attack: +8 vs. Fortitude; 1d8 + 6 poison damage and ongoing 5 poison damage and the target is immobilized (save ends both).

Fireball (standard; at-will)

Ranged 20; +10 vs. Reflex; 2d6 + 4 fire damage.

Firestorm (standard; encounter)

Close blast 3; +8 vs. Reflex; 1d6 + 6 fire damage, ongoing 5 fire damage, and the target is pushed 3 squares.

Alignment Evil
Skills Stealth +8

Languages Understands common

Str 9 (+1)
Con 18 (+6)

Dex 13 (+3)
Int 14 (+4)

Wis 13 (+3)
Cha 15 (+4)

BUG BAT SWARM

Bug bat swarms live deep within caverns and caves. They don't take kindly to being woken from their peaceful slumber.

Bug Bat Swarm

Medium natural beast

Level 1
EXP 100

Initiative +6 **Senses** Perception +4; low-light vision
HP 22; **Bloodied** 11
AC 15; **Fortitude** 12; **Reflex** 14; **Will** 11
Resist half damage from blades and ranged **Vulnerable** 5 close/area attacks
Speed 2, fly 5

Swarm Attack

Aura 1; the bat bug swarm deals 1d6 damage against each enemy that begins its turn in the aura.

Fang Stingers (standard; at-will)

+5 vs. AC; 1d4 + 3 damage, and the swarm regains half that in hit points.

Alignment Unaligned

Languages –

Str 12 (+1)

Dex 17 (+3)

Wis 10 (+0)

Con 12 (+1)

Int 1 (-5)

Cha 6 (-2)

BUCKET KNIGHT

Bucket knights are valiant defenders of crypts, tombs, and treasure troves. Their secret ability is to increase exponentially in size when exposed to water. They active this ability to engage in thrilling combat!

Bucket Knight

Tiny natural humanoid

Level 5
EXP 200

Initiative +7

Senses Perception +6; low-light vision

HP 65; **Bloodied** 32

AC 19; **Fortitude** 15; **Reflex** 17; **Will** 18

Speed 3 (7; see *Exponential Growth*)

Exponential Growth (minor; encounter)

The bucket knight pours a bucket of water on itself, increasing its size to large. Any enemies that would occupy a square the bucket knight now occupies are pushed 1 square and fall prone. The bucket knight's new move speed is 7.

Punch (standard; at-will)

+6 vs. AC; 1d8 + 4 damage.

With *Exponential Growth* in effect: +10 vs. AC; 1d10 + 8 damage.

Ground Glider (standard; encounter)

Effect: The bucket knight moves its move speed intersecting one or more enemy spaces. Every enemy intersected in this way is attacked by the bucket knight's *Punch*.

Alignment Unaligned

Languages Common

Str 19 (+6)

Dex 16 (+5)

Wis 12 (+3)

Con 12 (+3)

Int 11 (+1)

Cha 13 (+3)

BUSINESSMAN

No one quite knows how businessmen are still alive after spending centuries entombed in ice. Some say they were never alive to begin with. While some businessmen can still become productive members of society, others are driven mad with the need for efficiency and synergy.

Businessman

Medium natural humanoid

Level 3

EXP 150

Initiative +3 **Senses** Perception +5

HP 47; **Bloodied** 23

AC 19; **Fortitude** 16; **Reflex** 15; **Will** 14

Speed 5

Synergy (move; daily)

Burst 10; the businessman and each of its allies takes a move action as a free action.

Snatch n' Crush (standard; at-will)

Requirement: the businessman must not have a creature grabbed +8 vs. AC; 2d4 +5 damage and the target is grabbed. The businessman then makes a secondary attack against the target.

Secondary attack: +8 vs. Fortitude; the target takes ongoing 5 damage until the grab ends.

Slam (standard; encounter)

Requirement: can only be used on a grabbed target.

+8 vs. Fortitude; 3d4 + 7 damage and the target falls prone and cannot stand up until the grab ends.

Alignment Any

Languages Common

Str 17 (+4)

Dex 14 (+3)

Wis 2 (-3)

Con 15 (+3)

Int 12 (+2)

Cha 6 (-1)

CHUD

Equal parts disgusting, old, and creepy, chuds are subterranean freaks that live together in large tribes. They wear filthy rags and lurk in the darkness waiting for delicious treats to appear. They use their blindsight to first get a taste of their victim before pouncing on them with their terrifying sharpened teeth. Tread carefully, travelers.

Chud

Medium aberrant humanoid

Level 4
EXP 175

Initiative +10

Perception +9; blindsight 10

HP 39; **Bloodied** 19

AC 18; **Fortitude** 14; **Reflex** 18; **Will** 16

Speed 8, climb 8

Tongue Fondle (standard; at-will)

Requirement: target cannot see the chud.

+9 vs. Will; 2d6 + 1 psychic damage and ongoing 5 psychic damage (save ends).

Hit With Rock (standard; at-will)

+7 vs. AC; 2d6 + 5 damage.

Throw Rock (standard; encounter)

Ranged 10; +7 vs. Reflex; 4d6 + 4 damage and the target is dazed until the end of the chud's next turn.

Chud Senses

A chud that is within 20 squares of another chud can see as though it had blindsight within the other chud's blindsight range.

Alignment Unaligned

Languages –

Skills Stealth +11

Str 10 (+2)

Dex 18 (+6)

Wis 14 (+4)

Con 9 (+1)

Int 1 (-3)

Cha 3 (-2)



CROCODILE

Crocodiles are indigenous dwellers of various waterways and stuff. Some crocodiles are actually pretty nice once you get to know them, but mostly they're just mean and want to eat you. C'est la vie.

Crocodile

Medium natural beast

Level 2

EXP 125

Initiative +1 **Senses** Perception +2; low-light vision

HP 42; **Bloodied** 21

AC 14; **Fortitude** 14; **Reflex** 13; **Will** 12

Speed 6, swim 7

Snapping Jaw

Aura 1; enemies within the aura grant combat advantage.

Bite (standard; at-will)

+5 vs. AC; 1d12 + 5 damage.

Sinking Jaws (standard; encounter; enemy must be on a water square)

+5 vs. Reflex; 1d10 +5 damage and the target is grabbed and submerged. Standard drowning rules apply. (See *Water*)

Crocolicious Advance (move; at-will)

The crocodile shifts 5 squares to a square adjacent to the nearest bloodied enemy.

Alignment Unaligned

Languages –

Skills Nature +5

Str 17 (+4)

Dex 11 (+1)

Wis 13 (+2)

Con 12 (+2)

Int 5 (-2)

Cha 6 (-1)

CUBE

Some creatures are round, some creatures are oblong, and some creatures are just... cubes! Cubes are typically the brainless servants of greater, more powerful creatures, although sometimes cubes are simply forces of destruction.

Battle Cube

Large magical beast

Level 4

EXP 175

Initiative + 5 **Senses** Perception +3 blindsight 15

HP 46; **Bloodied** 23

AC 19; **Fortitude** 18; **Reflex** 16; **Will** 12

Saving Throws +5

Speed 1, float 6

Cubeform

The battle cube cannot be knocked prone.

Black Lightning (standard; at-will)

Ranged 15; +10 vs. Reflex; 1d6 + 2 electrical damage.

Aimed Bolt

If the battle cube does not attack on a turn, on its next turn it gains a +2 bonus to attack rolls and deals an extra 1d6 damage with its black bolt and ignores cover and concealment.

Alignment Evil

Languages –

Skills Endurance +7

Str 14 (+4)

Dex 16 (+5)

Wis 12 (+3)

Con 16 (+5)

Int 11 (+2)

Cha 10 (+2)

Jelly Cube

Level 3

Large magical beast

EXP 175

Initiative +0

Senses Perception +2; blindsight 10

HP 70; **Bloodied** 35

AC 17; **Fortitude** 16; **Reflex** 14; **Will** 14

Resist 5 acid

Vulnerable 5 blade

Saving Throws +2

Speed 3

Lurch (standard; at-will)

+8 vs. AC; 2d6 damage and ongoing 3 acid damage (save ends).

Engulf (standard; at-will)

The jelly cube attacks 1-2 medium or smaller targets that are adjacent to it and to each other. +6 vs. Reflex (automatically hits an immobilized creature). On a hit, the target is grabbed and enters the cube's space; the target is dazed and takes ongoing 5 acid damage until it escapes the grab. A creature that escapes the grab shifts to a square adjacent to the cube. The cube moves normally while creatures are engulfed within it. The cube can engulf a maximum of 4 creatures.

Translucent

The jelly cube is invisible until seen (Perception DC 20) or until it attacks. Creatures that fail to notice the cube and walk into it are automatically engulfed.

Alignment Unaligned

Languages –

Skills Stealth +6

Str 14 (+4)

Dex 14 (+4)

Wis 13 (+3)

Con 16 (+5)

Int 1 (-3)

Cha 1 (-3)

CRYSTAL GUARDIAN

Crystal guardians are vicious crystalline defenders that dispatch their enemies by mimicking their every move.

Crystal Guardian

Medium aberrant beast

Level 4
EXP 175

Initiative +6 **Senses** Perception +4; darkvision
HP 58; **Bloodied** 29
AC 20; **Fortitude** 13; **Reflex** 17; **Will** 10
Resist 5 blade **Vulnerable** 5 blunt
Speed 5

Crystal Mimicry (minor; at-will)

The crystal guardian adopts a shape vaguely similar to one of its enemies. The effect is cumulative and can be applied to any number of targets.

Crystal Block (immediate reaction when hit by an enemy attack that hits AC or Reflex; at-will)

Requirement: the crystal guardian must have used crystal mimicry on the target.

Effect: The crystal guardian mirrors the attack, resulting in the same hit against the same defense and the same damage.

Crystal Dust (standard; encounter)

Close burst 2; +11 vs. Fortitude; 1d8 + 3 damage and the target takes ongoing 2 damage and a -2 penalty to attack rolls (save ends both).

Alignment Any **Languages** Any
Str 14 (+4) **Dex** 15 (+4) **Wis** 15 (+4)
Con 18 (+6) **Int** 10 (+2) **Cha** 8 (+1)

CYCLOPS

Cyclops are big and crazy and love roughhousing! They're typically evil, but who knows, they're not very smart. Certain types of cyclops have healing powers but are too selfish to share them.

Earclops

Medium natural humanoid

Level 2
EXP 125

Initiative +4 **Senses** Perception +1; tremorsense 10
HP 36; **Bloodied** 18
AC 18; **Fortitude** 14; **Reflex** 13; **Will** 13
Vulnerable 10 sound-based attacks (if not using ear-plug)
Speed 5

Big Club (standard; at-will; one or two adjacent enemies)

Primary target: +7 vs. AC; 1d6 + 3 damage, and the target is marked until the end of the earclops's next turn. The earclops gains a +2 bonus to hit on marked targets and can detect it outside its tremorsense range.

Secondary target: +5 vs. AC; 1d6 damage.

Ear Tactics (immediate reaction, when an adjacent enemy shifts or moves adjacent; at-will)

The earclops shifts 1 square.

Ear Squad Attack

The earclops gains a +1 bonus to attack rolls per ally adjacent to the target.

Alignment Evil

Languages –

Skills Athletics +5

Str 14 (+3)

Dex 13 (+2)

Wis 12 (+2)

Con 12 (+2)

Int 9 (+0)

Cha 10 (+1)

Forest Cyclops

Huge natural humanoid

Level 
EXP 250

Initiative +3

Senses Perception +5

HP 85; **Bloodied** 42

AC 17; **Fortitude** 21; **Reflex** 17; **Will** 16

Speed 7

Punch (standard; at-will)

+9 vs. AC; 1d10 + 4 damage and the target is knocked prone. If the target is already prone, it takes 1d10 + 9 damage and is dazed (save ends).

Kick (standard; encounter)

The forest cyclops moves up to its speed and can use the following attack: +10 vs. Reflex; 2d8 + 10 damage and the target is pushed 7 squares.

Healing Tears (standard; encounter)

The cyclops cries and heals itself 21 hit points and creatures within burst 1 can spend a healing surge.

Alignment Evil

Languages Common

Str 19 (+7)

Dex 10 (+3)

Wis 9 (+2)

Con 15 (+5)

Int 10 (+0)

Cha 12 (+2)

Iceclops

Huge natural animate

Level 5
EXP 200

Initiative +5

Senses Perception +6

HP 77; **Bloodied** 38

AC 17; **Fortitude** 18; **Reflex** 16; **Will** 17

Resist 5 cold

Vulnerable 5 fire

Speed 6

Frigid Living

Aura 1; any enemy that ends its turn within the aura takes 3 cold damage.

Slam

 (standard; at-will)

+11 vs. AC; 1d8 + 2 damage and the target is slowed (save ends).

Snow Flick

 (standard; at-will)

Ranged 10; +9 vs. Reflex; 1d10 damage and ongoing 5 cold damage (save ends).

Shake-Off Avalanche

 (standard; encounter)

Close burst 3; +8 vs. Reflex; 1d6 + 6 cold damage and the target is immobilized. The area affected by this attack becomes difficult terrain.

Alignment Unaligned

Languages Common

Str 19 (+6)

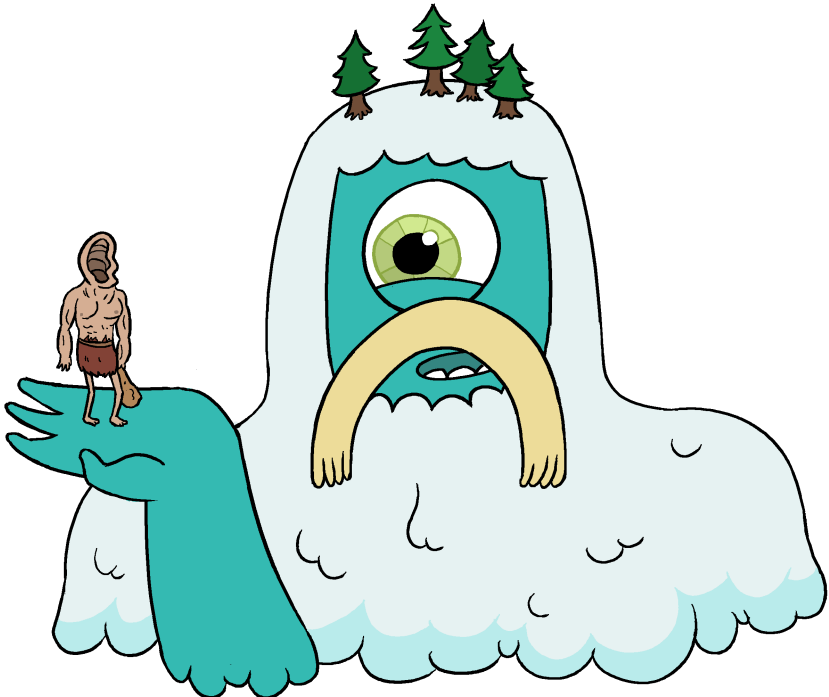
Dex 16 (+5)

Wis 18 (+6)

Con 17 (+5)

Int 13 (+3)

Cha 15 (+4)



DEATH

Death is, well, you know, Death. He's a lover of heavy metal and is a *killer* drummer. Though Death can never be truly defeated, he will sometimes humor mortals by allowing them to face him in a fight. When defeated, Death grants the victors a special favor, typically the revival of a fallen comrade.

Death

Medium aberrant humanoid

Level  
EXP 500

Initiative +5 **Senses** Perception +8; darkvision

HP 156; **Bloodied** 78

AC 21; **Fortitude** 19; **Reflex** 17; **Will** 19

Speed 8

Laser Beams (standard; encounter; up to two creatures)

Ranged 10; +12 vs. Reflex; target is teleported up to 8 squares.

Flames of Death (standard; at-will)

+12 vs. Fortitude; 2d8 + 4 fire damage and ongoing 5 fire damage.

Crystal Prism Prison (standard; at-will)

+12 vs. Reflex; the target is stunned (save ends).

Skeletal Legions (standard; encounter)

Death summons 6 skeletons in unoccupied squares within 10 squares of itself. (See *Skeleton*) The skeletons disappear at the end of the encounter.

Wicked Drum Solo (standard; encounter)

Death starts playing a wicked drum solo on some otherworldly drums. At the start of his next turn, he executes the following attack as a free action; Close burst 3; +10 vs. AC; 3d8 + 8 fire damage and the target is pushed 2 squares.

Master of Life and Death (minor; at-will)

Death instantly kills a creature or revives it allowing it to spend a healing surge.

Alignment Unaligned

Languages All

Skills Magic + 13, Technology +7

Str 16 (+6)

Dex 14 (+5)

Wis 20 (+8)

Con 14 (+5)

Int 20 (+8)

Cha 17 (+6)

Demons hail from the Nightosphere, where their legions are mighty. They're pure evil and want nothing more than to cause pain and suffering to mortals, either through treachery or pure unstoppable power.

Blood Demon

Medium aberrant humanoid

Level 5
EXP 200

Initiative +4 **Senses** Perception +3; darkvision
HP 66; **Bloodied** 33
AC 19; **Fortitude** 19; **Reflex** 14; **Will** 16
Speed 6, fly 4

Blood Fiend

The blood demon deals an extra 1d8 damage against bloodied targets.

Rake (standard; at-will)

+10 vs. AC; 1d8 + 6 damage.

Blood Seeker (move; at-will)

The blood demon teleports up to 10 squares into a square adjacent to a bloodied enemy.

Blood Syphon (standard; encounter)

Close burst 2; +9 vs. Fortitude; 1d6 + 6 damage and the target loses a healing surge and takes a -2 penalty to attack rolls (save ends).

Alignment Evil

Languages Common

Str 15 (+4)

Dex 7 (+0)

Wis 12 (+3)

Con 18 (+6)

Int 9 (+1)

Cha 9 (+1)

Demon Cat

Medium aberrant beast

Level 
EXP 250

Initiative +6 **Senses** Perception +5; darkvision
HP 85; **Bloodied** 42
AC 18; **Fortitude** 18; **Reflex** 17; **Will** 16
Speed 6

Approximate Knowledge

The demon cat gains a +1 bonus to attack rolls against an enemy for each time it misses the enemy.

Bite (standard; at-will)

+11 vs. AC; 1d12 + 6 damage and the target is immobilized until the end of the demon cat's next turn.

Rabid Claws (standard; at-will; up to two adjacent targets)

+11 vs. AC; 1d12 + 4 damage.

Devour (standard; encounter; reliable)

+11 vs. AC; 3d12 + 7 damage.

Frenzy

When the demon cat is first bloodied it gains a +5 bonus to its next attack and damage roll.

Alignment Evil

Languages Common

Skills Acrobatics +12, Stealth +11

Str 19 (+7)

Dex 16 (+6)

Wis 14 (+5)

Con 15 (+5)

Int 7 (+1)

Cha 13 (+4)

Demonic Eye

Small aberrant beast

Level 

EXP 400

Initiative +5

Senses Perception +9

HP 64; **Bloodied** 32

AC 19; **Fortitude** 19; **Reflex** 18; **Will** 20

Fly 7

Broiling Heat

Aura 2; any creature that starts its turn in the aura takes 3d6 fire damage.

Debilitating Heat (standard; at-will)

+12 vs. Fortitude; 1d8 + 3 fire damage and the target is disarmed until the start of the demon eye's next turn.

Eye-Beam (standard; at-will)

Ranged 20; +12 vs. Reflex; 2d8 + 3 fire damage.

Rapid Eye Motion (standard; encounter; one or two creatures)

Ranged 10; +12 vs. Reflex; 1d8 + 3 fire damage and ongoing 5 fire damage (save ends).

Blinding Surge (no action; trigger - demon eye is reduced to 0 hit points)

Close burst 1; 1d6 + 3 fire damage and the target is blinded (save ends).

Alignment Evil

Languages –

Str 14 (+5)

Dex 15 (+5)

Wis 12 (+4)

Con 16 (+6)

Int 10 (+3)

Cha 17 (+6)



DIMPLE PLANT

The dimple plant is an adorable plant whose fruit causes dimples... until it reaches maturity. When they grow up they become enormous and devious evil beasts that consume anything in their path.

Dimple Plant
Large natural beast

Level 3
EXP 150

Initiative +7 **Senses** Tremorsense 10
HP 37; **Bloodied** 18
AC 18; **Fortitude** 16, **Reflex** 15, **Will** 14
Vulnerable 5 blade and fire
Speed 6; climb 4

Immature Disguise

The dimple plant monster begins combat disguised as a tiny (sometimes potted) plant. A DC 25 Nature check will reveal the dimple plant monster.

Dimple Juice (standard; encounter)

+6 vs. Fortitude; 1d4 +2 damage and the target is dazed until the end of its next turn.

Vine Slap (standard; at-will)

+8 vs. AC; 1d10 + 6 damage.

Constrict (standard; at-will)

Ranged 5; +7 vs. Reflex; 1d6 +4 damage and the target is restrained (save ends) and is pulled 3 squares. The effect also ends if the target teleports or if a creature hits the constricting vines. The constricting vines use the dimple plant's defenses and attacks against the vines deal no damage to the plant. The dimple plant monster can pull vertically.

Sustain standard; the target takes 1d6 +4 damage and is pulled 3 squares.

Alignment Evil

Languages –

Skills Stealth +6

Str 16 (+4)

Dex 15 (+3)

Wis 12 (+2)

Con 13 (+2)

Int 2 (-3)

Cha 5 (-2)

DRAGON

Dragons are grumpy airborne sacks of gas. Flammable gas! Though they're usually harmless and just want to get on with their lives, they can be incredibly dangerous in a fight.

Dragon

Huge natural beast

Level 
EXP 250

Initiative +6

Senses Perception +6

HP 84; **Bloodied** 42

AC 18; **Fortitude** 19; **Reflex** 18; **Will** 18

Resist 5 fire

Speed 2; fly 6

Bite (standard; at-will)

+11 vs. AC; 1d8 + 5 damage.

Broil (standard; at-will)

+10 vs. Reflex; 1d6 + 4 fire damage and ongoing 5 fire damage (save ends).

Flame Gout (standard; encounter)

Ranged 10; +10 vs. Reflex; 2d8 + 5 damage and the target takes a -3 penalty to all defenses until the end of the dragon's next turn.

Flash Fire (standard; encounter)

Area burst 1 within 10; +10 vs. Reflex; 2d6 + 5 damage and the burst creates a zone of licking flames. Each creature that starts its turn within the zone takes 5 fire damage.

Flame Sacks (no action; trigger - enemy reduces dragon to 0 hit points)

The triggering enemy takes 2d10 + 5 fire damage.

Alignment Unaligned

Languages Common

Str 16 (+6)

Dex 19 (+7)

Wis 16 (+6)

Con 14 (+5)

Int 10 (+3)

Cha 8 (+2)

EEL

Eel are slick and slippery water-dwellers. Though some eels are small and naturally appear in rivers and lakes, they can at times grow to enormous proportions in the afterlife, becoming fearsome death eels.

Death Eel

Level 5

Large aberrant beast

EXP 200

Initiative +5

Senses Perception +3; tremorsense 10

HP 75; **Bloodied** 37

AC 17; **Fortitude** 18; **Reflex** 17; **Will** 15

Vulnerable 5 blade

Speed 8

Skeletal Jaws (standard; at-will)

+8 vs. AC; 1d6 + 4 damage.

Lashing Body (standard; at-will)

+9 vs. Reflex; 1d8 + 3 damage and the target is grabbed.

Suppress (standard; at-will)

Requirement: Target must be grabbed by the death eel.

No attack roll; 2d6 + 8 damage.

Alignment Unaligned

Languages –

Skills Intimidate +5

Str 18 (+6)

Dex 16 (+5)

Wis 10 (+2)

Con 15 (+4)

Int 2 (-3)

Cha 13 (+3)

Electric Eel

Level 1

Small natural beast

EXP 100

Initiative +3 (+6 in water)

Senses Perception +0

HP 18; **Bloodied** 9

AC 12; **Fortitude** 12; **Reflex** 16; **Will** 13

Resist 5 electricity

Vulnerable 5 blade

Speed 3, swim 7

Crackling Nova

Aura 1; any creature that begins its turn in the aura takes 3 electric damage.

Discharge (standard; at-will)

+6 vs. Reflex; 1d6 + 3 electric damage and the target is slowed (save ends).

Alignment Unaligned

Str 12 (+1)

Con 12 (+1)

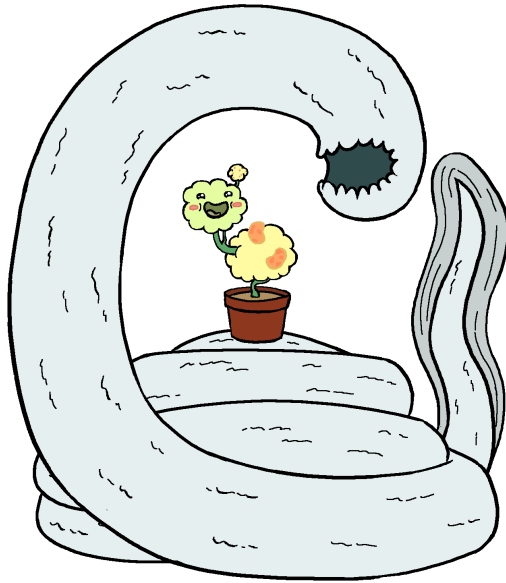
Languages –

Dex 14 (+2)

Int 1(-5)

Wis 11 (+0)

Cha 8 (-1)



FEAR FEASTER

Fear feasters are physical manifestations of an individual's fears. They feed by silently latching on to an unsuspecting victim, inducing bone-chilling fear in them and steadily growing stronger as their panic rises.

Fear Feaster

Medium shadow beast

Level 4

EXP 175

Initiative +10

Senses Perception +9; darkvision

HP 53; **Bloodied** 26

AC 15; **Fortitude** 14; **Reflex** 18; **Will** 16

Speed 5, float 7

Hidden Within

The fear feaster can make a Stealth check while adjacent to an enemy to become hidden within the enemy. The fear feaster remains hidden until perceived or until it takes an action.

Terror Vapors (standard; at-will)

Ranged 5; +9 vs. Reflex; 1d6 +4 psychic damage and the target is immobilized (save ends).

Rooted with Fear (standard; at-will)

Requirement: the target must be under the effect of Hidden Within.
+9 vs. Will; 2d6 + 4 psychic damage, the target is knocked prone, and the target is dazed and slowed (save ends both).

Ultimate Terror (standard; at-will)

Requirement: the target must be under the effect of Rooted with Fear.
+9 vs. Will; 2d10 + 5 psychic damage.

Alignment Evil**Languages** Common**Skills** Stealth +11**Str** 12 (+3)**Dex** 19 (+6)**Wis** 14 (+4)**Con** 15 (+4)**Int** 10 (+2)**Cha** 11 (+2)

FIRE NEWT

Fire newts are stinky thieves and big ol' jerks. They live in the ocean and have impeccable taste in boots. If you catch one stealing, poot on it. Cause the punishment for stealing boots, is poots on newts.

Fire Newt

Level 3

Large natural beast

EXP 150

Initiative +2**Senses** Perception +9**HP** 39; **Bloodied** 19**AC** 16; **Fortitude** 14; **Reflex** 14; **Will** 16**Vulnerable** 5 fart**Speed** 6, swim 5**Punch** (standard; at-will)

+7 vs. AC; 1d6 +1 damage.

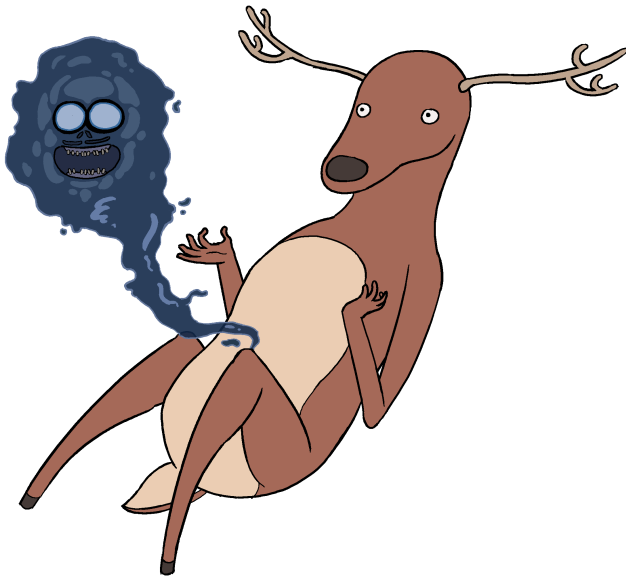
Fiery Belch (standard; encounter)

Close blast 3; +6 vs. Reflex; 2d6 +4 fire damage and the target is dazed until the end of the fire newt's next turn. Miss: Half damage.

Fiery Spit (standard; at-will)

Area burst 1 within 10; +6 vs. Reflex; 1d10 +4 fire damage.

Alignment Evil**Languages** Common**Skills** Thievery +4**Str** 12 (+2)**Dex** 14 (+2)**Wis** 16 (+4)**Con** 15 (+3)**Int** 11 (+1)**Cha** 10 (+1)



FREAK DEER

What may first appear as a particularly aggressive stag is in fact one of the most fiendish and terrifying creatures known in the Land of Ooo... the freak deer. The less said about it, the better.

Freak Deer

Medium aberrant beast

Level 3
EXP 150

Initiative +3 **Senses** Perception +9

HP 47; **Bloodied** 23

AC 18, **Fortitude** 15, **Reflex** 14, **Will** 16

Speed 7

Gore (standard; at-will)

+8 vs. AC; 2d8 + 2 damage and the target is pushed 2 squares.

Sticky Lickin' (standard; at-will)

+6 vs. Reflex; 2d6 + 2 damage and the target is slowed until the end of the deer's next turn.

Hoovin' It (encounter; at-will)

+7 vs. Fortitude; 2d6 + 6 damage, and the target is dazed and slowed (save ends).

Alignment Evil

Languages –

Skills Grab +4

Str 12 (+2)

Dex 12 (+2)

Wis 17 (+4)

Con 15 (+3)

Int 10 (+1)

Cha 10 (+1)

GHOST

Ghosts are the lost spirits of the dead, yearning to ascend to the distant and numerous Dead Worlds. Trapped in the mortal realm, they become monstrous caricatures of the creatures they were in life.

Gladiator Ghost

Medium shadow humanoid

Level 3
EXP 150

Initiative +5 **Senses** Perception +2
HP 49; **Bloodied** 24
AC 19; **Fortitude** 16; **Reflex** 15; **Will** 14
Speed 6

Gladiatorial Armament (standard; at-will)

+8 vs. AC; 2d6 + 4 weapon damage and the gladiator slides the target 1 square. The target is marked until the end of the gladiator's next turn.

Ghostly Vigor (immediate reaction when an enemy marked by the gladiator makes an attack that does not target the gladiator; at-will)

The gladiator uses gladiatorial armament against the triggering enemy, and if the attack hits, the enemy is also immobilized (save ends).

Ghostly Remains (no action; trigger - gladiator ghost drops to 0 hit points; encounter)

The gladiator makes a saving throw. If the gladiator saves, it does not fall unconscious or die until the end of its next turn.

Alignment Unaligned **Languages** Common

Skills Athletics +8, Endurance +7

Str 18 (+5)

Dex 14(+3)

Wis 13 (+2)

Con 17 (+4)

Int 11 (+1)

Cha 11 (+1)

Ghost Guy

Medium shadow humanoid

Level 2
EXP 125

Initiative +4 **Senses** Perception +3; darkvision
HP 42; **Bloodied** 21
AC 16; **Fortitude** 14; **Reflex** 13; **Will** 12
Float 6, fly 6

Soul Suck (standard; at-will)

+7 vs. Will; 1d8 + 6 damage and the target is slowed until the end of the ghost guy's next turn.

Soul Grab (standard; at-will)

Ranged 5; +5 vs. Reflex; 2d6 +2 damage and the ghost pulls the target 2 squares and knocks it prone.

Lure of Death (no action; trigger - ghost guy is reduced to 0 hit points; encounter)

Close burst 2; +5 vs. Will; 1d6 + 7 damage and the target takes a -2 penalty to attack rolls (save ends).

Alignment Any**Languages** Common, any other**Str** 15 (+3)**Dex** 16 (+4)**Wis** 15 (+3)**Con** 18 (+5)**Int** 3 (-3)**Cha** 9 (+0)

GIANT CRYSTAL BEAST

Giant crystal beasts are some of the largest and most evil creatures ever seen. They are typically found deep in subterranean dwellings where they can hide in dark recesses, viciously destroying all who dare challenge them.

Giant Crystal BeastLevel 

Gargantuan aberrant beast

EXP 250

Initiative +6**Senses** Perception +5; darkvision**HP** 74; **Bloodied** 37**AC** 22; **Fortitude** 21; **Reflex** 18; **Will** 19**Speed** 4**Smash** (standard; at-will)

+12 vs. AC; 2d4 + 4 damage and the target is marked until the end of the giant crystal beast's next turn.

Double Slap (standard; at-will)

Requirement: the target must not have been attacked by the giant crystal beast during the encounter.

The crystal beast uses smash twice on the same target and shifts 2 squares.

Maw of Perpetual Blackness (standard; at-will)

Requirement: the giant crystal beast must have the target marked.

+10 vs. Fortitude; 3d6 + 4 damage and healing on the target restores only half the total amount until the end of the encounter.

Spewing Thorns (standard; at-will)

Ranged 10; +12 vs. Reflex; 1d6 + 4 poison damage.

Alignment Evil**Languages** Understands common**Str** 18 (+7)**Dex** 12 (+4)**Wis** 15 (+5)**Con** 18 (+7)**Int** 6 (+1)**Cha** 8 (+2)



GNOME

Gnomes are the resentful denizens of the Beneathaverse. They are experts at manipulating pre-war technology and work relentlessly to bring their underground realm to the surface.

Gnome

Small natural humanoid

Level 2

EXP 125

Initiative +6

Senses Perception +4; low-light vision

HP 38; **Bloodied** 19

AC 16; **Fortitude** 13; **Reflex** 14; **Will** 14

Speed 7

Zappy Staff (standard; at-will)

+7 vs. Reflex; 1d8 + 5 electric damage.

Gnomish Guard

A gnome gains a +2 bonus to attack rolls against any enemy adjacent to another gnome ally.

Gnomish Flanking

When a gnome is flanking an enemy with another gnome ally, its attacks deal 1d6 extra damage against the flanked enemy

Gnomish Tumble (move; at-will)

The gnome shifts 3 squares.

Alignment Any

Languages Common

Skills Acrobatics +8

Str 12 (+2)

Dex 17 (+4)

Wis 11 (+1)

Con 14 (+3)

Int 17 (+4)

Cha 7 (-1)



GOBLIN

Goblins are green, blue, blue-green... green-blue. You know, more or less anywhere in there. They've got big noses and usually live in muddy holes and things. They're known to be super gullible.

Bugbear

Medium natural humanoid

Level 2
EXP 125

Initiative +4 **Senses** Perception +1
HP 41; **Bloodied** 20
AC 15; **Fortitude** 13; **Reflex** 14; **Will** 11
Speed 6 (8 when bloodied)

Frenzy

When the bugbear becomes bloodied, it will always attack the nearest enemy.

Gnashing Teeth (standard; at-will)

+5 vs. AC; 1d8 +2 damage or 2d8 +2 when bloodied.

Loogie (standard; at-will)

Ranged 5; +6 vs. Reflex; 1d6 + 2 damage or close burst 1; +6 vs. Reflex; 1d6 damage when bloodied.

Alignment

Unaligned
Str 15 (+3)
Con 13 (+2)

Languages

Common
Dex 16 (+4)
Int 4 (-2)

Wis 10 (+1)
Cha 6 (-1)

Goblin

Medium natural humanoid

Level 1
EXP 100**Initiative** +5 **Senses** Perception +1**HP** 24; **Bloodied** 12**AC** 16; **Fortitude** 13; **Reflex** 15; **Will** 12**Speed** 6**Spear** (standard; at-will)

+6 vs. AC; 1d8 +2 damage.

Thrown Spear (standard; at-will)

Ranged 10; +6 vs. Reflex; 1d6 +2 damage.

Misread Royal Rules (immediate interrupt; encounter)

The goblin is hit by an enemy attack, the attack is redirected to an adjacent enemy who is not the attacking enemy.


Alignment Unaligned**Languages** Common**Skills** Stealth +7, Thievery +7**Str** 14 (+2)**Dex** 17 (+3)**Wis** 12 (+1)**Con** 13 (+1)**Int** 8 (-1)**Cha** 8 (-1)

GUARDIAN ANGEL

Guardian angels are masters of deception. They sweep into the battlefield when the moment is most dire and rescue the combatants... only to devour them later.

Guardian Angel

Medium aberrant humanoid

Level 
EXP 250**Initiative** +5 **Senses** Perception +5**HP** 71; **Bloodied** 35**AC** 17; **Fortitude** 19; **Reflex** 17; **Will** 19**Speed** 6, fly 8**Strangle** (standard; at-will)

+11 vs. Fortitude; 1d8 + 2 damage.

Saving Angel (standard; at-will; sustain minor)

Close burst 10; +12 vs. Will; the target is pulled 3 squares and immobilized (save ends). When the guardian angel sustains the power, any target still under the effect of Saving Angel is pulled 3 squares and immobilized (save ends).

Terrifying Visage (standard; encounter)

Close blast 5; +12 vs. Will; 2d6 + 4 psychic damage and the target is dazed (save ends).

Alignment Evil

Languages Common

Skills Bluff +11

Str 15 (+5)

Dex 15 (+5)

Wis 14 (+5)

Con 15 (+5)

Int 10 (+3)

Cha 19 (+7)

HEART BEAST

Heart beasts are magical constructs made of a variety of body parts, in particular a giant heart and for whatever reason, a stylish scarf. They're totally evil and can totally mess you up if you don't watch yourself.

Heart Beast

Level 4

Large magical beast

EXP 175

Initiative +5

Senses Perception +4; blindsight 10

HP 70; **Bloodied** 35

AC 16; **Fortitude** 17; **Reflex** 16; **Will** 15

Vulnerable 5 blade

Speed 6

Blood for Blood

Whenever the heart beast reduces a target to bloodied or knocks it unconscious, it grants a +3 bonus to its next damage roll before the end of the encounter.

Arterial Tendrils (standard; at-will)

+9 vs. AC; 1d12 + 2 damage and the heart beast grabs the target. The heart beast can grab only one creature at a time.

Sustain standard: The heart beast sustains the grab and the grabbed creature takes 1d6 + 3 damage.

Skeletal Chop (standard; encounter)

+7 vs. Reflex; 2d10 + 10 damage and the heart beast pushes the target 1 square and knocks it prone.

Alignment Totally Evil

Languages –

Str 17 (+5)

Dex 16 (+5)

Wis 14 (+4)

Con 20 (+7)

Int 3 (-2)

Cha 9 (+1)

ICE PEOPLE

Though many ice constructs are simply aimless wanderers of the frozen Ice Kingdom, many malevolent ice people do exist, wreaking havoc at the behest of the Ice King. These are their stories.

Ice-o-pede

Large natural animate

Level 3

EXP 150

Initiative +4

Senses Perception +2

HP 37; **Bloodied** 18

AC 15; **Fortitude** 14; **Reflex** 15; **Will** 13

Resist 5 water/ice

Vulnerable 5 fire

Speed 6

Pincers (standard; at-will)

+8 vs. AC; 1d10 +3 damage.

Mounted Guns (standard; at-will)

Ranged 10; +8 vs. Reflex; 1d10 +4 damage.

Pinching Grab (encounter; at-will)

Requirement: the ice-o-pede must not have a creature grabbed.

+8 vs. Reflex; the target is grabbed. While the target is grabbed, the ice-o-pede does not need to roll to hit the target with its pincers attack and cannot use this attack against other creatures.

Alignment Unaligned

Languages –

Str 15 (+3)

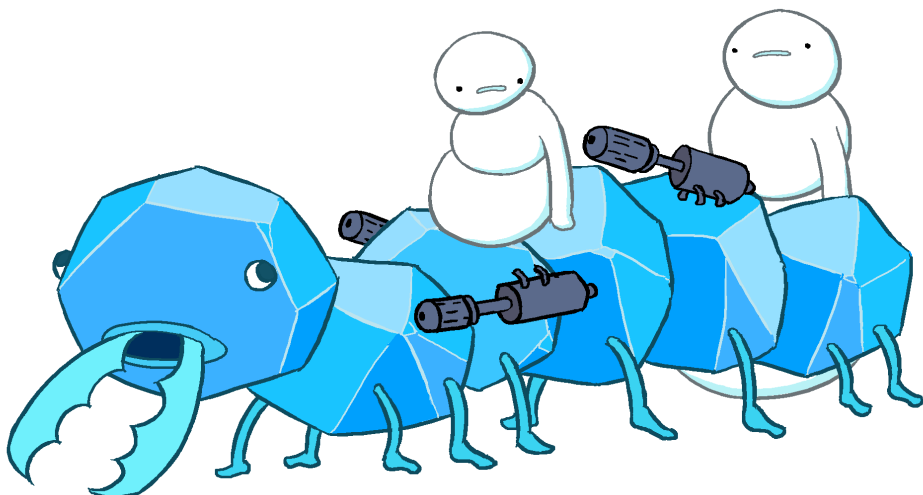
Dex 17 (+4)

Wis 12 (+2)

Con 13 (+2)

Int 2 (-3)

Cha 5 (-2)



Snow Goon

Medium natural animate

Level 1
EXP 100

Initiative +4 **Senses** Perception +2
HP 20; **Bloodied** 10
AC 16; **Fortitude** 13; **Reflex** 14; **Will** 13
Resist 5 water/ice **Vulnerable** 5 fire
Speed 5

Snowy First (standard; at-will)

+6 vs. AC; 5 damage.

Snowball (standard; at-will)

Ranged 5; +6 vs. Reflex; 1d4 + 2 damage.

Crummy Construct (immediate reaction; encounter)

When the snow goon is reduced to zero hit points it does not become unconscious by instead immediately regains 1 hit point.

Alignment Unaligned	Languages Common	
Str 17 (+3)	Dex 15 (+2)	Wis 10 (+0)
Con 13 (+1)	Int 3 (-4)	Cha 7 (-2)

IRON OWL

Iron owls are simple mechanical constructs that, through some complex technological error, attack anything on sight.

Iron Owl

Small technological beast

Level 2
EXP 125

Initiative +4 **Senses** Perception +7
HP 35; **Bloodied** 17
AC 16, **Fortitude** 13, **Reflex** 16, **Will** 14
Speed 2, fly 6

Mechanical Peck (standard; at-will)

+7 vs. AC; 2d6 +3 damage, or 2d6 +5 against bloodied targets.

Projectile Plumage (standard; encounter)

Close burst 3; +5 vs. Reflex; 2d6 +4 technological damage and the owl pushes the target a number of squares equal to the target's speed.

Alignment Unaligned	Languages –	
Str 8 (+0)	Dex 16 (+4)	Wis 13 (+2)
Con 11 (+1)	Int 2 (-3)	Cha 6 (-1)



LICH

Though the Lich is perhaps the most powerful creature in all of Ooo, there are numerous minor liches that roam the land, and they are no less dangerous. A lich's most powerful ability is its ability to possess other creatures and force them to do its bidding.

Lich
Medium magical animate

Level ☠☠
EXP 500

Initiative +7 **Senses** Perception +11
HP 77; **Bloodied** 38
AC 20; **Fortitude** 17; **Reflex** 18; **Will** 19
Speed 6, fly 6

Noxious Punch (standard; at-will)

+12 vs. AC; 1d10 + 3 damage and the lich slides the target 3 squares.

Noxious Fireball (standard; at-will)

+12 vs. Reflex; 1d10 + 3 damage and the target is knocked prone.

Assume Control (standard; at-will)

Range 10; +11 vs. Will; the target is dominated (save ends).

Pyrokinesis (standard; encounter)

Close burst 3; +11 vs. Reflex; 1d10 +3 damage and the target is knocked prone and takes ongoing 5 fire damage (save ends).

Possession (no action; trigger - the lich is reduced to 0 hit points; encounter)

The lich dominates a creature under the effect of assume control. The effect cannot be saved against.

Alignment Evil

Languages Common

Skills Magic +10, Technology +11

Str 10 (+3)

Dex 11 (+3)

Wis 17 (+6)

Con 13 (+4)

Int 15 (+5)

Cha 14 (+5)

LUB GLUB

Little is known about the origins of the lub glubs. Some say they rose right from the bowels of the Nightsphere. Others say they are a terrifying byproduct of the Mushroom War. Wherever they came from, they are devious and relentless murderers hiding in the oldest and darkest corners of the earth.

Lub Glub

Medium aberrant beast

Level 

EXP 500

Initiative +7

Senses Perception +3; blindsight 10

HP 65; **Bloodied** 32

AC 19; **Fortitude** 18; **Reflex** 17; **Will** 15

Speed 6

Shadow Claw (standard; at-will)

+10 vs. Fortitude; 1d8 + 4 damage and ongoing 5 poison damage.

Oozing Reach (standard; at-will)

Ranged 5; +10 vs. Reflex; 2d6 +4 damage and the target is pulled 5 squares.

Noxious Form (standard; encounter)

Close burst 2; +10 vs. Fortitude; 1d6 + 3 poison damage and the target takes ongoing 5 poison damage and is blinded (save ends both).

Seeping Form

The lug glib can compress its body enough to move freely through spaces larger than 1 inch in width.

Alignment Evil

Languages –

Skills Stealth +12

Str 18 (+7)

Dex 18 (+7)

Wis 14 (+5)

Con 17 (+6)

Int 11 (+3)

Cha 10 (+3)



MIMIC

Mimics are devious shape shifters that take great pleasure in deceiving and destroying mortals. Always be wary of untouched treasure!

Treasure Chest Mimic
Medium aberrant animate

Level 1
EXP 100

Initiative +7 **Senses** Perception +4; low-light vision
HP 27; **Bloodied** 13
AC 16; **Fortitude** 12; **Reflex** 14; **Will** 11
Speed 3

Gluttonous Reach (Immediate reaction, when an enemy enters a square within burst 1 of the mimic; encounter)

+7 vs. AC; 2d6 + 3 damage and the target is grabbed.

Treasure Vomit (standard; at-will)

Close blast 3; +4 vs. Reflex; 1d4 + 2 damage. The mimic deals an extra 1d6 damage against any target it has grabbed.

Alignment Evil
Skills Stealth +10
Str 14 (+2)
Con 13 (+1)

Languages –
Dex 17 (+3)
Int 8 (-1)

Wis 12 (+1)
Cha 8 (-1)



Food Mimic
Large aberrant beast

Level 5
EXP 200

Initiative +6 **Senses** Perception +4
HP 66; **Bloodied** 33
AC 21; **Fortitude** 18; **Reflex** 16; **Will** 16
Speed 7

Alluring Taste (standard; at-will)

+10 vs. Will; 1d8 + 2 damage and the target is dazed.

Delicious Tendrils (standard; at-will)

Reach 2; +12 vs. AC; 1d8 + 1d6 damage and the target is marked until the end of the mimic's next turn.

Distant Assault (standard; at-will)

Ranged 5; +12 vs. Reflex; 1d10 + 5 damage.

Spilling Food (immediate reaction, when the food mimic is first bloodied)

Close burst 1; +10 vs. Fortitude; 5 damage and the target is stunned (save ends).

Alignment Unaligned
Str 13 (+3)
Con 18 (+6)

Languages Reverse common
Dex 15 (+4)
Int 6 (+0)

Wis 15 (+4)
Cha 8 (+1)

Ogres are big stupid jerks who don't really know any better than to mess up everyone else's lives. The only way to sort them out is to beat 'em up!

Giant Ogre	Level 4
Gargantuan natural humanoid	EXP 175
Initiative +5	Senses Perception +3
HP 70; Bloodied 35	
AC 18; Fortitude 17; Reflex 16; Will 14	
Speed 6	
Gigantic Wallop (standard; at-will; one or two enemies adjacent to each other)	
+11 vs. AC; 2d6 + 3 damage.	
Symbiotic Bird Flock (standard; encounter)	
Close burst 1; +9 vs. Reflex; 1d6 + 3 damage and the target is dazed and slowed (save ends both).	
Eat (standard; encounter; reliable)	
+7 vs. Reflex; the target is grabbed and eaten by the giant ogre. Target takes ongoing 5 acid damage while eaten and is immobilized. Escaping the giant ogre's stomach requires passing a DC 20 Nature or Dungeoneering check. While eaten, targets gain +5 to all attack and damage rolls against the giant ogre.	
Alignment Any	Languages Common
Str 18 (+6)	Dex 16 (+5)
Con 16 (+5)	Int 5 (-3)
	Wis 12 (+3)
	Cha 10 (+2)

Grass Ogre	Level 2
Medium natural humanoid	EXP 125
Initiative +3	Senses Perception -1; low-light vision
HP 45; Bloodied 22	
AC 14; Fortitude 15; Reflex 14; Will 13	
Resist 20 why-wolf damage	
Speed 6, ignores difficult terrain	
Squeeze (standard; at-will)	
+7 vs. Fortitude; 2d8 +4 damage and if the target is bloodied, the ogre regains 3 hit points.	

Obnoxygen Cloud (minor; encounter)

Close burst 5; +6 vs. Will; 2d4 +4 damage and ongoing 3 damage. Why-wolves take an additional 15 damage and ongoing 5 damage.

Alignment Unaligned

Str 17 (+4)

Con 15 (+3)

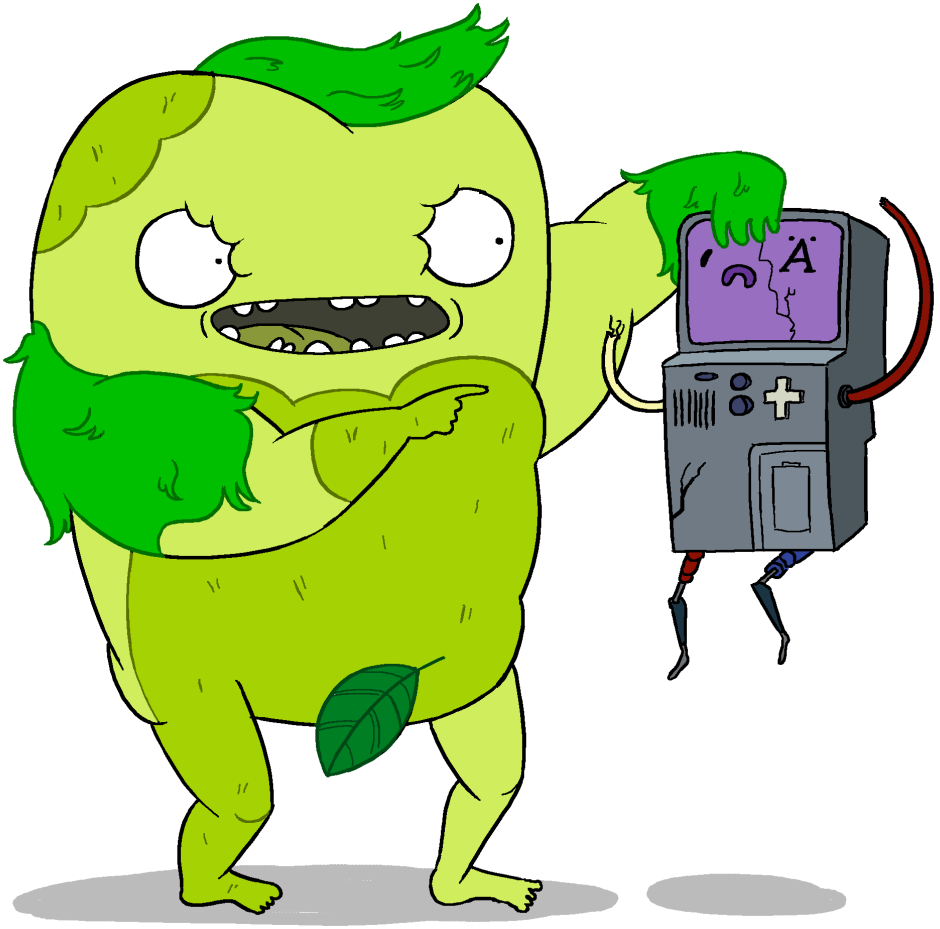
Languages Common

Dex 14 (+3)

Int 8 (+0)

Wis 7 (-1)

Cha 12 (+2)



ROBOT

Robots are time-lost remnants of the pre-war era. Though most are fairly benign and reasonable, some have become crazed with the decades and centuries spent alone since the Mushroom War. They're filled with electricity and rockets and all kinds of nasty surprises, so watch out!

Battle Robot

Medium technological animate

Level 3
EXP 150

Initiative +5 **Senses** Perception +0; low-light vision
HP 46; **Bloodied** 23
AC 18; **Fortitude** 16; **Reflex** 15; **Will** 12
Resist 5 technology **Vulnerable** 5 electric
Speed 6

Seizing Clasper (standard; at-will)

Requirement: the robot must not have a creature grabbed.
+10 vs. Reflex; 1d8 + 3 damage and the target is grabbed.

Taser (standard; at-will)

Requirement: can only be used on a grabbed target.
+10 vs. AC; 2d6 + 3 electric damage and ongoing 5 electric damage (save ends) and the target is dropped.

Blazing Rockets (standard; encounter)

Burst 1 within 10 squares; 2d6 + 5 fire damage.

Death Surge (no action; trigger - robot is reduced to 0 hit points; encounter)

Close burst 1; +8 vs. Reflex; the target is knocked prone.

Alignment Unaligned	Languages Common, one other
Str 10 (+0)	Dex 15 (+3) Wis 9 (+0)
Con 14 (+3)	Int 17 (+4) Cha 4 (-2)

Busted Robot

Small/Medium technological animate

Level 1
EXP 100

Initiative +1 **Senses** Perception +0; low-light vision
HP 32; **Bloodied** 16
AC 13; **Fortitude** 13; **Reflex** 12; **Will** 11
Resist 5 technology **Vulnerable** 5 electric
Speed 6

Sock'em (standard; at-will)

+5 vs. AC; 2d4 + 2 damage

Rock'em (standard; encounter)

Area burst 1 within 5 squares; +4 vs. Reflex; 3d6 electric damage.

Alignment Unaligned	Languages Common, one other
Str 14 (+1)	Dex 12 (+1) Wis 10 (+0)
Con 12 (+1)	Int 8 (-1) Cha 8 (-1)

SNAKE ARMED RUBY BRAIN BEAST

Snake armed ruby brain beasts are venomous forest-dwelling creatures that take great pleasure in capturing travelers who venture too far into the woods. They have a magic gem weak spot which will instantly destroy them.

Snake Armed Ruby Brain Beast

Level 5

Medium magical beast

EXP 200

Initiative +5

Senses Perception +6; low-light vision

HP 63; **Bloodied** 31

AC 19; **Fortitude** 17; **Reflex** 19; **Will** 15

Vulnerable 5 blade

Speed 5

Snake Arm Bites (standard; at-will)

+10 vs. AC; 1d8 + 3 damage and the brain beast makes a secondary attack against the same target. Secondary Attack: +8 vs. Fortitude; the target is slowed (save ends).

Undulating Mass (immediate interrupt, when an enemy moves adjacent to the brain beast)

The brain beast uses snake arm bites against the triggering enemy and then shifts 3 squares. Can only be used once per round.

Magic Gem Weak Spot

Any critical hit to the brain beast reduces it to 0 hit points instantly.

Alignment Unaligned

Languages –

Str 9 (+1)

Dex 18 (+6)

Wis 11 (+2)

Con 15 (+4)

Int 2 (-2)

Cha 4 (-1)

SPIDER

Spiders are tiny little creepy crawly things that often bite people just because it freaks them out. They usually live in spider webs but can be found in any dusty dark corner.

Spider

Tiny natural beast

Level 1

EXP 100

Initiative +6

Senses Perception +3

HP 19; **Bloodied** 9

AC 16; **Fortitude** 11; **Reflex** 14; **Will** 13

Speed 6, climb 6

Bite (standard; at-will)

+6 vs. Fortitude; 1d6 + 4 poison damage.

Vile Scuttling (standard and move; at-will)

The spider can move or climb up to 6 squares and make one bite attack at any point during that movement. The spider doesn't provoke opportunity attacks when moving away from the target of the attack.

Alignment Unaligned

Str 11 (+0)

Con 13 (+1)

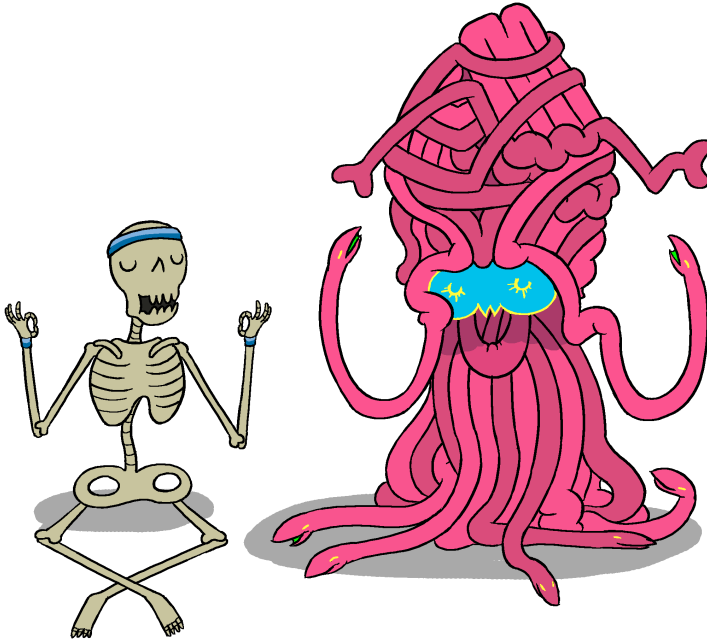
Languages –

Dex 18 (+4)

Int 3 (-4)

Wis 16 (+3)

Cha 11 (+0)



SKELETON

Skeletons are big ol' piles of bones that mostly just hang out in the afterlife. Other skeletons are raised by evil necromancers to do their bidding. All skeletons *love* eating flesh.

Skeleton

Medium natural animate

Level 1
EXP 100

Initiative +0

Senses Perception -1

HP 15; **Bloodied** 7

AC 16; **Fortitude** 13; **Reflex** 14; **Will** 13

Immune disease, poison

Speed 5

Rusted Sword (standard; at-will)

+6 vs. AC; 1d6 + 2 damage. Additionally, roll a 1d6. If the result is a 1, deal an additional 1d4 poison damage.

Bone Throw (standard; at-will)

Ranged 10; +6 vs. AC; 3 damage.

Alignment Unaligned

Str 15 (+2)

Con 13 (+1)

Languages –

Dex 17 (+3)

Int 3 (-4)

Wis 14 (+2)

Cha 3 (-4)



SWAMP GIANT

There are few creatures more annoying and malevolent than the swamp giant. They roam the lands, busting into towns and destroying everything in their path. They'll even pick on old ladies given the chance! Stop them!

Swamp Giant

Huge natural humanoid

Level 5
EXP 200

Initiative +4 **Senses** Perception +4

HP 64; **Bloodied** 32

AC 23; **Fortitude** 18; **Reflex** 15; **Will** 17

Speed 5

Whip (standard; at-will)

+11 vs. AC; 1d10 + 3 damage.

Grind Up (minor; encounter)

+9 vs. Fortitude; 2d6 + 3 damage, and the target is knocked prone or pushed 1 square.

Swamp-fist (standard; encounter)

+5 vs. Fortitude; 1d12 + 6 damage and the target is knocked prone and dazed (save ends).

Alignment Evil

Languages Common

Skills Endurance +5

Str 17 (+5)

Dex 10 (+2)

Wis 14 (+4)

Con 16 (+5)

Int 11 (+2)

Cha 12 (+3)

WALL OF FLESH

Ever hungry, the wall of flesh is a pink and gooey mass of limbs and eyes and mouths that lies in wait, pretending to be oddly malleable terrain. Passersby only realize their mistake long after it's too late.

Wall of Flesh

Huge natural beast

Level 4
EXP 175

Initiative +4 **Senses** Perception +9

HP 63; **Bloodied** 31

AC 16; **Fortitude** 17; **Reflex** 15; **Will** 15

Vulnerable 5 blade

Speed 5

Pooling Flesh

Enemies can enter squares the wall of flesh is occupying. Squares occupied by the wall are considered difficult terrain.

Strange Ground

The wall of flesh can begin combat by pretending to be ground cover. While pretending to be ground it gains a +5 bonus to stealth checks.

Slam (standard; at-will)

+7 vs. AC; 2d8 + 4 damage.

Gnaw (standard; encounter)

+6 vs. Fortitude; 2d8 + 4 damage and ongoing 5 damage (save ends).
Miss: Half damage.

Grabbing Flesh (standard; at-will)

Ranged 3; +5 vs. Reflex; the target is slowed (save ends). If the target is already slowed, it is instead immobilized (save ends).

Alignment Unaligned

Languages –

Skills Stealth +5

Str 18 (+6)

Dex 15 (+4)

Wis 15 (+4)

Con 13 (+3)

Int 8 (+1)

Cha 5 (-2)



WIZARD

Though magic users are common in the Land of Ooo, wizards are a stripe of their own. They're so mad and so utterly unpredictable that they can be just as good one second as they are completely evil the next.

Cantrip Wizard

Medium magical humanoid

Level 1
EXP 100**Initiative** +4 **Senses** Perception +5**HP** 20; **Bloodied** 10**AC** 13; **Fortitude** 14; **Reflex** 15; **Will** 13**Saving Throws** +5 against magic effects**Speed** 6**Sparkle Cantrip** (standard; at-will)

Close blast 1; +5 vs. AC; 1d4 sparkle damage.

Cool Breeze Cantrip (standard; at-will)

Ranged 10; +6 vs. Fortitude; 1d6 + 2 cold damage.

Transform Cantrip (standard; encounter)

Ranged 10; one item (including weapons) held by an enemy is turned into a butterfly or small bird and flies 5 squares in a chosen direction and falls there. If a target occupies the square, it takes 4 damage.

Alignment Any**Languages** Common, one other**Skills** History +4 Magic +9 Technology +2**Str** 10 (+0)**Dex** 10 (+0)**Wis** 11 (+0)**Con** 18 (+4)**Int** 12 (+1)**Cha** 14 (+2)**Dimension Wizard**

Medium magical humanoid

Level 4
EXP 175**Initiative** +8 **Senses** Perception +5; low-light vision**HP** 43; **Bloodied** 21**AC** 17; **Fortitude** 17; **Reflex** 15; **Will** 16**Speed** 6, teleport 3**Punch** (standard; at-will)

+6 vs. AC; 1d6 + 2 damage.

Portal Toss (standard; at-will)

Ranged 3; +7 vs. Reflex; 1d10 + 4 damage and the dimension wizard teleports the target 3 squares. The wizard then teleports 3 squares into a space adjacent to the target.

Portal Hop (immediate reaction when hit by an enemy attack; encounter)

The dimension wizard teleports 4 squares.

Portal to Monster's Lair (standard; encounter)

The dimension wizard summons a large aberrant beast. The beast enters initiative order immediately after the wizard. It has the same stats as the wizard and one attack; +9 vs. AC; 3d6 + 3 damage. It vanishes at the end of its turn.

Alignment Unaligned

Languages Common, one other

Skills History +6 Magic +11 Technology +4

Str 11 (+2)

Dex 12 (+3)

Wis 16 (+5)


Con 18 (+6)

Int 15 (+4)

Cha 4 (-1)

Magic Man

Medium magical humanoid

Level 

EXP 500

Initiative +6

Senses Perception +2

HP 77; **Bloodied** 38

AC 20; **Fortitude** 17; **Reflex** 20; **Will** 20

Speed 6

Portal Shield (immediate reaction; at-will)

The magic man redirects an attack against it to an adjacent tile. If an enemy occupies the space, the attack and damage rolls are re-rolled against the new target. Can only be used once per round.

Confounding Curse (standard; at-will)

+10 vs. Will; the target makes a basic attack against one of its allies of the magic man's choice.

Treacherous Advantage (no action; encounter)

The magic man adds an additional 2d10 damage to a successful attack made as a result of confounding curse.

Shapechange (standard; encounter)

Ranged 10; +11 vs. Fortitude; the target becomes a dysfunctional body part of the magic man's choice (save ends). While in this form, the target can only shift or move.

Pity Plea (standard; encounter)

Close burst 5; +10 vs. Will; the target cannot attack the magic man (save ends). If the magic man makes an attack roll against the target, that target makes a saving throw against this effect.

Alignment Evil

Languages Common

Skills Bluff +12, Insight +7, Stealth 11, Thievery +11

Str 10 (+3)

Dex 17 (+6)

Wis 9 (+2)

Con 13 (+4)

Int 12 (+4)

Cha 19 (+7)

Witches are weird magical ladies that use trickery and their enchanting prowess to attain their malevolent goals.

Fruit Witch

Medium magical humanoid

Level 5
EXP 200

Initiative +6 **Senses** Perception +3
HP 63; **Bloodied** 31
AC 19; **Fortitude** 16; **Reflex** 17; **Will** 18
Speed 6, fly 6

Beguiled Defender

The fruit witch gains a +2 bonus to all defenses while adjacent to a creature it is dominating.

Deceiving Whispers (standard; at-will)

+8 vs. Will; 1d6 +3 psychic damage and the target is dazed (save ends).

Lulling Songs (standard; at-will)

Ranged 5; +8 vs. Will; 1d8 +5 psychic damage and the target is slowed (save ends).

Sudden Compulsion (standard; at-will)

Requirement: the fruit witch can only have one creature under the effect of sudden compulsion. This attack can only be used on dazed or slowed enemies. Ranged 10; +8 vs. Will; the fruit witch pulls the target 3 squares and the target is dominated (save ends).

Devour (standard; at-will)

Requirement: the target must be dominated by the fruit witch. +10 vs. AC; 2d10 + 5 damage.

Alignment Evil

Languages Common

Skills Bluff +13

Str 16 (+5)

Dex 18 (+6)

Wis 13 (+3)

Con 15 (+4)

Int 15 (+4)

Cha 22 (+8)

Hag

Medium magical humanoid

Level 3
EXP 150

Initiative +4 **Senses** Perception +3
HP 39; **Bloodied** 19
AC 16; **Fortitude** 13; **Reflex** 13; **Will** 15
Speed 6

Magic Pull (standard; at-will)

Ranged 10; +7 vs. Reflex; 2d4 + 2 damage and the target is pulled 3 squares.

Bitter Growth (standard; at-will)

Ranged 10; +6 vs. Fortitude; 1d6 + 4 nature damage and the target is silenced until the start of the hag's next turn.

Bottomless Bottom (standard; encounter)

+7 vs. Reflex; the target is grabbed and takes ongoing 5 force damage as long as it is grabbed. Grabbed targets get -1 to save against grabbed per round spent grabbed.

Alignment Evil

Str 10 (+2)

Con 12 (+3)

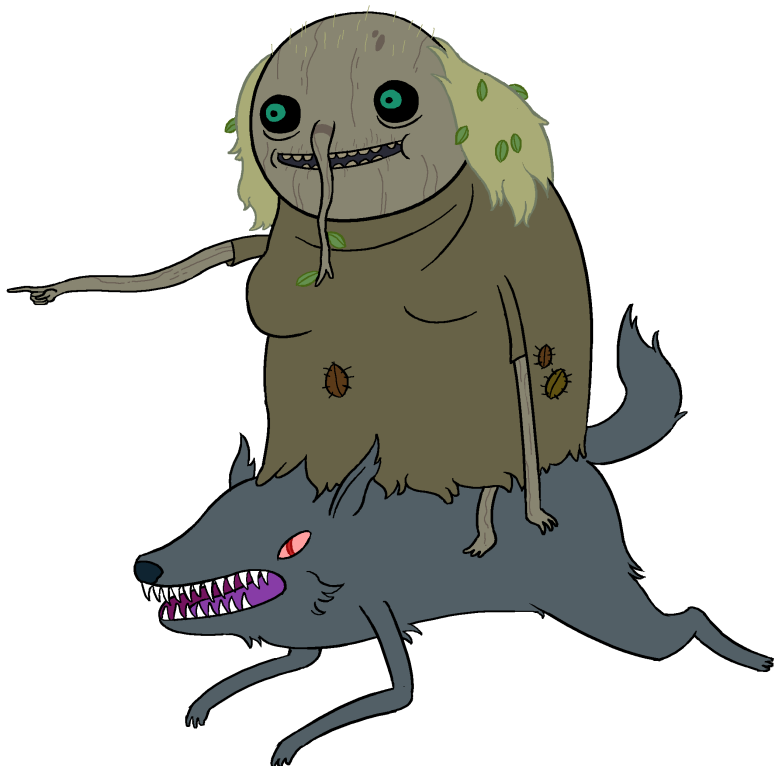
Languages Common

Dex 14 (+4)

Int 15 (+4)

Wis 17 (+5)

Cha 12 (+3)



WOLF

Wolves come from many lands, but their behavior is always the same; they are carnivorous pack hunters that work together to bring their enemies down.

Fire Wolf

Medium natural beast

Level 4
EXP 175

Initiative +7 **Senses** Perception +8; low-light vision
HP 50; **Bloodied** 25
AC 15; **Fortitude** 16; **Reflex** 18; **Will** 16
Resist 5 fire **Vulnerable** 5 cold/water
Speed 6

Bite (standard; at-will)

+9 vs. AC; 1d6 damage + 5 fire damage.

Fire Spit (standard; at-will)

Ranged 5; +6 vs. Reflex; 1d6 + 3 fire damage.

Howl (standard; encounter)

Close blast 3; +7 vs. Will; 1d8 + 4 psychic damage and the target is pushed 2 squares.

Fiery Flare (minor; encounter)

Close burst 2; +7 vs. Reflex; 1d8 + 5 fire damage and ongoing 5 fire damage (save ends).

Alignment Unaligned**Languages** –**Skills** Intimidate +4**Str** 16 (+5)**Dex** 18 (+6)**Wis** 18 (+6)**Con** 15 (+4)**Int** 10 (+2)**Cha** 18 (+6)**Regular Wolf**

Medium natural beast

Level 2
EXP 125

Initiative +5 **Senses** Perception +6; low-light vision
HP 38; **Bloodied** 19
AC 16; **Fortitude** 14; **Reflex** 14; **Will** 13
Speed 7

Chomp (standard; at-will)

+7 vs. AC; 1d6 +1 damage and if the target is prone, the wolf can shift 2 squares, pulling the target along.

Fiendish Wolf Tactics

If the wolf has combat advantage against the target of its attack, it knocks it prone on a successful hit.

Alignment Unaligned**Languages** –**Str** 13 (+2)**Dex** 14 (+3)**Wis** 13 (+2)**Con** 14 (+3)**Int** 2 (-3)**Cha** 10 (+1)

Why-Wolf

Medium natural beast

Level 5
EXP 200

Initiative +7

Senses Perception +6; darkvision

HP 62; **Bloodied** 31

AC 19; **Fortitude** 18; **Reflex** 17; **Will** 16

Vulnerable 5 grass ogre

Speed 7

Spirit of Inquiry (minor; at-will)

The why-wolf transforms to or from its intellectual form.

Claw (standard; at-will)

Requirement: the why-wolf must not be in its intellectual form.
+10 vs. AC; 2d6 + 8 damage and the why-wolf shifts 3 squares.

Lengthy Diatribe (standard; at-will)

Requirement: the why-wolf must be in its intellectual form.
Close burst 3; +8 vs. Will; the target is dazed until the end of the why-wolf's next turn.

Alignment Evil

Str 18 (+6)

Con 14 (+4)

Languages Common

Dex 16 (+5)

int 14 (+4)

Wis 16 (+5)

Cha 15 (+4)



ZOMBIE

Zombies are wandering undead who rise from their graves, craving delicious sugar and brains. Though mindless, they're very resilient and relentless.

Beefy Zombie

Medium natural animate

Level 4

EXP 175

Initiative +6**Senses** Perception +4; darkvision**HP** 55; **Bloodied** 27**AC** 18; **Fortitude** 18; **Reflex** 16; **Will** 16**Speed** 5, fly 6**Beefy Punch** (standard; at-will)

+9 vs. AC; 2d6 + 5 damage.

Flyby Attack (standard; at-will)

Effect: The zombie flies or shifts half its speed and uses beefy punch at any point during the movement.

Luscious Lips (minor; encounter)

Ranged 5; +5 vs. Will; 1d6 + 4 psychic damage.

Undead Assault (standard; encounter)

Effect: the zombie uses beefy punch twice against the same target. If both attacks hit, the target falls prone.

Zombie Pinata

Any critical hit to the candy zombie reduces it to 0 hit points instantly.

Alignment Evil**Languages** Common**Str** 19 (+6)**Dex** 15 (+4)**Wis** 14 (+4)**Con** 15 (+4)**Int** 2 (-2)**Cha** 8 (+1)**Candy Zombie**

Medium natural animate

Level 2

EXP 125

Initiative -1**Senses** Perception +0; darkvision**HP** 40; **Bloodied** 20**AC** 13; **Fortitude** 13; **Reflex** 9; **Will** 10**Immune** disease, poison**Speed** 4**Zombie Grab** (standard; at-will)Requirement: the zombie must not have a creature grabbed
+7 vs. AC; 1d4 + 5 damage and the creature is grabbed.**Zombie Squeeze** (standard; at-will)Requirement: can only be used on a grabbed target.
+9 vs. AC; 3d4 + 3 damage and ongoing 3 poison damage.

Zombie Pinata

Any critical hit to the candy zombie reduces it to 0 hit points instantly.

Alignment Evil

Languages Common

Str 14 (+3)

Dex 6 (-1)

Wis 8 (+0)

Con 10 (+1)

Int 1 (-4)

Cha 3 (-3)

Zombie Sign

Level 3

Medium natural animate

EXP 150

Initiative +6

Senses Perception +3; low-light vision

HP 45; **Bloodied** 22

AC 18; **Fortitude** 15; **Reflex** 16; **Will** 15

Immune disease, poison

Speed 5

Raking Wood (standard; at-will)

+10 vs. AC; 1d8 + 2 damage and the target is marked until the end of the zombie's next turn.

Splintering Planks

When making an opportunity attack, the zombie sign gains a +2 bonus to attack rolls and deals an extra 1d6 damage, additionally it can make opportunity attacks against shifting enemies as though they had moved regularly.

Crummy Zombie

Any critical hit to the zombie sign reduces it to 0 hit points instantly.

Alignment Evil

Languages –

Skills Stealth +5

Str 15 (+3)

Dex 17 (+4)

Wis 14 (+3)

Con 13 (+2)

Int 3 (-3)

Cha 3 (-3)

TRAPS

False-Floor Pit Trap

Level 1
EXP 100

Someone has replaced a portion of the floor with a convincing replacement, hiding a deep and deadly pit.

Area: 2x2 squares, depth variable.

Detection: DC 20 Perception to notice the false floor.

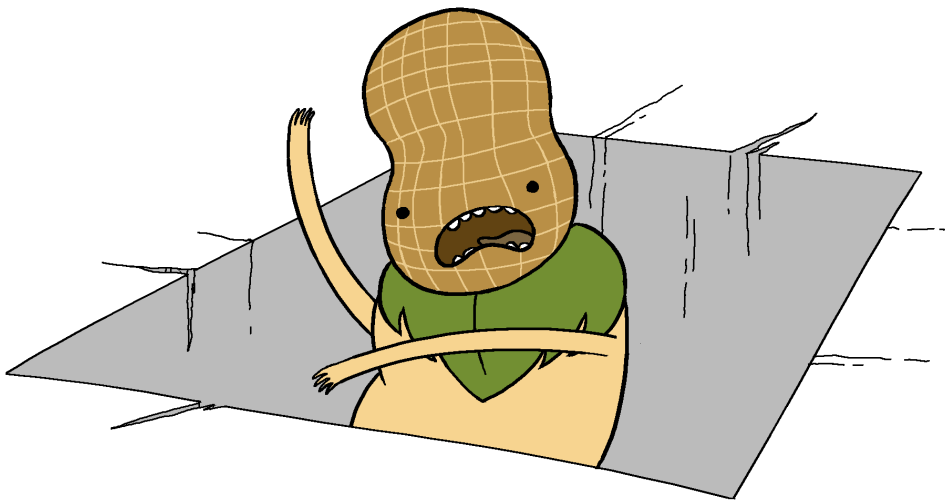
Trigger: A creature enters one of the squares.

Target: Triggering creature.

Attack: +4 vs. Reflex

Hit: Target falls prone in the pit and takes $Xd10$ damage, where X is proportional to depth (10 feet, $X = 1$, 20 feet, $X = 2$, 30 feet, $X = 3$, etc.) For every additional 10 feet, add an extra 25 EXP reward.

Disarm: DC 10 to activate, DC 25 to make the area safe.



Rockslide Trap

Level 1
EXP 100

Loose rock threatens to bury anyone careless enough to cause too much of a ruckus.

Area: Close burst 3.

Detection: DC 20 Nature or Dungeoneering to notice the unstable rocks.

Trigger: Can be caused by excessive noise, movement through an area, or can be triggered by an enemy. Once triggered the rock slide enters initiative order with a +3 to its initiative roll.

Target: All creatures in burst.

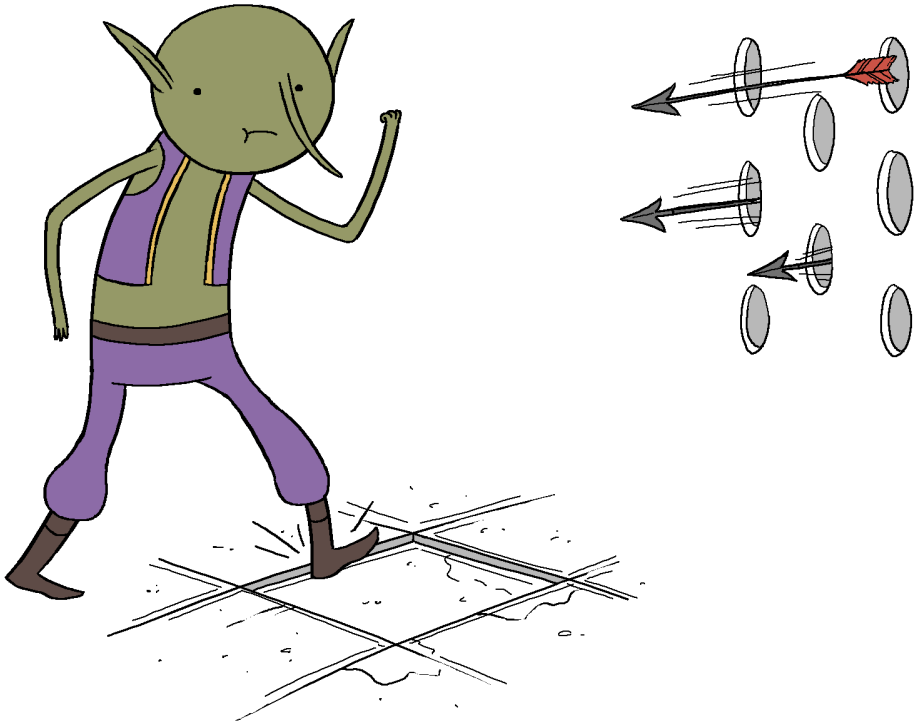
Attack: +4 vs. Reflex

Hit: 2d6 +2 rock damage.

Miss: Half damage.

Special: Rockslide can last multiple turns. For every additional turn, add an extra 25 EXP reward.

Disarm: Cannot be disarmed, but a DC 25 Nature or Dungeoneering check can tell players how to avoid the rockslide, either taking half damage or no damage if the attack misses.



Concealed Weapons

Trap

Level 1
EXP 100

Hidden weapons threaten to lash out at anyone foolhardy to blindly rush into the battlefield.

Area: Five to ten squares throughout the battlefield.

Detection: DC 20 Perception to notice the weapon slots and trigger plates.

Trigger: A creature enters or starts its turn on a trigger plate square.

Target: All creatures in path of weapon.

Attack: Variable.

Special: Depending on the weapon used, the attack and damage change.

Daggers: +4 vs. AC, 1d6 + 3 damage (3 vertical/consecutive tiles).

Spears: (+25 EXP) +5 vs. AC, 1d8 + 3 damage (3 vertical/consecutive tiles).

Crossbows: (+50 EXP) +5 vs. AC, 1d10 + 3 damage.

Scythes: (+75 EXP) +5 vs. AC, 2d6 + 3 damage (2 consecutive tiles).

Spinning Blades: (+100 EXP) + 6 vs. AC, 2d8 +3 damage.

Disarm: A DC 20 Thievery check can disable a single trigger plate, a DC 25 Thievery check can exploit a serious flaw in the mechanism, disabling the entire trap. A DC 25 Dungeoneering check is required to find a way to stuff up the weapon slots sufficiently.

Gossamer Spider Web

Trap

Level 1
EXP 100

An ephemeral web hangs across an area of the battlefield, stopping unwary adventurers in their tracks.

Area: Any number of contiguous squares.

Detection: DC 30 Perception or Nature to notice the web.

Trigger: A creature moves into a square occupied by the spider web.

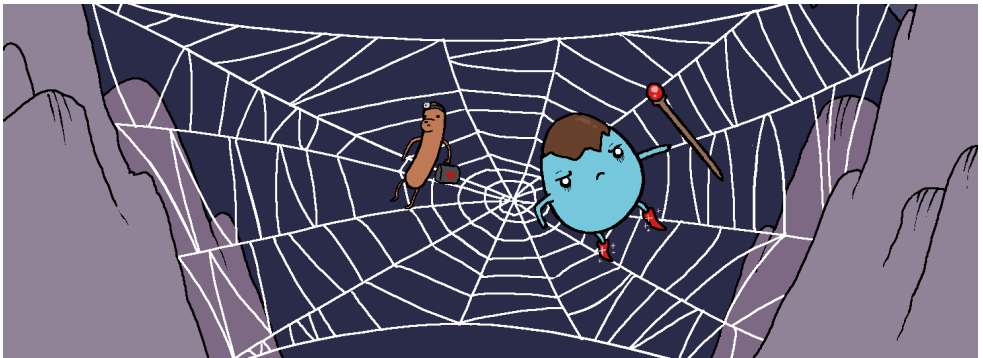
Target: Triggering creature.

Attack: +6 vs. Reflex

Hit: The target is immobilized (save ends).

Miss: The target is slowed (save ends).

Disarm: DC 25 Nature or Thievery check.



Room of Pacification

Trap

Level 5
EXP 200

A statue or large gem in this room shoots out violent magical energy any time a creature does too much at any time.

Area: Entire room or area of combat.

Detection: No check required to perceive the statue/gem, DC 25 Arcana to notice its magical properties.

Trigger: A creature takes more than one action on its turn.

Target: Triggering creature.

Attack: +10 vs. Reflex

Hit: 2d8 + 4 lightning damage. (Can be other types, at DM's discretion.)

Special: The statue/gem of origin has 20 HP and 16 AC and Fortitude. It has 0 Reflex. Its Will cannot be attacked.

Disarm: Can be disarmed either if broken or with a DC 30 Arcana check.

HAZARD

Brambles

Dense brambles or thorns cover this portion of the battlefield.

Note: Bramble covered squares are difficult terrain. No check is required to perceive the brambles.

Trigger: A creature exits a bramble covered square

Effect: The creature takes 1d6 plant damage.

Special: Brambles can be updated to "Clawing Brambles" by increasing the damage to 2d6 plant damage.

Dense Fog

A heavy fog hangs here, obscuring everything in sight.

Note: No check is required to perceive the fog.

Effect: All creatures in the fog are partially obscured and line of sight is blocked.

Special: The dense fog can be upgraded to "Creeping Darkness" by upgrading it to totally obscuring.

Drowsy Daisies

A sweetly shimmering field of daisies grows here, filling you with a pleasant feeling of peace and tranquility.

Note: A DC 25 Nature check to identify the daisies as a threat. No check is required to perceive the daisies.

Trigger: A creature ends its turn in a daisy covered square.

Attack: +4 vs. Will

Effect: The creature is dazed, save ends.

Special: If a creature ends its turn in a daisy covered square and is already dazed, the target is instead dazed and immobilized, save ends both.

Grabbing Quicksand

The sand here is particularly unstable and perhaps even... malevolent.

Note: Grabbing quicksand squares are assumed to be at least 5 feet deep. Quicksand squares are considered difficult terrain. A DC 20 Nature check can identify quicksand.

Trigger: A creature enters a square containing quicksand.

Attack: +4 vs. Reflex

Effect: The creature is trapped by the quicksand and begins to sink.

Special: Creatures grabbed by quicksand are considered to be prone. Creatures trapped by the quicksand must make a DC 20 Nature or Athletics check to escape. Creatures who fail the check three times sink into the quicksand. Sunk creatures drown in three turns unless they rise back to the surface (DC 25 Nature or Athletics).

Illusory Terrain

The floor is covered in a heavy enchantment, either obscuring dangerous terrain or making perfectly ordinary floor appear terrifyingly treacherous.

Note: A DC 20 Arcana check will reveal the illusion but will not dispel it.

Special: The terrain can appear as any other terrain hazard or as completely ordinary flooring. It does not hide any other effects the terrain might produce, like heat, sound, or smell. Please don't use this in combination with lava. :(

Jiggly Jelly Floor

The floor here seems particularly... jiggly. Movement across this jelly sends nearby creatures bouncing into the air.

Note: A DC 25 Dungeoneering or Arcana will grant knowledge of how the jelly floor acts. A DC 15 Perception check is required to notice the jelly floor.

Trigger: A creature enters a square adjacent to a creature also on the jelly floor.

Effect: The non-entering creature is tossed 10 feet in the air, and sustains 1d10 fall damage and falls prone. (Acrobatics can reduce this as normal.)

Special: The jiggly jelly floor can be upgraded to "Jelly Floor of Doom" by increasing the distance tossed to 20 feet and the fall damage to 2d20.

Knife Storm

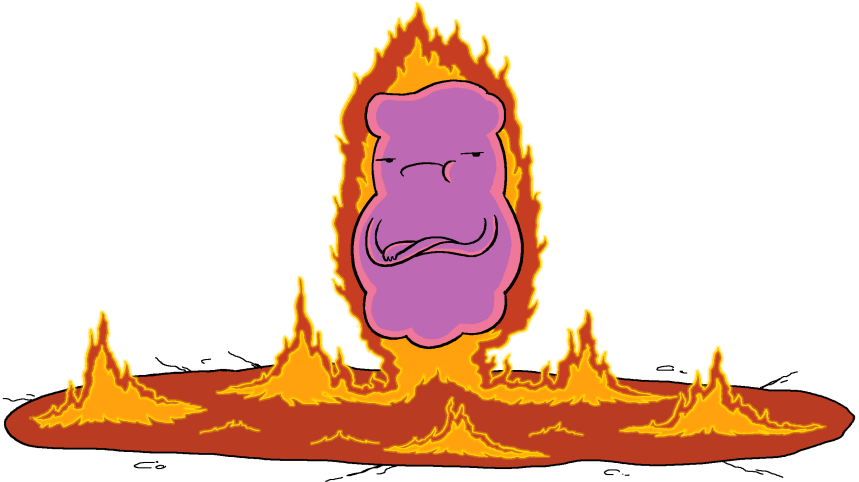
The skies grow dark as black clouds roll in from the west. Suddenly, the first "drop" falls; a perfectly formed iron dagger. The knife storm is here.

Note: No check is required to notice the storm, a DC 25 Nature check will successfully predict that a distant storm cloud is a knife storm cloud.

Trigger: A creature begins its turn exposed to the knife storm.

Attack: +6 vs. Reflex

Hit: 1d6 + 2 damage.



Lava

Molten hot lava (or magma, if you're underground!) sits in front of you, radiating immense heat.

Note: Lava squares are assumed to be 10 feet deep. Lava squares are considered difficult terrain. Obviously, no check is required to perceive the lava.

Trigger: A creature enters a lava filled square

Effect: The creature takes 5d12 fire damage and ongoing 5d12 fire damage if the creature for some crazy reason remains in the lava. A creature that exits a lava filled square takes ongoing 10 fire damage (save ends).

Special: Creatures in lava squares are considered to be prone. Creatures who are crazy enough to end their turn in lava squares must make a DC 30 Nature or Athletics check or sink. Sunk creatures "drown" in three turns unless they rise back to the surface (same checks).

Floating creatures can float above lava, taking ongoing 1d12 fire damage instead. Floating creatures exiting lava squares take 5 ongoing fire damage (save ends).

Slippery Ice

The floor here is particularly slick, sending you spiraling out of control across the battlefield.

Note: A DC 20 Nature or Dungeoneering check can identify icy squares.

Trigger: A creature enters a square covered in slippery ice.

Attack: +4 vs. Reflex

Effect: The creature slides across all icy squares in the direction it was traveling and falls prone on the last icy square.

Special: Floating creatures can float above slippery ice, avoiding its effect.

Spores of Healing

Small clusters of fungi provide a soothing healing effect.

Note: A DC 25 Nature check will reveal the effect of the spores. No check is required to perceive the spores.

Trigger: A creature starts its turn in a spore covered square.

Effect: The creature regains a number of hit points equal to its level, max. 5.

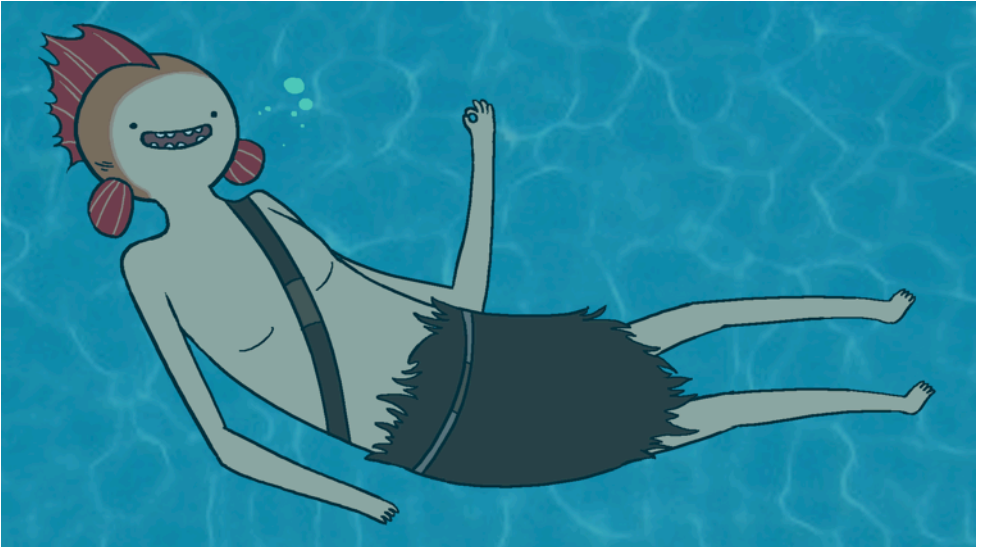
Special: Healing spores grow sparingly, and typically only cover very small areas. Harvested spores have no effect, but are edible, I guess. Spore tiles can be the target of attacks, and have no defenses, but 10 hit points. At the beginning of every initiative cycle, they regenerate 5 hit points, unless they're dead.


Water

A deep pool of water sits before you. Hope you know how to swim!

Note: Water squares are assumed to be at least 10 feet deep. Water squares are considered difficult terrain. No check is required to perceive water.

Special: Creatures in water squares are considered to be prone. Creatures who end their turn in water squares must make a DC 15 Nature or Athletics check or they begin drowning. Drowning creatures die in three turns unless they rise back to the surface (same checks). Floating creatures can float above water.





**TROUBLE IN
THE BUBBLE
KINGDOM**

INTRODUCTION

"Heroes of the Land of Ooo, heed my call: the Bubble Kingdom is in danger!"

Trouble in the Bubble Kingdom is a quick and straightforward adventure designed to introduce players to the tabletop gaming environment, and to help a group determine their personal playing style. Though it can be played in one session, beginning players might want to split it into two shorter sessions for convenience. It is designed for a party of four level 1 characters (my preferred party size) although it can easily be expanded or reduced for a different size group if the DM sees the party struggling. (Add or remove an extra monster to each fight for every two extra/fewer players.)

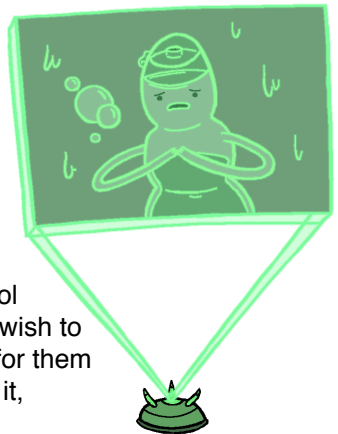
As the DM, it is your job to make the players interested and excited about the setting. Make props and models, talk in crazy voices, do whatever you think you have to in order to keep everything interesting. If the players aren't engaging in the setting, throw some more show references in or, if you see your party being more number and combat oriented, add some minor temporary boosts to their stats as reward for any and all creative behavior. (Ex. A player invents a particularly creative way of dispatching an enemy and is granted a temporary +5 bonus to attack rolls for the encounter.) The goal isn't to just slog through dice rolling like a lame game of Snakes and Ladders, the goal is to have fun and get everyone excited and imagining how rad it would be to be an adventurer!

THE HOOK

The hook is a means of introducing the characters into the setting. There are two main ways to do so, depending on how the players wish for their respective characters to interact.

Hanging Out at the Hideout

The player character's are good friends and adventuring buddies. They're pretty well known around the land and have already kicked a few evil guys right in the buns. They've also established a cool hangout, like Finn and Jake's tree fort. If the players wish to start the game this way, have them invent a hideout for them to all live in. Have them describe it, draw it, decorate it, whatever.



The story begins with a regular day in the hideout. The players are bumming around when suddenly a bubble floats in through the window. If left undisturbed, it will go to the center of the hangout and pop, dropping a small holographic projector onto the floor. When activated, a hologram of the Shampoo Princess appears, saying:

“Heroes of the Land of Ooo, heed my call, the Bubble Kingdom is in grave danger! Though carefully hidden, it has somehow been infiltrated by evil dust monsters! They’re like, seriously messing up the place! If you will help, come to the Bubblegum Bash in the Candy Kingdom. From there, I will be able to use my soap power to transport you to my kingdom! Please help!”

The party will then be able to gear up before the bash that night. The adventure starts at the door of Princess Bubblegum’s Castle.

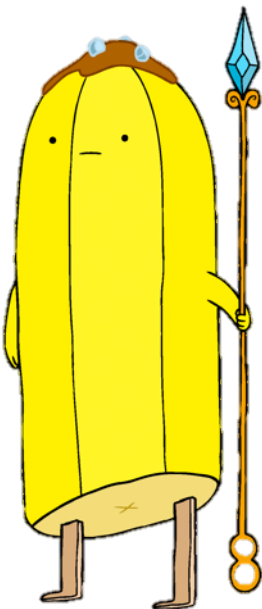
Meeting of Heroes

This adventure hook is designed for players who might be less familiar with each other or who want to have their character get to know each other in game. Every player is a lone adventurer with their own motivations and ambitions, ultimately leading them to a life of good-aligned heroism. Over the past few days, magical soap bubbles have floated throughout the land. They are very hardy and loudly vibrate out the following message;

“Heroes of the Land of Ooo, the Bubble Kingdom is in danger! Please come to the Bubblegum Bash in the Candy Kingdom if you wish to help!”

The players arrive at the doors of Princess Bubblegum’s Castle at the same time. At this point they can meet and introduce each other or they can continue to act independently until they find Shampoo Princess inside the castle. (This might be a bit more difficult to manage but can be a fun convergence of paths.)

TRIAL 1: BANANA GUARDS



This is the first skill challenge for the players, intended to allow them to do some basic problem solving. When the party approaches the doors of castle, two banana guards block their way. They should have a gruff, simple manner of expressing themselves. The guards say that it’s an exclusive party and that they’re not just letting a bunch of random dweebs in. From here, the players can potentially try to get in a variety of ways, if they’re reluctant to try anything, you may suggest they try diplomacy or a feat of strength to impress them.

Talk to the guards: Probably the most obvious one. The players can try to convince the guards that they’re there on business and that they need to talk to the Shampoo Princess. The banana guards aren’t easily convinced and the diplomacy check DC is 20. They can get a bonus by supporting their rolls with convincing speech (between 1-5) and/or by bringing along the talking bubble or the hologram projector (+5).

Try to Impress the Guards

The guards obviously seem unimpressed by the party. Showing off how cool and interesting they actually are could turn all that around. Players can attempt some feats of strength and magic; wizards might try some of their cantrips, warriors could try to use their athletics, thieves their acrobatics, minstrels their singing, etc. Not every party member needs to show off something, a majority just needs to sufficiently impress the guards to gain entrance. If they use skills, set a DC of 20, granting them bonuses for how cool you think their made-up feats are. (Ex. "I lift a big rock" gains no bonus whereas "I deftly juggle some candy people while hopping on one leg" might get a +5.) Judging the players' use of abilities might be harder, but if you don't want to just deem an attempt "good enough" you could roll a d20 to determine success (DC 15). Allow multiple attempts unless the party isn't feeling the challenge. Then you might suggest...



Breaking In

Rebellious players might decide that these guards aren't worth their time and instead will try to break in. Around the corner there's windows into the great hall that are about 15 feet (3 squares) off the ground. Four of the five windows are locked, but a thief can easily pick that lock (a DC 10 thievery check). Climbing up to the window can be either acrobatics or athletics (DC 15). The party inside is so rowdy that no one will notice the group entering this way. Especially sneaky players might want to sneak in through the back. (Hey, there's always a back, right?) Sneaking in would require a DC 20 thievery check which could be lessened to DC 15 with some sneaky cook or waiter disguises. (Fact: when there's a back, that's where the kitchen is.)

Fight Their Way In

This is probably the worst choice, since fighting your way in is totally not righteous and won't make a good impression on the princess. If players do choose to fight, use two Earclops (p. 85) as a template for the guards, replacing the clubs with candy spears.

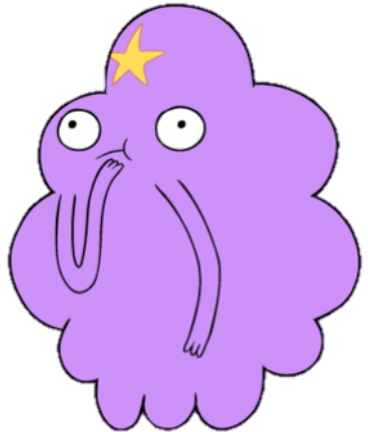
No matter how well you prepare, the party might still surprise you with a different path. If that is the case, don't shoot them down but roll with it. The general difficulty of an average challenge is DC 15 whereas a hard challenge would be DC 20, but provide opportunities for the party to gain bonuses to these early rolls. However they get in, they are greeted by a rowdy party filled with party bears, princesses, and candy people. Finding the Shampoo Princess won't be easy, which leads to the second skill trial...

TRIAL 2: SEARCH THE PARTY

This is a busy party, and Shampoo Princess isn't just standing inside the gates waiting. The heroes are gonna have to track her down! This is a quick skill trial to make sure the players are comfortable using their perception and street-wise skills. The castle can be sub-divided into four sections; north, west, east, and south. The Shampoo Princess is in the north section, whereas the players start in the south section. Spotting or finding out where the princess is becomes easier the closer they are to her; it's a DC 20 check in the south, DC 15 in the west and east, and DC 10 in the north. Here also is an opportunity for the DM to have some fun, should they choose to. In the east section is Lumpy Space Princess whereas in the west section we have Princess Bubblegum herself. The DM can put on their best LSP or PB impression and talk to the players.

Lumpy Space Princess

LSP will be dancing around, strutting her stuff, and the other attendees will be giving her a wide berth so she'll be easy to spot. When asked about Shampoo Princess, she will complain about her. She'll say that Shampoo Princess used to be a blast, but recently she's started being all "Oh, my kingdom, I'm so sad, bloo hoo." This will be the DM's first chance to indicate that Shampoo Princess is not all that she seems by having LSP mention that she's "like, a totally different person now." However the conversation ends, LSP will point them toward the north section of the party.



Princess Bubblegum

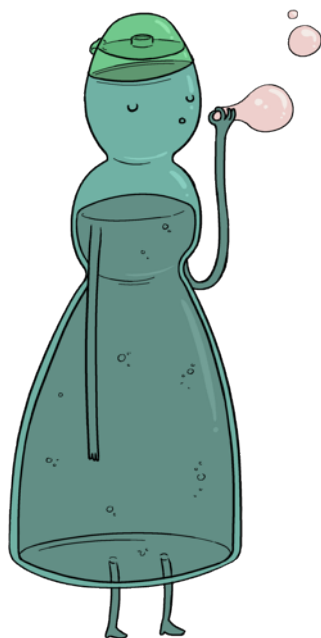
Bubblegum is dancing around with Peppermint Butler at her side. When asked about Shampoo Princess, she will tell the players that she's in the north area. Here is another opportunity for foreshadowing; when Shampoo Princess is first mentioned, Peppermint Butler can hiss and say "We shall see that at which dogs howl in the dark, and that at which cats prick up their ears after midnight!" It's a quote from H.P. Lovecraft, and it's mysterious enough to make the players nervous!



Whether or not you choose to include these two characters, make sure your players walk away from this trial knowing how to search for information around them. Next, presumably, the party is standing before the Shampoo Princess.

SHAMPOO PRINCESS

The Shampoo Princess is a tall and regal character who speaks in a lofty tone and often pauses mid-conversation to blow some bubbles using her hand. When the heroes arrive she greets them (“Hail, heroes” or something) and tells them of the peril in her kingdom; a few days ago her super-clean bubble kingdom had suddenly become dirty. What was first thought to be a minor cleanliness breach soon turned to disaster when the dirt coalesced into giant dust monster that rampaged around town, griming up the place. Now most of the soapy citizens are locked in their homes, trying their best to stay clean. In order to free the kingdom, the heroes must get to the inner sanctum of the Soap Citadel and destroy the Mother Dustball that has taken up residence there.



The Bubble Kingdom is hidden on a faraway floating bubble-cloud which can only be accessed by soap-kind. If the party is ready, the princess will cover them in a large transport bubble which will float them directly there. Here the DM has an opportunity to introduce a small puzzle to change things up; they can also just let the party travel directly to the Bubble Kingdom.

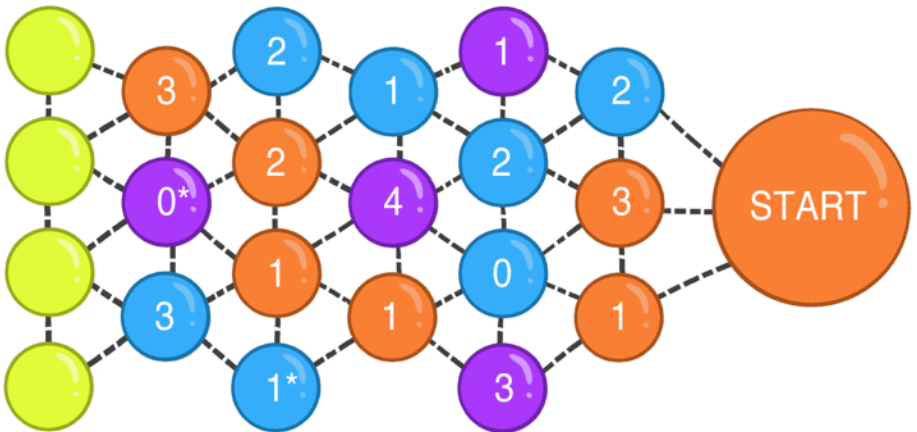
Bubble Juggle Puzzle

As the players float out of Princess Bubblegum’s Castle and above the clouds, several more, one-person sized bubbles appear around the main bubble. They all have faces and one bubble, apparently some de facto leader, asks the party if they’re going to the Bubble Kingdom. (The DM can attempt their best cabbie accent, if they want. Come on... it’s fun!) The bubbles introduce themselves as the Blob Patrol; they can get the party to the kingdom faster, but they’re going to have to split up. If the players roll insight (DC 10) before accepting, they’ll notice the head blob isn’t entirely honest. If asked about it, he’ll admit that some of the blobs are a bit less... speedy than others. The fastest bubbles are at the head of the group and players will have to jump bubble to bubble to get to the fast bubbles. Certain bubbles are less stable than others and will pop after several players pass into them.



What follows is a map of the bubbles; the goal is to reach the bubbles at the far left. The players can pass into any adjacent bubble. The numbers indicate the number of times players can pass into a given bubble before it pops. (So reduce the counter by 1 for each person who enters the bubble.) Color indicates the speed of the bubble, aka the number of rounds a player is late to the fight which follows at the Bubble Kingdom. Bubbles with stars have prizes inside. Players who enter a 0 count bubble pop it, and fall. Shampoo Princess's magic bubble catches them and returns them to the beginning of the puzzle. This puzzle is designed for a 4 person party, so increase the number of final top speed bubbles accordingly. (You may also add one counter to one of the bubbles per column for each extra party member.)

- = zero turns late and surprise round!
- = arrive one turn late
- = zero turns late
- = arrive two turns late

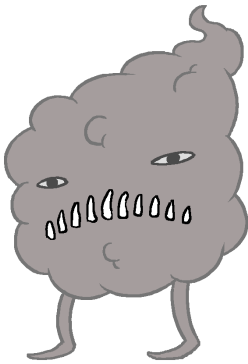


To start the puzzle show the party the same array of bubbles, but without any color or number indicators. A player can do a perception check to determine what speed the bubble they're in will have (DC 15).

Prizes – Two of the bubbles contain vials of scented bath salts. When a player uses one, they gain resist 5 against all the damage dealt by dirt and dust monsters for the duration of an encounter. Covering oneself in bath salts is a minor action.

Whether or not you choose to use the puzzle, the party passes through the clouds to see a beautiful ephemeral city before them. Vast floating clouds of bubbles spread as far as the eye can see. In the center of the city is a castle made of a giant shampoo bottle surrounded by giant soap bars that serve as the wings of the castle. The party is deposited at a landing at the edge of town. There before them sit several dirty, dusty looking grey lumps. When the party approaches, they attack. (The puzzle will determine when players appear in the fight, but initiative order should still be rolled for all party members.)

BATTLE 1: THE LANDING



This is the first combat encounter the players will have, so the monsters here aren't particularly tough. You'll want to start setting up the battlefield as soon as possible; you can use the map and token included in the back of this book or build your own game pieces. You will place the three dustlings at the center of the map and the players position themselves at the open end. (But only if they haven't been delayed by the puzzle!) Anyone who has surprise can take their surprise action and then all the players and monsters should roll initiative.

The dustlings are as brainless as they are aggressive. Make sure not to make them too clever when choosing targets and attacks.

Dustling		Level 1
Medium magical animate		EXP 100
Initiative +4	Senses Perception +2	
HP 22; Bloodied 11		
AC 16; Fortitude 13; Reflex 15; Will 12		
Vulnerable 5 blunt/soap		
Speed 6		
Gnaw (standard; at-will)		
+6 vs. AC; 1d6 +3 damage.		
Hairball (standard; at-will)		
Ranged 3; +6 vs. Reflex; 1d6 damage.		
Bedusten (minor; encounter)		
Close burst 1; +5 vs. Reflex; the target is slowed until the end of the dustling's next turn.		
Alignment Evil	Languages –	
Str 14 (+2)	Dex 17 (+3)	Wis 12 (+1)
Con 13 (+1)	Int 8 (-1)	Cha 8 (-1)

When the dustlings are defeated their grimy interiors reveal any loot you want to give the party (around \$1-10). There are now several paths for the players; left or right to the nearby bubble houses, or straight toward the castle. If the players roll perception (DC 10) they'll hear plaintiff cries of the bubble citizens from their homes. (If the players struggled with this fight, you may want to direct them to helping the soap citizens first since they reward combat items.)

TRIAL 3: BUBBLE GUARDIAN



If the party chooses to go right, they will encounter a dust-strewn and abandoned avenue in the Bubble Kingdom. Most of the windows and doors are shut, and they can vaguely see the outlines of soap and bubble people hiding in their homes. One house, however, has a window open, and a large... bubble leg is sitting in it. As the heroes approach it greets them merrily.

“Hey, hey you guys! Over here! I’m the Bubble Guardian, defender of this realm! Or, I was, until my four other body parts wussed out and hid in this house, pretending to be furniture. I’m not all too clever, being a leg and everything, but maybe you guys can figure out which of them are body parts and which are actual furniture! Watch out though, they’re a bunch of liars, but they only lie about themselves.” The leg then hops down from the window. “Here, let me open the door for you.”

This puzzle is a pretty straightforward matching and elimination puzzle. The house contains a couch, a lamp, a table, a chair, a bookshelf, and... an arm statue. (Hey, how smart can an arm be, really?) Each bit of furniture gives only one hint before silently standing and pretending to be furniture, but the DM can repeat the hints as often as the party needs. Here’s what they say;

The **arm statue** says, “Aha, ha, what? I’m totally not an arm, what are you even talking about. But, uh, see couchy over there? Yeah, he’s totally a body part.”

The **couch** says, “Man, I am like seriously a couch. Look how couch shaped I am! But see that lamp, in the corner? It’s definitely some part of the guardian, but not an arm.”

The **lamp** says, “Who said I’m not a lamp? Was it the couch?! Well, would someone that’s not a lamp be able to do... this?” (Nothing happens.) “Anyway, yeah, the bookshelf is totally not the torso.”

The **table** says, “Man, I am so totally a body part, but, I won’t tell you which one! Then you’ll put the butt instead of the face and then you’ll look real stupid. Haha. Anyway, the chair isn’t part of the Bubble Guardian. Filthy lay-about.”

The **chair** says, “Look, all those other guys are such liars, but you can trust me. I’m really honest cause I’m the torso. Mmhmm. Yup. But, uh, the lamp? That guy? Definitely not a leg.”

The **bookshelf** says, “Mmmm hmm hmmm, just standing here, being a bookshelf. Oh, uh, there’s no way the couch is an arm. No sir. That’d just be ridiculous. Couch arms. Pfft.”

If you haven't figured it out already;

- The **couch** is the other **leg**.
- The **lamp** is the **torso**.
- The **arm statue** and the **bookshelf** are **arms**.
- The **table** and **chair** are **furniture**.

Once the players feel comfortable with their decisions, they can put the furniture and the brave leg together in what they think is the right combination. (Which arm is on which side doesn't matter.) All the correct parts will pop together and all the wrong parts will fall off and run away, meaning the party only gets one try. The reconstituted Bubble Guardian will reward the party and run off to vanquish evil.



Reward – The players will receive a small vial of soap which they can use to coat one of their weapons (minor action). It provides +X damage against dirt/dust creatures, where X is the correct number of body parts, up to 5. The Bubble Guardian will also aid the party in the final boss battle. (See Battle 4 for details.)

TRIAL 4: SUDSY THE SQUIRE

If the party chooses to go left, they find their way in a little winding alley of larger, more majestic looking houses. Before a particularly impressive bubble house is a large puddle of dirt and grime. From inside a bar of soap with a bubble afro is looking down at it. He waves to the party.

“What ho adventurers! Look here. I am Sudsy, Squire of Scrubbing. Not that I do a lot of work, since the kingdom is usually immaculate. But now I can't even get out of the house what with this huge puddle of... grease or something in front of my house! I request thy aid!”



It's clear that Sudsy is a fussy fellow who's forgotten his duties! The task here is to somehow get Sudsy out and cleaning again. This is similar to the guard trail earlier in that the party can approach this in *a lot* of different ways. (Ex. Hide the puddle, scrub and clean it, intimidate or diplomacy Sudsy into cleaning it himself.) However they may achieve it, there are two branches of rewards.

Rewards – If the party simply “removes” the dirt themselves, Sudsy gives them one soap bubble. (Soap bubbles give resist 5 dirt/dust to one player for an encounter, use is a minor action.) Convincing Sudsy to work again gives two soap bubbles. The resolution also affects Sudsy's help in the boss battle. (See Battle 4.)

BATTLE 2: THE GARDEN

If the party chooses to go straight, they enter the royal gardens before the castle. There is a large fountain at the center spewing bubbles instead of water. It's all very pretty, except for the piles and piles of dust everywhere. As the party walks forward, the dust rises up as two dustlings form, as well as two particularly hulking and nasty dust bunnies. You can use the map for Fight 2 included in the back; place the monsters near the fountain and note that the topiary bushes are difficult terrain. (For dustling monster data, flip back a few pages. I ain't gonna do all the work for you.) Dust bunnies are formidable opponents that choose a target and focus on them. If their target gets too far away, they try to pull it back using their *inhale* attack.



Dust Bunny

Medium magical animate

Level 2
EXP 125

Initiative +1

Senses Perception +3

HP 42; **Bloodied** 21

AC 16; **Fortitude** 14; **Reflex** 13; **Will** 12

Vulnerable 5 blunt/soap

Speed 5

Fierce Dust Punch (standard; at-will)

+7 vs. AC; 1d8 + 6 damage and the target is slowed until the end of the dust bunny's next turn.

Inhale (standard; at-will)

Ranged 5; +5 vs. Reflex; 2d6 damage and the dust bunny pulls the target 2 squares.

Alignment Evil

Languages –

Str 15 (+3)

Dex 16 (+4)

Wis 15 (+3)

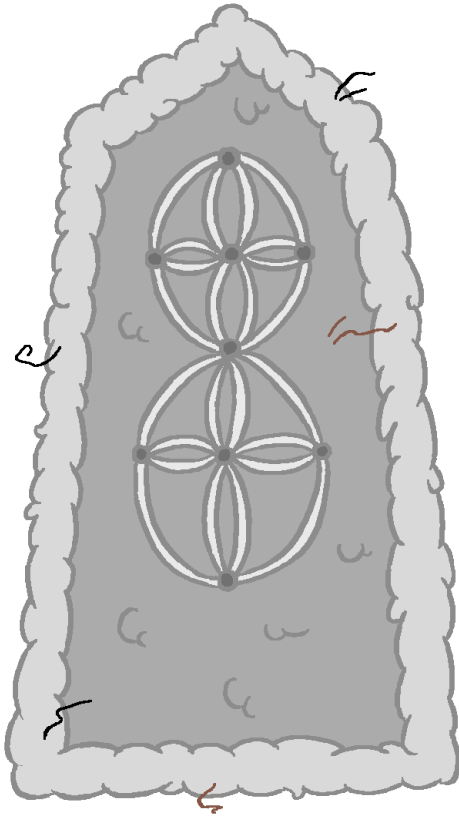
Con 18 (+5)

Int 3 (-3)

Cha 9 (+0)

Once the garden monsters are defeated, the path to the Soap Citadel doors is clear. This encounter should reward approx. \$10 – 20 in money or rewards.

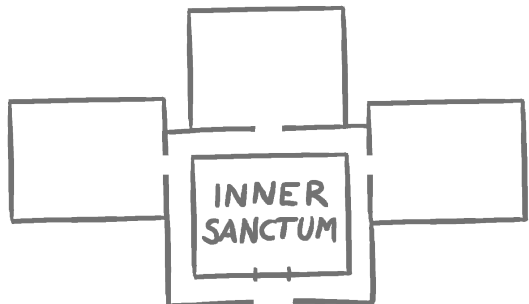
TRIAL 3: THE DUST DOOR



The party enters the castle, full of excitement, ready to take down the boss. Except everything in the castle is eerily silent. Before them they see that the center chamber has been sealed by some kind of thick dust door. There doesn't seem to be any kind of lock or even door handle, but it is covered in an intricate pattern made of a series of arcs.

If the players investigate the door and/or the arcs, they will see that they can press individual segments, which turn black. As soon as one segment is depressed, a door handle appears on the door. Trying to turn the handle without the right combination of arcs depressed releases a heavy cloud of dust from the door. The player turning the handle must make an DC 20 endurance check or lose a healing surge. Clearly the players must discover the right pattern to open the inner sanctum.

Looking around, there is a hallway going right and left to either side of the door. There are three rooms around the middle chamber. Regardless of the direction the players go, they will encounter the rooms in the following order; kitchen, then ballroom, then the princess's bedroom. This is to ensure that the puzzle and story unravel in sequence. (So the first unexplored room they enter will always be the kitchen, the second unexplored room they enter should be the ballroom, and the third unexplored room will always be the princess's room.)



1



The Kitchen – The first room the party enters is a large spacious kitchen. There doesn't seem to be a lot of food though, and the center islands have been pushed out of the way. Looking at the floor, there is a series of arcs drawn in grease. These arcs cannot be erased or modified by any means.

If the party looks in the fridge, there is a lot of soap food there, but also a large chocolate cake. If a player tries to eat the cake, they will discover that it is largely just a hollow cake shell filled to the brim with pancake syrup, and therefore, pretty gross. With the cake there is a note; “A sweet cake for my sweetest.” (This is a gift from the Syrup Duke, a hint toward the villain's identity.)

The Ballroom – The first thing the players will notice is a massive pool of gross sticky dust and dirt covering a large portion of the room. Given the previous room, the party will probably figure out that the next set of arcs is hidden underneath the dirt. They can try cleaning it, but it will be really hard, and they will need to pass 3 DC 20 endurance checks between them to finish the job.

Alternatively, If they look around, they will see that there is a broom closet at one end of the room. The closet, however, is locked; a DC 20 thievery or athletics check will dispense with the door. Alternatively, there is a key in the Princess's Bedroom the party will probably find later. However they open it, within the broom closet they will immediately see a wet mop. This will reduce the endurance checks down to a measly DC 10.

2



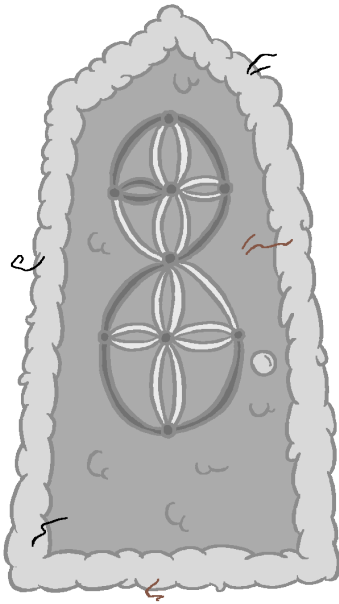
With a DC 15 perception, the players also find a bucket in the closet. Within the bucket they first only see some kind of liquid cleaner, but soon a face forms in it. It appears to speak but can't seem to make sounds. (This is the Shampoo Princess, poured out of her bottle.) If the party brings the bucket over to the pool of dust, the liquid will slosh around agitatedly. If the players pour it out onto the dirt, it will quickly clean up the pool and then will sit, somewhat coalesced in a puddle. If brought near the bucket, it will return into it. The party might bring the bucket with them to the following fights, see Battle 3 and 4 for details.

The Princess's Bedroom – Violating a lady's privacy, the party brazenly marches into the Shampoo Princess's private quarters. At first they see nothing other than a bed, a wardrobe, and a desk. An easy perception check will help them locate some documents in the princess's desk. One is a love letter from a S.D. who is frustrated that the princess won't return his affections. He seems quite angry. (Another hint toward the final villain's identity.) Another is the princess's diary. If and when they open it, the key to the broom closet will fall out. Within the pages of the diary is also the final set of arcs. (Just put them wherever the party looks. If they decide not to open it, put the arcs on the back cover, since you don't want to punish them for not snooping.)

3



After having retrieved the arcs from all three rooms, the party should now be ready to piece together the pattern needed to unlock the dust door; a snake.



Turning the handle of the door with this pattern will immediately cause the door to start writhing and breaking into separate lumps of dirt. The snake design will seem to grow and wriggle as though it were alive and the entire thing, including the person holding the door, will get sucked into the inner sanctum. The snake design finally becomes its true form; the Mother Dustball, a long, vicious dust beast that kinda looks like those things you make when you roll a bunch of dust up with a wet rag. The door also becomes two more dustlings and a dust bunny. The third map shows the inner sanctum; the walls and floor are covered in dust, dirt, and cobwebs. The monsters stand ready at the center of the room along with the person who opened the door. The party now rolls initiative, because the fight is *on*.

Special Note – If the party has the sentient bucket of soap (Soap Princess) along, she will mostly seem to shrink and hide from the dust monsters, reluctant to leave her container. However, if the person holding the bucket is adjacent to a bloodied dustling or dust bunny, she will suddenly begin shaking and will seem to encourage the player to release her. The player can then, as a minor action, use the bucket of soap. The soap will then envelop the monster, immobilizing and dazing it. A turn after she has been applied to a monster, it becomes completely dissolved and is instantly reduced to zero hit points. The soap will then sit as a puddle until the bucket is adjacent to her, at which point she will return to it. The soap will not attack the Mother Dustball.

BATTLE 3: THE DUSTMOTHER

Mother Dustball

Large magical animate

Level 3

EXP 150

Initiative +7 **Senses** Perception +3

HP 50; **Bloodied** 25

AC 18; **Fortitude** 16, **Reflex** 15, **Will** 14

Vulnerable 5 blunt/soap

Speed 6; climb 2

Confounding Dust (standard; encounter)

+6 vs. Fortitude; 1d4 +2 damage and the target is dazed until the end of its next turn.

Dusty Grapple (standard; at-will)

Ranged 5; +7 vs. Reflex; 1d6 +4 damage and the target is restrained (save ends) and is pulled 3 squares. *Sustain standard*; the target takes 1d6 +4 damage and is pulled 3 squares.

Dust Barrage (standard; encounter)

Area burst 1 within 10; +6 vs. Reflex; 1d10 +4 damage.

Alignment Evil

Str 16 (+4)

Con 13 (+2)

Languages –

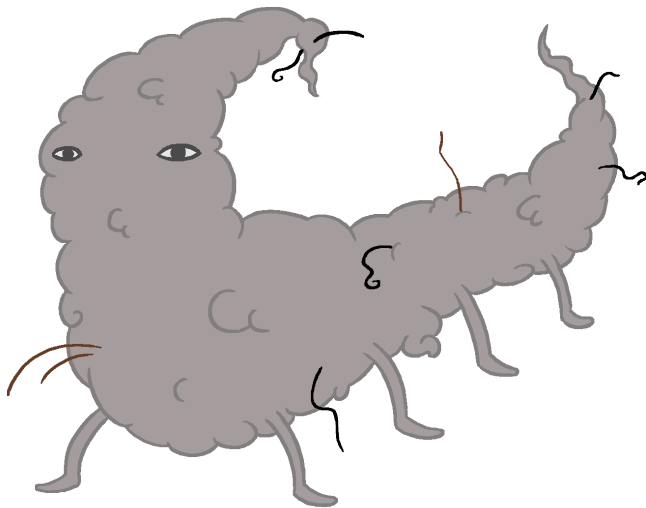
Dex 15 (+3)

Int 2 (-3)

Wis 12 (+2)

Cha 5 (-2)

The monsters drop about \$35 total worth of money or reward. As soon as the battle ends, the Soap Princess rushes in, praising the heroes. As she does so, however, she trips and a crack is heard. "Oh dear..." she says as a viscous, brown liquid starts pouring out of the crack. Rapidly the syrup coalesces into a vaguely human shape...



BATTLE 4: THE SYRUP DUKE



Finally revealing himself, the Syrup Duke speaks, “Fools! You have fallen directly into my clever trap!” With a motion of his hands, the dust in the room is swept away, revealing an intricate pattern of runes on the floor. “I would’ve been happy marrying the Shampoo Princess and taking over her kingdom but nooooo, she had to turn me down. So now instead I’ve started a ritual that will turn this whole kingdom into syrup, just like me, the Syrup Duke! All it needed was the blood of some heroes, which you kindly spilt on my magic circle! Now you will die and my Syrup Kingdom will be complete!” And so another fight begins!

(Everyone re-rolls initiative as this is treated as a new encounter. If the party is pretty beaten up after the last fight, allow them to have taken a short rest before this fight began, restoring their spent encounter powers and hit points.)

Special Notes – The various denizens of the Soap Kingdom that the party helped will appear in this fight.

Bucket of Soap (Real Soap Princess) – If adjacent to the Syrup Duke, a player can throw her into his face as a minor action, dazing and immobilize him for one round. After that the Duke will fling her to the ground, where she will remain, woefully stunned.

Sudsy – If the party helped him, Sudsy will charge in on the Syrup Duke’s second turn. If the party cleaned for Sudsy, he will vigorously scrub at the runes on the floor for one rounds, then run away. If party convinced Sudsy to start cleaning again, he will scrub at the runes on the floor every round until the end of the encounter. Sudsy’s scrubbing will lower all the Duke’s defenses by 1 for each round he scrubs.

Bubble Guardian – If the party reunited him, the Bubble Guardian will charge in on the Syrup Duke’s third turn, hitting him for $Xd6 + X$ soap damage, where X is the number of correctly placed body parts, up to 5. The Duke will then quickly turn around and pop the Guardian, ending his brief but valiant resistance. At the end of the fight the Shampoo Princess will restore the Guardian back to life, so don’t be too sad. (But the party doesn’t know that! Let them be sad! Use their sadness to fuel their vengeance!!! AHAHAHA!!!)

Syrup Duke

Medium candy humanoid

Level 3
EXP 150

Initiative +5 **Senses** Perception +0; low-light vision

HP 50; **Bloodied** 25

AC 16; **Fortitude** 16; **Reflex** 17; **Will** 12

Vulnerable 5 soap

Speed 6, **teleport** 2

Sticky Fingers (standard; at-will)

+6 vs. Reflex; 1d8 + 3 damage and the target is immobilized (save ends).

Feed Syrup (standard; at-will)

Requirement: target must be immobilized.

+8 vs. AC; 2d6 + 3 damage and the target is slowed (save ends).

Evil Magics (standard; encounter)

Burst 1 within 10 squares; 2d6 + 5 magic damage.

Syruplosion (no action; trigger - duke is reduced to 0 hit points; encounter)

Close burst 1; +8 vs. Reflex; 1d6 + 1 damage and the target is knocked prone.

Alignment Evil

Str 10 (+0)

Con 14 (+3)

Languages Common

Dex 15 (+3)

Int 17 (+4)

Wis 9 (+0)

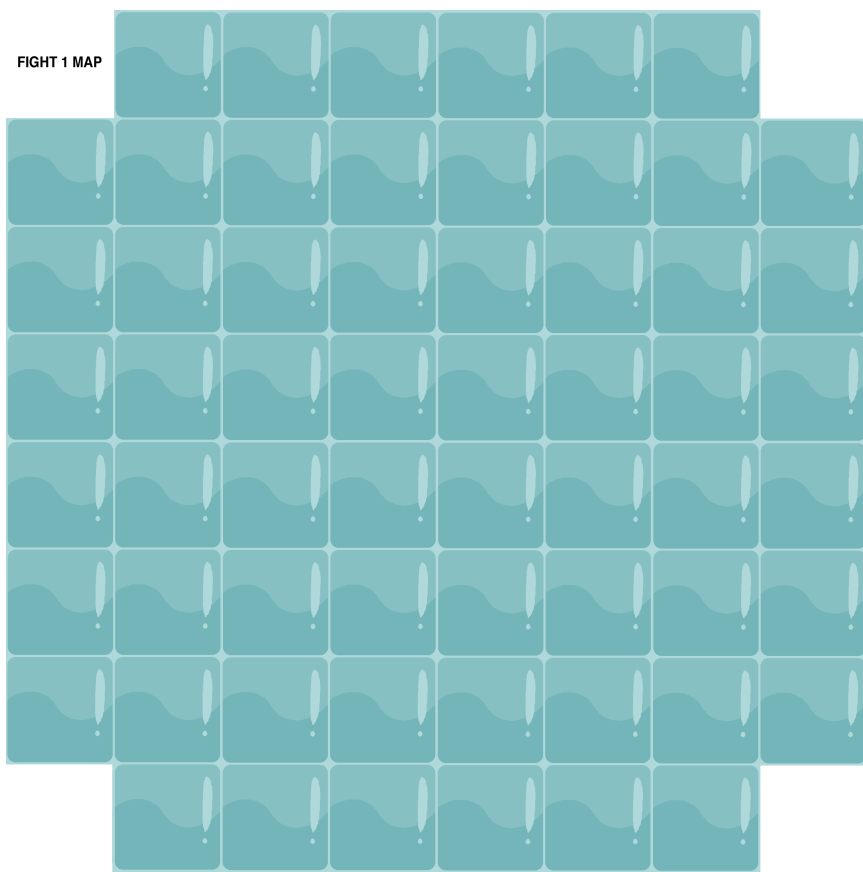
Cha 4 (-2)

When the Syrup Duke is defeated, he leaves behind about \$40 in cash or rewards as well as a bottle of syrup and, potentially, a heart of candy evil. The bottle of syrup is a one use item that can be used to attack. (Standard action, ranged 5; +8 vs. Reflex, 1d10 + 8 damage and the target is slowed (save ends).) The heart of candy evil is a quest item that can be taken to Princess Bubblegum for analysis. What this leads to is up to you, my dear DM!

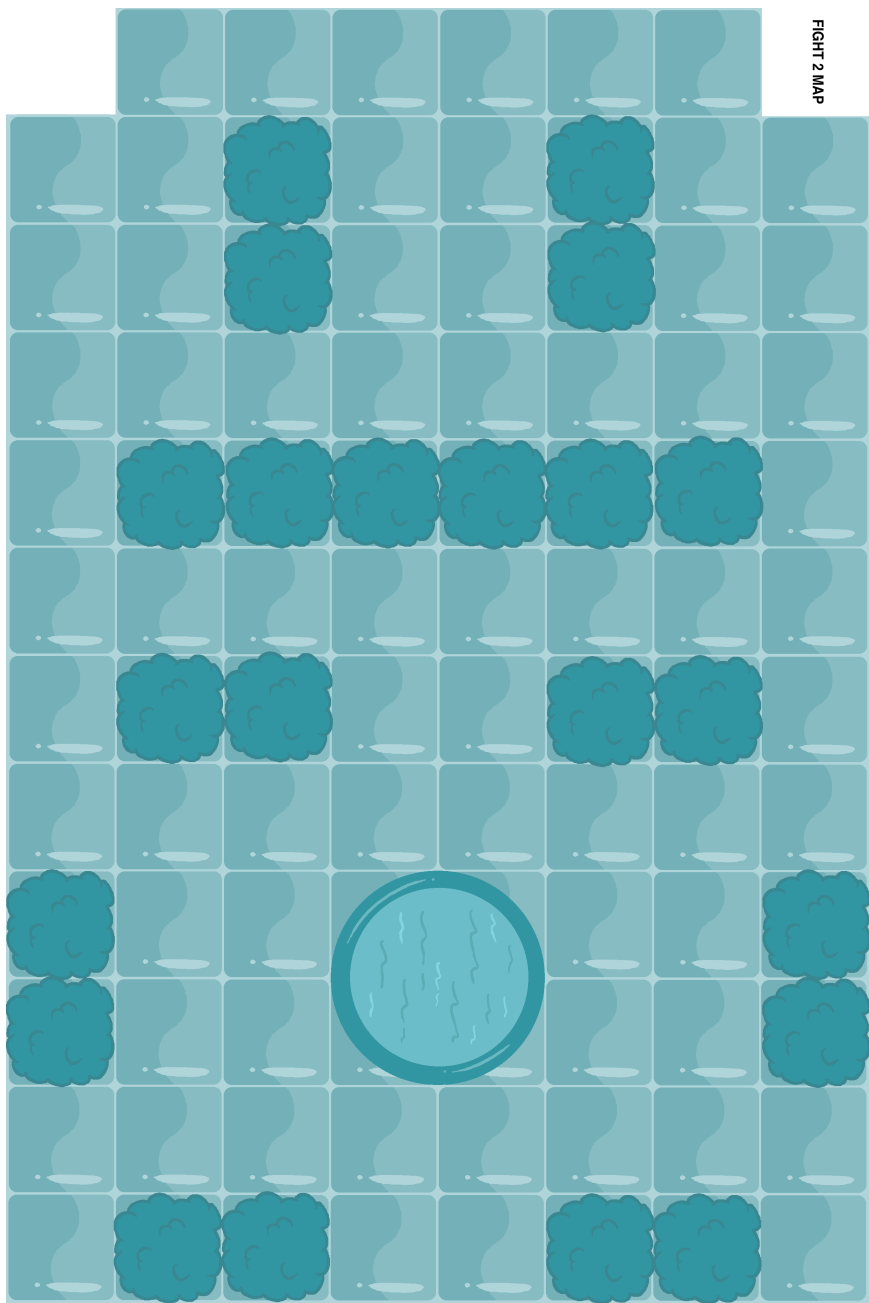
If the party had the bucket of soap with them, the princess returns to her body and thanks the heroes. If not, the party will hear a clatter from within the castle as the princess pours her way out of the broom closet. The party then reunites her with her body. She will grant them eternal and safe passage to her kingdom. If the party doesn't have a hideout yet, they can establish one here. There is a beautiful soap parade in the party's honor, and everyone has soap cake, which isn't as gross as the party might expect.

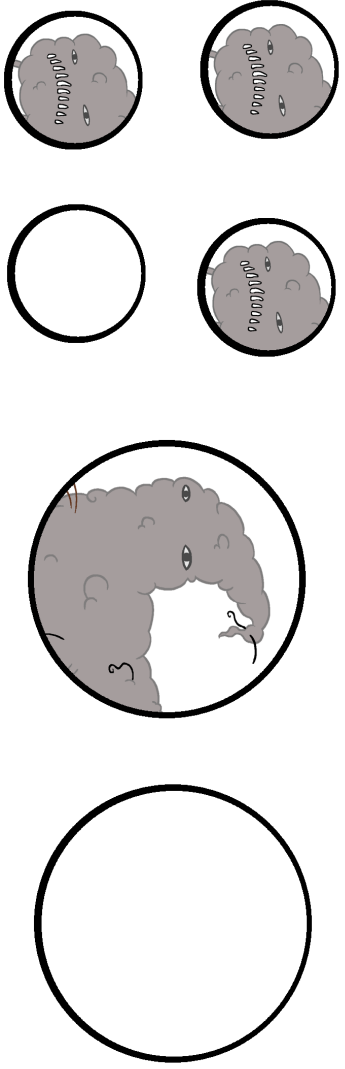
The End.

FIGHT 1 MAP



FIGHT 2 MAP





CHARACTER TOKENS - Print on card stock and cut out, or make your own!