

GEAS PLAYTEST PACKET 6: BESTIARY

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BESTIARY

STATBLOCK DESCRIPTION

Attributes: If the creature is asked to make an ability check, roll the appropriate pool as listed for each of the three attributes. That is, if a creature is called to make an Endurance check, you would roll the dice for the P heading.

DEF: The DEF level and (type of dices used) when rolling defensive Challenge rolls against attacks.

Desperation Trait: When the creature is a half vitality or lower, its desperation trait(s) kicks in.

Detect: Some creatures have enhanced senses, allowing them to detect stealthy creatures automatically without needing to search for them actively. This is written as “5,50”. The first number is the TCN the hidden creature must have beaten when they made their stealth check in order to remain hidden. The second number is the distance in feet the creature will detect these hidden creatures. This trait is only active if the creature is not incapacitated or asleep.

DR: The damage reduction the creature may have. This amount is subtracted from each physical or force damage amount inflicted upon it.

Favored Maneuvers: Many creatures will also utilize the martial maneuvers as described in the Rulebook. And why not? PCs aren’t the only ones who will try to do things other than attack during their turn, and so will many monsters!

Creatures use these maneuvers exactly as described with one difference: instead of vigor costs, the monster uses its vitality to fuel the maneuver.

MC: The creature’s Monster Circle. If the creature is using a maneuver or ability that has “per Circle” in its description, treat the creature’s Circle as matching the # in this field. Thus, a 3H MC would be 3rd Circle.

SL: The base skill level (and die type) the creature uses when making all Attack Challenge rolls. The creature’s PD equals the die type.

TH: Take Half. Instead of rolling the dice pool for defense every time the monster is attacked, you can just take half, as explained in the *Rulebook* book.

Actions: Creatures may have two categories of Actions under this section. Many creatures have an “**Exceptional Attack**” listed. If more than one of the creature’s attacking dice pool beats the defender’s highest die, then apply the Exceptional Attack. This differs from players in that you do not choose to add damage dice or other effects. If a creature does not have an Exceptional Attack, then you would add 1 die of the SL type to the damage roll (WDP, not BDP).

The second category describes the basic Actions/abilities that the creature can take. These include basic actions, abilities, or spells it can take during its turn.

For attacks, the format will be: name, (AP cost), main damage pool (WDP) + bonus damage pool (BDP, if applicable), range (if applicable).

For Example:

Bite (AP: 3): 2d8+1d6 physical, 5 feet.

The creature can spend 3 AP to bite. On a hit, 2d8 is rolled for WDP damage and 1d6 is rolled for BDP damage. Let’s say you roll a 6 and 3 for WDP, and a 3 for BDP. Total damage inflicted is 9 (highest from each pool).

Note: If you see damage as “2d10+1d10” you do NOT add the results of 3d10. You roll 2d10 in one pool, and 1d10 in another, and add only the highest values from each.

Bleeding

Many creatures will impart bleeding after a successful attack that causes additional damage at the start of the victim's next turn. If the victim receives healing or bandages before this additional bleeding takes effect, then the extra damage can be prevented.

CREATURE TYPES

Creatures are classified into the following creature types:

Beasts are animals and their giant variants that exist or have existed in our real world. These include mammals, reptiles, birds, fish, and amphibians.

Dragons are more than just giant lizards, as they have one or more of the following traits: wings, exceptional intelligence, or breath weapon.

Elementals are the physical manifestation of elemental spirits that exist throughout the Prime Plane but originate from the various elemental planes. Unlike the elementals used to power the spells of sorcerers, the elementals here are crossed over from the various elemental planes and cannot be compelled to work magic like the elemental spirits do.

Fey are those creatures originating from folklore and mythology as part of the Fey Realm. These include fairies, hags, satyr, and others. Most fey belong to either the Seelie or Unseelie Courts.

Fiends include both demons and devils, encompassing those monsters that call the pits of Hell home.

Giants are humanoids of exceptional size.

Golems are those creatures that are constructed out of a material by a sentient being. Clay golems and animated armor are some examples.

Humanoids are one of the most popular category, and include most small to large-sized creatures that are intelligent, humanoid in appearance, and can form cultures and societies.

Lycanthropes are those monsters cursed with lycanthropy. They are all universally resistant to normal attacks, but vulnerable to silver. Each lycanthrope has a type of animal that it can shapechange into. These include werewolves and wererats.

Monsters are those creatures that don't fit into any other category. They are simply monstrous in appearance and behavior.

Plant monsters are those that are sentient plant life, being wholly consisting of vegetation to make up their mass.

Undead are those creatures that were once living, but dark or unholy magic has either brought them back from the dead (often as a cursed wraith or skeleton), or made them immortal and no longer tied to aging or the functions of living tissue (vampires).

Natural Attacks vs. Magic Resistance

Some creatures are immune or resistant to non-magical attacks. If a creature's MC is 3L or higher, its natural attacks overcome this resistance. If the attacking creature's MC is 4L or higher, its natural attacks overcome immunities.

Tactical Monsters

Many monsters, especially those of moderate intelligence or those who use weapons, will have the option to spend their vitality in the same way a PC spends vigor to perform many of the Martial Maneuvers as described earlier.

HOME FIELD ADVANTAGE (HFA)

Clan leaders, chieftains or chieftess, and other “bosses” have special benefits when fighting on their home turf. They know the layout better than the PCs, particularly the location of every crevice and nook. They typically have protections in place such as traps or cover, and they have minions to order around. Leaders simply know where everything is in their lair and can leverage that in combat.

From a narrative perspective, how that looks in the game is up to you as the GM and depends on how the lair is actually described. Are there plates and utensils on a table nearby? Boxes or crates of supplies? Torches on sconces? Hidden rockfall traps or pits? The actual item may vary, but the effect as it is described below under the lair actions remains the same.

For those actions that force an ability check or skill check, the TCN = PD of the creature that rules the lair.

At the end of each round, the leader can take a free action to cause one of the following effects, costing 1 AP for each one:

Objects within five feet of the leader, such as a chair, tankard, rock, burning log, dirt, or other items, can be thrown as a response by the leader at one target within 30 feet. If a ranged attack roll hits the target, it is distracted and suffers a -2 PD penalty on all attack rolls until the end of its next turn.

The terrain/furnishings in the lair are so familiar to the leader that they can be utilized to avoid blows, granting a +2 bonus to the leader’s DR until the end of the next round.

A pitfall, rock dead-fall in the ceiling, or other trap is triggered in a five-foot square. Any creature within that area needs to succeed on an Agility ability check or suffer 6 (1d10) damage of a type based on trap (physical for spikes, corrosion for acid, etc.) and have their movement rate set to zero until the end of their next turn.

A light source (torch, fire, lantern) flashes in bright light. All creatures within 30 feet of the light source need to succeed on an Agility ability check or be blinded until the start of the next round. The creatures of this lair are immune as they are prepared for this and know what to expect.

Roots or vines animate in a five-foot square. Any large-sized or smaller creature in this area needs to succeed on a Power check or be grappled until the start of the next round. The creature may spend 4 AP to try to break free by using contested Power Challenge rolls.

Fungi or a flower expels spores in a five-foot radius. Any creature in the area of effect needs to succeed on an Endurance ability check or be glamourised until the end of their next turn. Glamoured creatures are in a stupor, considered restrained, and are unable to take any actions.

CREATURE DESIGN GUIDELINES

The following guidelines will help you as you create your own creatures. These are just guidelines, and while accurate most of the time, you may need to make an adjustment or two depending on other special traits the creature might have.

Creature Template

As you have seen, each creature is presented in the same format:

Name

Size and Type

MC, SL, AP

Power, Mental, Sway

DEF, Take Half (TH): DR:

Vitality

Speed Detect (if applicable)

Traits

Favored Maneuvers: (if applicable)

Features

Desperation Trait

Actions

Exceptional Attack:

Attack Type. Unless otherwise noted, the reach for all attacks is 5 feet.

Lore

What is the background and habitat of the creature? Any interesting factoids?

Loot

Decide what types of loot and how likely it is to have loot for this creature. Also determine if part of the creature itself might be of value.

Adventure Hooks

Come up with some common adventure hooks this creature might be part of. This is a good jump-start for including the creature into an adventure.

To create a monster, follow the below steps:

Come up with a concept

What does it look like?

What does it do?

How tough should it be?

Complete the template.

The first steps are easy and self-explanatory. Just use your imagination and go wild. Or use an existing monster from your favorite story, movie, or mythology as a starting point.

Determining its abilities and balancing them to where you want them to be a challenge for X Circle PCs is a bit tougher. The following should help you:

Monster Tier (MC): This value is used to help balance encounters and gauge the overall strength of a creature. The designation tells you where the monster would fall in comparison to a PC. Thus, a monster with a Circle of “high 1” would be on par with a PC that is still in the 1st Circle, but with enough XP to nearly have reached 2nd Circle. Trivial monsters are those that should not pose much of a one-on-one challenge even for starting out PCs.

Vitality: Most creatures use a d8 for vitality. The number of dice is based on the Monster Circle, typically being two dice for each step beyond Trivial. That is, a mid-2 (5th step past trivial) monster would have 10d8 for vitality. Trivial creatures use only 1 die.

For large bulky creatures, you may use a d10 or even d12. For small or tiny creatures, or those that rely on spellcasting or other magical attacks, use a d6 or even a d4. Remember that monsters do not use vigor, but can spend vitality to do maneuvers in the same way PCs use vigor, if it makes sense for them to know maneuvers.

SL: To determine the base Skill Level and dice used in the creature’s dice pool reference the below table:

Mnst Circle	Skill Level	Dice Pool	Take Half	Damage
trivial (T)	0	2d6	3	1d6
low 1 (1L)	1	3d6	4	1d8
mid 1 (1M)	2	2d8	5	2d8
high 1 (1H)	3	3d8	6	2d10
low 2 (2L)	4	2d10	7	2d12
mid 2 (2M)	5	3d10	7	1d10+1d10
high 2 (2H)	6	4d10	8	1d12+1d12
low 3 (3L)	7	3d12	8	1d20
mid 3 (3M)	8	4d12	9	1d20+1d8
high 3 (3H)	9	5d12	11	1d20+1d10
low 4 (4L)	10	3d20	14	1d20+1d12
mid 4 (4M)	11	4d20	16	2d20+1d12
high 4 (4H)	12	5d20	17	2d20+1d20

MNST Circle is the tier the monster belongs to. (Trivial, 1, 2, 3, or 4th tier). “1L” means “1st tier, low rating”.

Damage equals the WDP and BDP for the creature’s attacks. This may increase or decrease depending on special abilities the creature has or may not have.

MONSTER MUTATIONS

As it appears in its entry, a creature depiction is the most common version likely to be encountered by an adventurous party. However, as the game progresses, they might all start to feel similar, and players will begin to know what to expect every time. Keeping the game exciting is keeping the players on their toes and engaged. Treating intelligent creatures as living, thinking beings that use the environment to their advantage and have varying motivations goes a long way to achieving this.

However, there are other ways as well. One of those is monster mutations. These are creatures that have had some sort of outside or alien influence alter core aspects of them and give them unique traits or features. The following table will give you some ideas of what some of these mutations are and how they are altered based on them. The list is not exhaustive by any means, and you are encouraged to come up with some of your own. You may also apply more than one mutation. For each mutation you grant, increase the MC by one.

Mutation	Effect
Acidic Blood	The creature's blood is corrosive. Any creature damaging the creature within 5 feet of it with a slashing or piercing weapon will suffer 1 point of corrosion damage for every MC tier it has (LM1H, LM2H, etc.)
Amphibious	The creature could have mutated to survive underwater or breathe both air and water.
Assassin	If attacking from stealth or surprise, the creature's first attack inflicts additional damage equal to its SL's Dice Pool. I.e., a SL 3 creature inflicts an additional 2d8 damage.
Camouflaging Skin	A monster with this mutation would have skin that can change colors to blend in with its surroundings, allowing it to ambush its prey undetected. This creature will gain a +1d20 bonus to its stealth checks.
Corrupted	Evil and/or unholy magic has infested the creature, altering its physical nature and brain chemistry. A corrupted creature is always evil and has an irrational hatred toward living or good creatures. A corrupted creature will inflict an additional +1d8 necrotic damage to each attack.
Diseased	A highly contagious disease has infected the creature, causing large pustules and boils to cover its body. Constant ruptures of wounds on its body hurl infectious spores into the air in a 5-foot radius around the creature. Any creature coming within 5 feet of the diseased creature must succeed on an Endurance check against the base SL of the monster or be afflicted with the diseased status.
Elemental	This creature has an affinity towards one particular element. The creature gains immunity to this element, and all attacks inflict an additional +1d8 of elemental damage.
Increased Size	A monster with this mutation would be much larger and stronger than its normal counterparts, allowing it to overpower its enemies with ease. These creatures gain a +1 to +3 bonus to their Physical attribute, inflicting an additional +1d8 BDP damage with melee or natural attacks and a +5 bonus to their base speed rate.
Regenerative	A monster with this mutation would be able to heal its wounds quickly, making it nearly impossible to kill. At the start of each of its turns as long as it has 1 vitality or more, it recovers 1 vitality per SL.
Telepathy	A monster with this mutation could communicate with other creatures using only its mind, allowing it to coordinate attacks and manipulate its enemies with a range of up to 100 feet. Naturally, this allows it to coordinate with its allies more easily.
Teleportation	The creature can spend 5 AP to teleport to an unoccupied space it can see within 100 feet. It can use this ability once per rest for every tier it is in.
Venom	This creature has a venomous bite or stinger. A successful strike will force the target to succeed on an Endurance check against the creature's core SL or become poisoned and suffer an additional +1d8 of toxin damage.
Wings	The creature gains a fly speed of 20.

MONSTER SOCIETIES AND CULTURES

Like humans in our real world, every intelligent and semi-intelligent creature species that is social in nature may have its own unique culture, beliefs, behaviors, and attitudes. It's very easy to say all goblins are evil creatures. And while that may be true in many clans of goblins, that isn't always true. It stands to reason that social creatures would be just as varied as humans are today in our real world. Some are malevolent, while others are benevolent, even within their own cultures and subcultures. Individuality is important.

Just like our human history, some cultures may be imperialistic, militant, and oppressive, while others may be democratic and try to be good stewards of the people and land they call home.

The following tables may be of assistance to you when determining what kind of society a group of creatures may have. Of course, you can decide independently, but if you want a quick result, you will find value in these quick-generation tables.

TECHNOLOGY

Die Roll	Technological Level
1	Primitive. Stone tools and rudimentary jewelry and equipment. Natural stone or stick dwellings.
2	Iron Age. Iron tools, basic armors up to mail. Worked stone buildings and carpentry. Well-developed farming and agriculture.
3	Typical. Access to steel and other alloys, rudimentary factories. Well-made stone, wood, or brick buildings. Plumbing and cobblestone roads.
4	Advanced. Composite buildings, established factories, steam-powered machines. They may even have primitive electricity.

GOVERNMENT TYPE

Die Roll	Government Type
1	Authoritarian Dictatorship. Might makes right. One single leader or small group of leaders who rule through fear, intimidation, and brute force.
2	Monarchy. King or Queen, a system of nobles. Alternatively, chieftain or chieftess with advisors. Royalty by birthright.
3	Republic. Leaders are comprised of representatives elected by regional areas. These representatives then choose a leader.
4	Democracy. Leadership is elected directly by the population. Term limits.
5	Community. All resources are shared equally among all members. Leaders are either chosen or declared by previous leadership.

CULTURE

Die Roll	Name	Values
1	Artistic	Creativity, expression of ideas. Exceptional crafters.
2	Colonial	Expansion of territory and resources. Assimilation of other cultures.
3	Hunting/Gathering	Maintaining a balance of nature. Self-reliance.
4	Academic	Scientific advancements, technology.
5	Militaristic	Most resources are put into military and war for defensive or offensive purposes.
6	Spiritual	Religious connections, prayer, power through the divine.
7	Agricultural	Farming, mass production of food.
8	Nomadic	Minimalistic attitude towards ownership. Mobility.
9	Subterranean	Mining, survival, distrust of outsiders.
10	Seafaring	Exploration. Building a strong navy for war and trading.
11	Arcane	Anything and everything magic. The study of elemental spirits, rune magic, and psionic powers integrated into daily life.
12	Nationalism	Destruction or enslavement of other cultures. War and battle.

AETERNAE

Medium Humanoid

MC: 1L SL: 1 (3d6) AP: 6
P: 2d8 M: 2d6 S: 1d8
DEF: 1 (3d6) TH: 4
Vitality: 9 (2d8)
Speed: 15

TRAITS

Tumble. If the aeternae takes the charge action, they can tumble and extend their movement rate by 10 feet.

Charge. If the Aeternae moves at least 20 feet in a straight line during its turn and takes the attack action, its BDP is increased by 1d8.

ACTIONS

Exceptional Attack: Add +1d8 to WDP.

Horn (AP: 3): 1d8 physical damage.

Weapon (AP: 5): 2d8 physical damage.

LORE

Aeternae are usually superstitious and often make minor gestures or chants to ward off evil. Their clans vary in culture and motivations as much as would be expected from any semi-intelligent humanoid clan.

In combat, they prefer to charge in waves, lowering their horns to impale targets, then retreat while the second wave follows suit. Any powerful display of magic forces them to succeed on a TCN 6 (3d8) Mental check or flee unless a leader accompanies them.

If exposed to flashy magic (lots of light, explosions, or area of effect visuals), the aeternae must succeed on a TCN 4 (3d6) Mental check or become frightened for one minute. These creatures are highly artistic for their intelligence, crafting jewelry out of brightly colored stones, gems, and other materials with which they adorn their horns.

Aeternae clans can be found in nearly every hospitable climate, although they do prefer arid mountains or deep forests away from more advanced civilizations.

LOOT

Aeternae individuals might have primitive jewelery or gems worth up to 10 gp each. A clan of aeternae will have a treasure of up to 500 gp in gems, items, and trinkets.

ADVENTURE HOOKS

- The party travels through mountainous terrain or deep woodlands and is ambushed by a group of aeternae.
- A clan of aeternae reside in a mountainous area rich with valuable ore, and the local ruler wants them out.
- The surviving clan of aeternae have moved into another region after being driven out by monsters.
- An alchemist believes the horn of an aeternae contains magical properties.

AETHER DOG

Small Monster

MC: 1H	SL: 3 (3d8)	AP: 6
P: 2d8	M: 2d10	S: 1d10
DEF: 3 (3d8)	TH: 6	DR: 3
Vitality: 27 (6d8)		Detect: 8,50
Speed: 20, fly 20		Heroic Points: 1

TRAITS

Night Vision 50 feet.

Damage Immunities: Toxin, psychic.

Status Immunities: Poisoned, confusion.

Fade: The Aether Dog rolls 2d12 when attempting stealth checks.

Language: The Aether Dog speaks its native language plus one humanoid language.

Plane Shift: The Aether Dog can spend 5 AP to shift into another plane of existence.

Desperation Trait: The Aether Dog gains 2 AP per turn.

ACTIONS

Exceptional Attack: The target is partially stunned, reducing its AP by 1 until the end of its next turn.

Bite (AP 3): 1d8 physical+1d8 psychic damage.

LORE

Aether Dogs normally roam the aether in small packs, wandering from plane to plane hunting their favorite prey, Aether Lurkers. They are highly intelligent and use hit-and-run harassing tactics when hunting, wearing down their prey until it is exhausted and is easier to take down.

Most encounters with Aether Dogs on the Prime plane are when they are hunting a creature on that plane. However, an Aether dog rarely might be alone, and rarer still are those that bond with a humanoid companion. Those infrequent relationships are one of equality, as the dog is often just as if not more intelligent than its humanoid companion. With their ability to speak, they are not shy in communicating their needs.

LOOT

Aether dogs do not care for or keep loot, but their glands and other body parts are highly sought after by powerful wizards and alchemists, fetching up to 50 gp in total value.

ADVENTURE HOOKS

- The party encounters an Aether Dog that is stalking a creature the PCs have an interest in, and paths are crossed.
- The PCs are tasked with hunting an Aether Dog and recovering its body for a wizard who needs it for a rare magical experiment.
- The PCs come across a captured Aether Dog being held in a cage by a powerful evil creature.

AETHER LURKER

Large Monster

MC: 2M SL: 5 (3d10) AP: 8
P: 2d12 M: 1d10 S: 1d8
DEF: 3 (3d8) TH: 6 DR: 3
Vitality: 54 (12d8) Detect: 5, 50
Speed: fly 20 Villain Points: 1

TRAITS

Favored Maneuvers: Cleave (1d10)

Blindsense 100 feet.

Damage Immunities: Toxin, psychic.

Status Immunities: Blinded, glamoured, confusion, deafened, exhausted, poisoned.

Plane Shift: The Aether Lurker can spend 5 AP to shift into another plane of existence.

Desperation Trait: The AP cost for its tentacle attacks is reduced to 2.

ACTIONS

Exceptional Attack: The target suffers +1d10 BDP of psychic damage and suffers a -1 penalty to its AP until the end of their next turn.

Bite (AP 4): 2d10+1d8 physical damage, reach 10 feet.

Tentacle (AP: 3): The Aether Lurker strikes out with a tentacle. On a hit, the target must succeed on a TCN 7 (2d12) Endurance check or be paralyzed until the end of their next turn.

LORE

Aether Lurkers are insatiable monstrous creatures, roaming the Aether and Prime planes constantly hunting for easy prey or in search of powerful magical artifacts. Thankfully, they are solitary creatures. Most encounters with an Aether Lurker on the Prime plane will be during one of these hunts. The Lurker isn't stupid, and if it feels like it might be over matched, it will typically attempt to flee into the Aether away from the threat. They prefer to ambush their prey from surprise.

LOOT

Aether Lurkers are not only sought out for their highly sought-after body parts, but because the creatures are attracted to powerful magic, they will often be in possession of a rare magical item.

ADVENTURE HOOKS

- An Aether Lurker has become aware of a magical artifact or spell-casting ability of a PC and is on the hunt for that PC.
- A powerful or rare magical item is guarded by an Aether Lurker.

AETHERPRIME

Tiny Monster

MC: 1M	SL: 2 (2d8)	AP: 7
P: 1d6	M: 3d8	S: 2d10
DEF: 3 (3d8)	TH: 6	
Vitality: 28 (6d8)		Detect: 5, 50
Speed: 10, fly 20		

TRAITS

Night Vision 100 feet.

Damage Immunities: Psychic.

Plane Shift: The Aetherprime can spend 5 AP to shift into another plane of existence.

Desperation Trait: The dice pool for Sway checks increases to 2d12.

ACTIONS

Psionics (AP: 3): The Aetherprime knows all of the powers from the Telepathic discipline and can invest up to 2 points of vitality into each power.

LORE

Aetherprimes are unusual creatures that are native to the Aether plane. They are the companions or pets of powerful creatures that make the Aether their home. Their innate cuteness and psionic abilities give them a tremendous advantage when manipulating creatures into taking care of their needs.

These creatures have their own language, which sounds like squeaks, purrs, and chirps. They are generally friendly unless threatened.

ADVENTURE HOOKS

- The PCs stumble upon an Aetherprime that has been lost from its master. The master is in search of it. Is the master benevolent or malevolent?
- A fleeing Aetherprime comes across the PCs, and is using its abilities to convince the party to protect it.
- A group of adventurers seeks out the Aetherprime during a celestial convergence said to grant incredible powers. They must protect the creature from those who wish to exploit it or its unique fur.
- The sudden appearance of Aetherprimes in the material world is causing rifts and disruptions in reality. The adventurers must find a way to guide these creatures back to their aetheric home to restore balance.
- A lone adventurer forms a deep bond with an Aetherprime, gaining access to its aetheric abilities. They must navigate the responsibilities and challenges that come with this newfound power while uncovering the creature's mysterious origins.

AKA'BARIN

Huge Monster

MC: 2L	SL: 4 (2d10)	AP: 8
P: 3d12	M: 2d8	S: 2d10
DEF: 4 (2d10)	TH: 7	DR: 4
Vitality: 36 (8d8)		Detect: 5, 50
Speed: 20, burrow 10		

TRAITS

Blindsense 20 feet.

ACTIONS

Exceptional Attack: +1d10 BDP for every additional success.

Scythe Strike (AP: 4): 2d10 physical damage. Reach 10 feet.

LORE

Aka'barin live in most moderate or warm climates, burrowing deep within the earth to erupt and ambush prey it detects moving on the ground above. The creature can detect movement as subtle as walking from up to 50 feet away from its ambush burrow.

Typically solitary, Aka'barin have been known to form small groups of 2-5 (1d4+1) creatures if the hunting is particularly abundant.

LOOT

Aka'barin will frequently have the valuables belonging to a previous prey time within its burrow. These creatures are prized for their valuable exoskeleton, which can be crafted into high-quality armor or weapons that grant resistance to physical damage. Additionally, their venomous sacs, when properly harvested and refined, can be used to craft potent poisons or antidotes in the hands of skilled alchemists.

ADVENTURE HOOKS

- While traveling through the desert or sandy badlands, the party is ambushed by a group of Aka'barin.
- The party has been tasked in retrieving the venom sacs of an Aka'barin, and will be paid well for it.

AL-MI'RAJ

Tiny Monster

MC: 1L	SL: 1 (3d6)	AP: 6
P: 1d6	M: 1d8	S: 1d8
DEF: 1 (3d6)	TH: 4	
Vitality: 18 (4d8)		Detect: 5, 50
Speed: 20		Heroic Points: 1

TRAITS

Evasive: If the Al-mi'raj suffers damage from an attack, it can use a response to move up to its movement rate, avoiding any further attacks for that turn.

Frightening Aura: Any **beast** within 50 feet of the Al-mi'raj must succeed on a TCN 4 (1d8) Mental check or be frightened of the creature for up to 1 minute.

ACTIONS

Horn (AP: 3): 1d8 physical damage.

LORE

The Al-mi'raj is largely believed to be a mythical creature, but that's because they originate from a single small island, and thus are very rarely encountered. Those that are, are found in circuses or privately held.

This creature appears much braver than most rabbits, possibly due to the fact that most wild beasts are fearful of it and avoid it. Even if the creature overcomes its fear of the Al-mi'raj, it still has to contend with the long sharp horn.

In local folklore, Al-Mi'raj are often seen as symbols of purity, magic, and elusive beauty. Some cultures believe that encountering an Al-Mi'raj is a sign of good fortune or the favor of benevolent forest spirits. Their horns are considered valuable magical relics (worth up to 100 gp on the market), and many tales tell of heroes embarking on quests to find these creatures and harvest their horns for various magical purposes.

ADVENTURE HOOKS

- Encounters with Al-Mi'raj are rare and usually occur when adventurers venture into the heart of enchanted forests or gardens.
- Some spellcasters and potion-makers seek out Al-Mi'raj for the magical properties of their horns and fur, which are highly sought-after components in alchemical and magical concoctions.

ALLOSAURUS

Huge Beast

MC: 2H	SL: 6 (4d10)	AP: 9
P: 3d12	M: 2d8	S: 3d10
DEF: 4 (2d10)	TH: 7	DR: 2
Vitality: 72 (12d10)		Detect: 4, 50
Speed: 20		

TRAITS

Desperation Trait: When the allosaurus is brought to half or fewer vitality, it must succeed on a TCN 5 (2d8) Mental check or attempt to flee. If it is successful, it will increase its BDP by 1d12.

ACTIONS

Exceptional Attack: The target suffers bleeding. At the start of its next turn, it will automatically suffer 1d8 physical damage unless bandaged or healed first.

Bite (AP: 4): 2d12 physical damage. Reach 10 feet.

Tail Swipe (AP: 5): 1d10+1d10 physical damage and the target must succeed on a TCN 7 (4d10) Power check or be knocked prone.

LORE

Allosaurus are large predatory dinosaurs. Smaller than the famous Tyrannosaurus, they are no less aggressive. These are solitary creatures unless mated.

ADVENTURE HOOKS

- A wealthy noble or scientist is offering a substantial reward to a group of adventurers who can capture or safely guide them through a dinosaur-filled wilderness. The party must navigate through treacherous terrain, avoid other prehistoric predators, and ultimately find and capture an Allosaurus for the client's research or exotic pet collection.
- A group of poachers has stolen Allosaurus eggs from a protected nesting ground. The adventurers are tasked with retrieving the stolen eggs and returning them to safety. Along the way, they must deal with the cunning poachers and the protective instincts of the Allosaurus parents.
- In a far-off land, a powerful noble has constructed a massive arena where adventurers, thrill-seekers, and prisoners are pitted against prehistoric creatures, including an Allosaurus, for the amusement of the masses. The party can choose to participate as gladiators, work behind the scenes to free captives, or take down the noble and his cruel games.
- A druid or ranger claims to have the ability to communicate with dinosaurs, including the Allosaurus. They request the party's help in a quest to establish a peaceful coexistence between humans and dinosaurs, leading to a series of encounters where diplomacy and understanding are key.

AMBASSADOR DEVIL

Medium Fiend

MC: 3H	SL: 9 (5d12)	AP: 12
P: 2d20	M: 2d20	S: 3d20
DEF: 7 (3d12)	TH: 8	DR: 5
Vitality: 81 (18d8)		Detect: 8, 50
Speed: 15		Villain Points: 2

TRAITS

Night Vision 50 feet.

Desperation Trait: The Ambassador devil is infused with Hellfire, adding 1d12 heat damage to its BDP.

Damage Immunities: Heat, toxin, physical attacks from non-magical attacks.

Status Immunities: Glamoured, confusion, frightened, poisoned, fatigued.

ACTIONS

Exceptional Attack: The target suffers bleeding. At the start of its next turn, it will automatically suffer 1d8 physical damage unless bandaged or healed first.

Serpent Tongue (AP: 4): The target creature the ambassador sees within 50 feet must succeed on a TCN 12 (2d20) Will check or be glamoured by the ambassador for up to 1 minute.

Claw (AP: 3): 1d12+1d12 physical damage.

Hellfire (AP: 4): 1d12+1d10 heat damage. Range 100 feet.

Plane Shift (AP: 6): The ambassador can shift to another plane of existence. This may be used once per rest.

Teleport (AP: 5): The ambassador can disappear, reappearing in an unoccupied space it can see within 50 feet.

LORE

Originating from hell's pits, arch-fiends often use ambassador devils as messengers to other high-ranking or powerful creatures. They are extremely intelligent and have a persuasion enhanced by their demonic powers. While preferring to use guile and trickery, they won't hesitate to attack with their powerful claws if forced to.

LOOT

Ambassador devils are typically outfitted with powerful magical items (1 very rare), usually those which aid the negotiation and/or intimidation ability of the devil.

ADVENTURE HOOKS

- A crucial treaty between two powerful kingdoms is missing, and rumors suggest that an ambassador devil was seen near the scene of the theft. The players must track down the devil and negotiate with it to retrieve the stolen document before it can be used to incite war.
- The ambassador devil offers individuals in a struggling village a deal that seems too good to be true: prosperity in exchange for their souls. When the villagers start disappearing, the players are hired to investigate the devil's involvement and find a way to break the infernal contracts.
- The ambassador devil has successfully infiltrated the royal court, using its charm and cunning to manipulate key figures. The players are tasked with uncovering the devil's identity and intentions, as well as finding a way to expose and remove it from the court without causing political upheaval.
- A wealthy noble made a Faustian pact with the ambassador devil to gain power and riches. Now, the noble's soul is due, and they beg the players for assistance in finding a loophole in the contract or defeating the devil before their time runs out.

AMMIT

Large Monster

MC: 2M SL: 5 (3d10) AP: 8
P: 2d12 M: 1d10 S: 2d10
DEF: 5 (3d10) TH: 7 DR: 3
Vitality: 45 (10d8) Detect: 5, 50
Speed: 20, swim 20

TRAITS

Favored Maneuvers: Cleave (1d10), stunning blow

Night Vision 60 ft.

Damage Resistances: Toxin.

Status Immunities: Glamoured, exhausted, frightened.

Detect Purity: The Ammit can detect if a creature has acted with evil intent and/or performed evil acts. This detection has a range of 50 feet, and if the Ammit detects that a creature has engaged in evil acts, it will act hostilely towards it.

Desperation Trait: The Ammit gains resistance to physical damage.

ACTIONS

Bite (AP: 4): 2d10+1d8 physical damage.

Tail Slap (AP: 5): 2d10 physical damage and the target needs to succeed on a TCN 7 (3d10) Power check or be knocked backwards 10 feet and fall prone.

LORE

Ammit, also known as the Devourer of Souls, is based on legend that when a person dies, their soul will be judged on a set of scales. Those with a heavy heart will have their souls eaten by Ammit.

The monster as it appears here is a spawn of the original Ammit that resides in the Underworld. These Ammit do not literally eat souls, but they do have a hatred for those who act in evil ways.

ADVENTURE HOOKS

- A nefarious sorcerer has stolen the heart of a powerful celestial being and hidden it away to gain its celestial magic. To restore balance to the world and prevent a cataclysmic event, the adventurers must track down the stolen heart. However, they soon discover that an Ammit guards the gateway to the sorcerer's lair and must find a way to pass her without becoming her next meal.
- A major river has mysteriously begun to flood uncontrollably, threatening to drown entire villages. Legend has it that the curse of an Ammit has been awakened due to the desecration of a sacred tomb. The adventurers are called upon to delve into the tomb, appease the Ammit, and lift the curse before it's too late.
- The adventurers are brought to a mysterious realm known as the Court of the Dead, where souls await judgment. An Ammit presides over this court, deciding the fates of the departed. When a living soul is mistakenly brought before the Ammit, the adventurers must plead their case and find a way to escape this otherworldly realm before their own souls are consumed.

ANGEL

Medium Elemental

MC: 3M SL: 8 (4d12) AP: 10
P: 2d20 M: 2d20 S: 2d20
DEF: 7 (3d12) TH: 8 DR: 5
Vitality: 81 (18d8) Detect: 10, 50
Speed: 20, fly 25 Heroic Points: 2

TRAITS

Favored Maneuvers: Any

Night Vision 100 ft.

Arcanevision 50 ft. The angel can see invisible, illusions, and detect magic within this range.

Damage Immunities: Toxin, physical damage from non-magical attacks, necrotic.

Damage Resistances: Cold, heat, corrosive, electrical.

Status Immunities: Glamoured, exhausted, confusion, frightened.

Divine Radiance: Undead and fiends will automatically suffer 1d10 divine damage at the start of the angel's turns if they are within 10 feet of the angel.

Plane Shift: The angel can travel between planes by spending 6 AP.

ACTIONS

Healing Touch (AP: 4, 5 vitality): The creature touched heals 2d12 vitality.

Purify (AP: 4, 10 vitality): The angel removes any one negative status from a touched target.

Two-handed sword (AP: 4): 2d12 physical damage + 2d10 divine damage.

Smite (AP: 5): A ray of light streaks towards target. 2d12+2d12 divine damage. Range 50 feet.

LORE

Hailing from the plane of Nirvana, angels are the direct messengers of the various benevolent deities. They rarely take part in the actions of mortals, and most encounters with an angel will be related to a mission the angel has to thwart the actions of a fiend.

Angels tend to take things very literally, with an inability to understand nuance, sarcasm, or assumptions. Nothing matters to them more than the will of their patron deity and the mission.

LOOT

Angels typically do not care about wealth, but most are armed with a powerful magical sword or spear, and shield (These are not factored into the statblock above).

ADVENTURE HOOKS

- A fallen angel seeks redemption and is in search of a group of mortals to aid them on a quest to perform a heroic act that will earn them a second chance at rejoining the celestial host. However, there are forces from both heaven and hell trying to stop this redemption.
- The players receive a message from an angelic messenger, delivered via a divine artifact. The message is cryptic, and the characters must decipher its meaning, which leads them on a quest to prevent a cataclysmic event foretold in the message.
- An ancient celestial artifact, said to possess incredible power, has gone missing from the heavens. The angels have chosen the adventurers as their champions to locate and retrieve it before it falls into the wrong hands, potentially causing havoc in the mortal realm.
- An angel has been corrupted by dark forces and is now wreaking havoc in the mortal realm. The players are tasked with stopping the fallen angel's rampage and purging the corruption, which may require a perilous journey into the celestial realms.

- The celestial gate that separates the mortal realm from the heavens is under threat. Angels have chosen the adventurers as the last line of defense against an impending invasion from demonic forces. The characters must protect the gate at all costs.

ANIMATED MAIL

Medium Golem

MC: 1H	SL: 3 (3d8)	AP: 6
P: 1	M: 0	S: 1
DEF: 5 (2d10)	TH: 6	DR: 3
Vitality: 27 (6d8)		
Speed: 10		

TRAITS

Favored Maneuvers: Cleave (1d8), stunning blow

Blindsense 50 feet.

Damage Immunities: Toxin, psychic.

Status Immunities: Blinded, glamoured, deafened, confusion, exhausted, frightened, paralyzed, petrified, poisoned.

Hide in Plain Sight: While the armor remains motionless, it is indistinguishable from a normal suit of armor.

ACTIONS

Exceptional Attack: The target is partially stunned, reducing its AP by 1 until the end of its next turn.

Gauntlet (AP 3): 2d8 physical damage.

LORE

Animated mail are created by wizards or other spellcasters, magically infusing a mundane suit of armor with an elemental spirit, trapping that spirit within, binding it to the creator's will.

The mail is unthinking, only following whatever orders it was given by its creator. Only when destroyed does it free the spirit.

LOOT

Animated mail do not normally carry loot, but may have been crafted from enchanted armor or use enchanted weaponry.

ADVENTURE HOOKS

- An ancient armory, sealed for centuries, has been breached. Its animated armor sets have escaped and are rampaging through the countryside. The party is hired to track down and reseal the armory before the animated armors wreak havoc.
- A mysterious puppeteer has gained control over a group of animated armor suits, using them for nefarious purposes. The party must uncover the puppeteer's identity and stop their sinister plan.
- A collector of rare and dangerous artifacts has opened a museum showcasing animated armor from various historical periods. When one of the armors breaks free and goes on a rampage, the party is called to contain the situation.

ANT, CORRUPTED

Small Monster

MC: 1M SL: 2 (2d8) AP: 6
P: 1d12 M: 1d6 S: 1d8
DEF: 1 (3d6) TH: 4
Vitality: 18 (4d8) Detect: 7, 30
Speed: 15

TRAITS

Blindsense 60 feet.

Desperation Trait: The ant emits pheromones in a 30 foot radius. Any other ant in this area will gain a +1d8 bonus to Challenge Rolls. This is not stackable or cumulative.

ACTIONS

Bite (AP: 3):2d8 physical damage.

LORE

Corrupted ants have grown to exceptional size and have become more aggressive than their mundane counterparts. The stats above are for a typical soldier ant. However, many different types of ants, including workers, queens, and honeydew ants, may have modified stats.

LOOT

While not caring for wealth, often an ant nest will contain the items of previous adventuring victims, consisting of up to 100-500 gp in value. Additionally, some ant colonies maintain and harvest honeydew ants. The nectar of these ants is extremely valuable, as one pint will heal 1d8 vitality and provide enough sustenance for a human for one day.

ADVENTURE HOOKS

- Giant corrupted ants have overrun a prosperous farming region, destroying crops and threatening the livelihood of the local farmers. The adventurers are hired to investigate the source of the corruption and eliminate the ant queen responsible.
- A druidic circle seeks the adventurers' help as their sacred grove has been infested with corrupted ants. The druids believe that a nearby cursed shrine is the source of the corruption and request assistance in cleansing the area.
- A rare, corrupting fungus has taken root in a cavern, causing ants and other creatures to mutate into grotesque forms. The adventurers are sent to investigate and find a way to stop the fungus before it spreads further.

APE

Medium Beast

MC: 1M SL: 2 (2d8) AP: 6
P: 3d8 M: 1d8 S: 1d8
DEF: 1 (3d6) TH: 4
Vitality: 22 (4d10)
Speed: 15

TRAITS

Favored Maneuvers: Flurry attack (dmg: 3 physical).

Desperation Trait: The ape gains +2 bonus to all damage rolls.

ACTIONS

Fist (AP: 3): 1d10 physical damage.

Thrown Rock (AP: 4): 1d10+1d6 physical damage. Range 30 feet.

LORE

- Apes, whether gorillas, orangutans, or others, live in warm tropical climates away from humanoid settlements. While cautious and protective, they may not be outright hostile if approached in a friendly manner. Most ape families are a dozen or so creatures in size, being led by an alpha male or female.

APE, GIANT

Huge Beast

MC: 2M SL: 6 (2d12) AP: 9
P: 3d12 M: 1d12 S: 2d12
DEF: 2 (2d8) TH: 5
Vitality: 55 (10d10) Detect: 5, 30
Speed: 25

TRAITS

Favored Maneuvers: Flurry attack (dmg: 7 physical)

Desperation Trait: The giant ape's speed increases by 5 feet and its d10s are replaced by d12s in its dice pool.

ACTIONS

Exceptional Attack: The target is partially stunned, reducing its AP by 1 until the end of its next turn.

Fist (AP: 3): 2d10+1d6 physical damage.

Hurl Rock (AP: 4): 2d10+2d10 physical damage. Range: 60 feet.

LORE

Unlike their mundane cousins, giant apes live solitarily, deep within unfriendly jungles or mountains.

LOOT

Occasionally the ape might be attracted to a shiny bauble, but most likely any treasure it would have would be that of previous adventurers who thought they were better than they were.

Sadly, due to their rarity, giant apes are often hunted for their body parts and sold at great value.

ADVENTURE HOOKS

- In a hidden valley deep within a jungle, a giant ape has been worshiped as a guardian by an indigenous tribe for centuries. The tribe seeks the players' help to protect their sacred guardian from poachers, mercenaries, or an encroaching industrial organization.
- Legends speak of an isolated island where colossal creatures like the giant ape roam freely. The players journey to this perilous island in search of unique resources, rare herbs, or ancient artifacts but must navigate the dangers posed by the massive creatures that inhabit it.
- Local legends suggest that the giant ape is the guardian of a hidden treasure deep within a jungle temple. Adventurers are hired to navigate the treacherous jungle, solve puzzles, and fend off traps while searching for the legendary treasure. However, the ape may not take kindly to intruders.

ARALEZ

Medium Monster

MC: 1H	SL: 3 (3d8)	AP: 8
P: 3d8	M: 3d8	S: 2d10
DEF: 2 (2d8)	TH: 5	
Vitality: 18 (4d8)	Detect: 5, 30	
Speed: 25	Heroic Points: 1	

TRAITS

Desperation Trait: The aralez can fly up to its movement rate immediately.

Raise Dead. Once per day, the aralezner can lick the wounds of a recently deceased (within the past 24 hours), and that person will be risen from the dead with 1 vitality.

ACTIONS

Exceptional Attack: The target bleeds, suffering 5 (1d8) points of damage at the start of its next turn.

Bite (AP: 3): 1d8+1d8 physical damage.

Invisibility (AP: 4): The aralezner can turn itself invisible once per day. This lasts until the aralezner attacks, casts a spell, or ends the invisibility.

LORE

Aralezner, for the most part, avoid the dealings of mortals and mankind. They often watch battles from high in the sky, invisible, to view the bravery of the combatants below. If properly appeased, if they judge a person worthy, they may descend and lick the wounds of the dead, bringing them back to life.

If they find themselves in combat, they rely on pack tactics common to most canines, and if it is going badly, they take to the sky, often never to be seen again. For this reason most people, regardless of which side of the battle they are on, view harming an aralez as a grave offense.

The aralezner often play games of chase within the clouds. Anyone on the ground would hear the sounds of dogs at play but would never be able to locate the source.

People think that aralezner live in the clouds, but they actually live in dens atop high mountains inaccessible to people.

ADVENTURE HOOKS

- An aralez is a trusted companion to a great warrior from the Fey court.
- After a battle in which a brave and righteous warrior has fallen, they are visited by an aralez that brings them back to life.
- A wealthy merchant will pay greatly for an aralez cub.

ASSASSIN DEMON

Medium Fiend

MC: 2H	SL: 6 (4d10)	AP: 8
P: 2d10	M: 4d10	S: 3d10
DEF: 3 (3d8)	TH: 6	DR: 3
Vitality: 54 (12d8)	Detect: 6, 50	
Speed: fly 15	Villain Points: 1	

TRAITS

Night Vision 50 feet.

Damage Immunities: Cold, toxin, necrotic, physical attacks from non-magical attacks.

Damage Vulnerabilities: Divine.

Status Immunities: Glamoured, frightened, poisoned, diseased, fatigued.

Shadowform: The assassin demon rolls 2d20 when making stealth checks.

ACTIONS

Exceptional Attack: The assassin demon adds 1d12 necrotic damage to its BDP.

Claw (AP: 3): 1d12 physical damage + 1d12 BDP necrotic damage.

Plane Shift (AP: 6): The assassin demon can shift to another plane of existence. This may be used once per rest.

Life Drain Ray (AP: 5): 2d12+1d10 necrotic damage. Range 100 feet.

Silence (AP: 2): The assassin demon creates a sphere of complete magical silence 20-foot-radius up to a range of 100 feet. This magical silence does not allow any sound to penetrate it, and lasts for up to 1 minute.

LORE

Assassin demons are appropriately named for they are tasked by their fiendish leaders to go and take out targeted opponents using stealth and subterfuge.

They originate from the planes of Hell, the Underworld, and Corruption. When encountered on the Prime Plane, it's typically due to a mission it has been given.

LOOT

Occasionally an assassin demon might be carrying an uncommon magical item to assist it on its mission. Most treasure it may have would be at its lair on its home plane of existence.

ADVENTURE HOOKS

- A powerful and enigmatic assassin demon has been summoned to the mortal realm. Rumors of its deadly skills have spread like wildfire, and the party receives a message from a desperate noble, asking for protection from the demon's impending attack.
- The party starts receiving cryptic messages and ominous threats from the assassin demon, who claims that they have a score to settle. The demon's motives remain a mystery, and the party must discover why they have become targets.
- The assassin demon's powers are tied to a cursed weapon that it wields. The party must locate this weapon, break the curse, and use it to weaken the demon before confronting it.

ASWANG

Medium Undead

MC: 3L SL: 7 (3d12) AP: 9
P: 2d10 M: 3d12 S: 3d12
DEF: 3 (3d8) TH: 6
Vitality: 63 (14d8) Detect: 6, 50
Speed: fly 15 Villain Points: 1

TRAITS

Night Vision 100 feet.

Damage Immunities: Toxin, necrotic.

Damage Vulnerabilities: Divine.

Status Immunities: Glamoured, frightened, poisoned, diseased, fatigued.

Sunlight Sensitivity: If the aswang is in sunlight or bright light, it reduces its challenge rolls by 1 die.

ACTIONS

Exceptional Attack: The aswang demon adds 1d12 necrotic damage to its BDP.

Claw (AP: 3): 1d12 physical damage.

Shapechange (AP: 6): The aswang can change its shape to that of a beautiful humanoid or a dog or back to its natural form.

Paralytic Tongue (AP: 3): Any creature struck by the aswang's tongue must succeed on a TCN 8 (3d12) Endurance check or be paralyzed for up to 1 minute. Upon recovering from the paralysis, the victim won't remember what happened to it during this paralysis period.

Bite (AP: 4): 1d20 physical damage.

Siphon (AP: 3): If the aswang has bitten a creature this turn, it may attempt to siphon out internal fluids and organs. The creature automatically suffers 1d12 physical damage.

LORE

Aswang normally reside deep within forests or mountain caves in solitude. However, they often infiltrate communities, taking their shape to better accomplish this. Once infiltrated, they will slowly drain the life of a targeted prey.

ADVENTURE HOOKS

- A dense and ancient forest is rumored to be inhabited by Aswangs that terrorize travelers. A local noble offers a hefty reward to anyone who can clear the forest of these creatures, making it a tempting quest for the party.
- Rumors of an Aswang cult performing dark rituals have surfaced. Investigating further, the party discovers that the cult is trying to open a portal to the underworld, unleashing hordes of malevolent creatures. They must thwart the cult's plans and close the portal.
- A renowned monster hunter has gone missing while tracking an Aswang. Her last communication hinted at a significant discovery. The party is asked to follow her trail and uncover what she found, all while dealing with the threat she was pursuing.

BADGER

Tiny Beast

MC: T SL: 0 (1d6) AP: 5
P: 0 M: 0 S: 1
DEF: 0 (2d6) TH: 4
Vitality: 4 (1d6)
Speed: 10, burrow 5 Detect: 7, 30

TRAITS

Desperation Trait: The badger gains DR of 1.

ACTIONS

Exceptional Attack: The target takes an additional 2 (1d4) bleeding damage at the start of its next turn.

Bite (AP: 3): 1d6 physical damage.

LORE

- The famously ill-tempered creature lives in temperate climates in burrows. They always look for food, and are willing to fight for it against anything it thinks wants to steal it.

BADGER, CORRUPTED

Small Monster

MC: 1M SL: 2 (2d8) AP: 6
P: 2d8 M: 1d8 S: 1d8
DEF: 1 (3d6) TH: 4
Vitality: 18 (4d8)
Speed: 10, burrow 5 Detect: 7, 30

TRAITS

Desperation Trait: The badger gains DR of 2.

ACTIONS

Exceptional Attack: The target takes an additional 5 (1d8) bleeding damage at the start of its next turn.

Bite (AP: 3): 2d8 physical damage.

LORE

The corrupted energy has infused the badger with an even more ill temper and exceptional size. These are solitary creatures who make their burrows deep within the earth or underground where hunting is easy.

ADVENTURE HOOKS

- Villagers in a quiet farming community report strange occurrences near an abandoned burrow. Crops are withering, livestock are acting agitated, and eerie sounds emanate from the burrow at night. Investigate the burrow to uncover a corrupted badger guarding a mysterious, dark artifact that's causing the blight.
- A powerful wizard's familiar, a once-docile badger, has turned malevolent after exposure to dark magic. The wizard seeks help to capture and purify the corrupted familiar before it wreaks havoc in the magical community.
- An ancient forest, home to a revered order of rangers, has been desecrated by loggers. A corrupted badger, transformed by the forest's fury, is now leading an army of enchanted creatures to exact vengeance. Join forces with the rangers to stop the badger and restore balance to the forest.

BAKU

Medium Monster

MC: 2L SL: 4 (2d10) AP: 8
P: 2d10 M: 2d10 S: 3d10
DEF: 2 (2d8) TH: 5
Vitality: 27 (6d8)
Speed: 15 Detect: 4, 30

TRAITS

Benevolent Protection: The baku gains a +1d10 bonus to its defense and ability check rolls against attacks and abilities by undead or fiends.

Damage Immunities: Disease, toxin.

ACTIONS

Tusk (AP: 3): 2d10 physical damage.

Consume Nightmare (AP: 4): Any corrupted creature, undead, or fiend that the baku can see within 50 feet must succeed on a Mental ability check or suffer 1d10+1d10 psychic damage. If used on a sleeping creature, that creature will feel rested after only 4 hours.

LORE

Baku are benevolent creatures known to take away the nightmares of sleeping people. They have inherent protection from evil creatures. Baku are solitary creatures that originate from the plane of Nirvana, but are known to come to the Prime Plane to help an individual who has impressed the baku.

ADVENTURE HOOK

- Citizens in a town have been experiencing disturbing nightmares that seem to be getting worse. The local temple or wizard seeks the party's help to track down a rogue Baku responsible for stealing these dreams. The party must navigate the dreamscape and confront the Baku to end the nightmare plague.
- A reclusive dreamweaver who once tamed a Baku for her art has gone missing. The party is entrusted with finding her and discovering the truth behind her disappearance, leading them to uncover secrets about the Baku's role in her craft.
- A desperate insomniac seeks the party's help in finding a Baku to rid them of chronic insomnia. The quest takes them into a mystical forest or dreamscape, where they must earn the Baku's trust to obtain its blessing.

BALLYBOG

Small Fey

MC: 1L SL: 1 (3d6) AP: 6
P: 1d6 M: 2d8 S: 1d8
DEF: 1 (3d6) TH: 4
Vitality: 9 (2d8)
Speed: 15 Detect: 4, 30

TRAITS

Bog Camouflage: The ballybog rolls 2d12 when making stealth checks in a bog, fen, or swamp.

Damage Immunities: Disease.

Darkvision 50 feet.

ACTIONS

Fey Knife (AP: 3): 1d8 physical damage.

Innate Magic (AP: 4): The ballybog can create one of the following magical effects:

minor illusion: create a visual or auditory illusion out to 100 feet in a 5-foot radius.

stinkbomb: target a creature the ballybog can see within 50 feet. That creature must succeed on a TCN 5 (2d8) Endurance check or spend their next turn retching in nausea.

cause an area 10 feet in radius out to a range of 50 feet to become sticky mud. Any creature entering this area or starting their turn in this area must succeed on a TCN 5 (2d8) Power check or be unable to move.

LORE

Ballybogs, as the name implies, make their homes in the bogs, swamps, and moors. They are fiercely protective of such locations and have a very ill temper towards those who they think have offended it or are a threat to their home.

Most ballybogs are solitary, but they are known to gather in small clans if necessary.

LOOT

Most of the treasure ballybogs have will be a particular item the creature may be drawn to that was dropped by its owner as it fled the home of the ballybog.

ADVENTURE HOOKS

- The reclusive Marshfolk, who live on the fringes of the bog, seek help. A malicious entity has been terrorizing their village, and they believe it comes from the heart of the bog. Can your party investigate and put an end to the threat?
- A renowned apothecary seeks a rare and elusive ingredient found only in the heart of the swamp—a plant known as the “Bog-Bloom.” The apothecary believes it holds the key to a groundbreaking elixir. Can your party retrieve it without falling victim to the bog’s dangers?

BANDIT

Medium Humanoid

MC: 1L SL: 1 (1d8) AP: 6

P: 1d8 M: 1d8 S: 1d8

DEF: 2 (2d8) TH: 4

Vitality: 9 (2d8)

Speed: 15

TRAITS

Desperation Trait: The bandit's movement increases by 10 feet.

ACTIONS

Melee Weapon (AP: 4): 1d8 physical damage.

Light Crossbow (AP: 4): 1d8 physical damage. Range 320 feet.

LORE

Highwaymen, pirates, and cutthroats. Most bandits fall under one of those descriptions. They live in small groups on the outskirts of settlements, preying on merchants and travelers.

LOOT

Each individual bandit may carry a dozen or so various coins. A bandit lair will likely contain greater treasure the group has stolen from others. Much of this will be in locked (and possibly trapped) chests and lock boxes. Any magical items will typically be in the possession of the bandit leader, assuming they know how it works.

ADVENTURE HOOKS

- The players are hired to guard a valuable merchant caravan traveling through a dangerous wilderness. Bandits have been attacking caravans in the area, and the group must protect the merchants from an impending ambush.
- A gang of bandits has taken over a popular local tavern and is extorting money from the owner. The players are asked for help in liberating the tavern and putting an end to the bandits' reign of terror.
- An ex-bandit approaches the players seeking their help in clearing their name and bringing their former gang to justice. The twist is that the ex-bandit is the true victim of a frame-up.
- The infamous Bandit King invites the players to participate in a series of challenges, including duels, races, and riddles, with the promise of a substantial reward for those who succeed. Winning the challenges might lead to valuable information or alliances.

BANSHEE

Medium Undead

MC: 2M SL: 5 (3d10) AP: 6
P: 2d8 M: 3d10 S: 2d10
DEF: 1 (3d6) TH: 4
Vitality: 45 (10d8)
Speed: fly 10

TRAITS

Damage Immunities: Cold, toxin, necrotic.

Damage Vulnerabilities: Divine.

Status Immunities: Poisoned, diseased, confusion, restrained, exhausted, glamourous, prone, frightened, cursed, stunned, petrified.

Darkvision 50 feet.

Incorporeal: The banshee can move through solid objects.

ACTIONS

Wail (AP: 5): The banshee emits a shrieking wail that drives right into the soul of all who can hear it. All creatures within 50 feet of the banshee must succeed on a TCN 7 (2d10) Will check or be stricken with a sense of foreboding. For the next minute, all Challenge Rolls made by a creature that failed this check will suffer a -2 PD penalty.

Life Drain (AP: 4): 1d10 necrotic damage. Range 10 feet.

LORE

Banshees are driven by sadness and despair, and their entire existence is to lament tragic death—either their own or that of someone who has just recently passed or will soon.

When a banshee enters combat, they aren't explicitly looking for battle but have a desperate need to communicate their sadness and despair to the living. They cannot do so and seem to have no awareness that her attacks harm the living. When confronted with a ghost running at them, many creatures assume they are being attacked.

Banshees typically haunt burial mounds or graveyards, and if one is encountered nearby, it means someone has just died or is about to.

ADVENTURE HOOKS

- The local lord has recently acquired an old, abandoned estate rumored to be haunted. He asks the party to investigate the ghostly wails that echo through the mansion at night. Unbeknown to them, the estate's banshee holds a tragic secret, and appeasing her restless spirit may lead to valuable treasures hidden within.
- While at an inn or tavern, there is suddenly the mournful wailing sounds of a banshee coming from the local graveyard. Locals become silent and hurry home to check on family members.
- While exploring a burial mound or graveyard, the party encounters a banshee, whose wailings alert a nearby group of undead that will soon attack the party.
- A powerful undead has a constant cohort of banshees in their lair, singing their wailing song as a form of torment to the undead, reminding it of its previous existence in life.
- A family has been plagued by a curse for generations, causing their members to become banshees upon their death. The party is asked to break the curse by unraveling the banshee's tragic backstory and finding a way to grant her peace.

BARBEGAZI

Small Fey

MC: 1L

SL: 1 (3d6)

AP: 6

P: 1d8

M: 1d8

S: 1d8

DEF: 1 (3d6)

TH: 4

Vitality: 9 (2d8)

Speed: 15

TRAITS

Ski. If the terrain is snowy or ice-covered, the barbegazi can use its large feet to “ski” over the snow or ice, doubling its movement rate.

Damage Immunities: Cold.

Darkvision 50 feet.

ACTIONS

Weapon (AP: 4): 2d8 physical damage.

LORE

Barbegazi tend to be reclusive, but they are not hostile without reason. Their personalities and morals range just as widely as any other intelligent humanoid species, but generally, they try to be helpful if left alone. Occasionally they have been known to help dig out avalanche victims.

Barbegazi, if forced into combat, prefer to fight on their own terrain, where they know the locations of pitfalls, snowdrifts, and ice sheets that assist them in the battle.

Barbegazi love to have winter festivals, and their favorite beverage is apple cider—a drink that is not ordinarily available to them. Anyone bringing them cider is met with jubilant open arms.

These creatures make their lairs in large caves high up in snowy mountains. They remain in their dens until the first snowfalls, at which point they venture forth to gather supplies and explore until the following summer.

LOOT

Barbegazi have a fondness for jewelry and gemstones, as that is what is most available to them high in the mountains. These gems will be worth roughly 10 gp in value.

ADVENTURE HOOKS

- While venturing over snow-capped mountains, the party hears a shrill whistling of warning as they are about to either trip into a sinkhole or set off an avalanche.
- The party needs to find a guide through the icy mountain passes, and the barbegazi are the only ones who can do that. The party needs to find them for help.
- A white dragon has taken over a particular mountain, driving the barbegazi out, who are desperate for help.

BARGHEST

Medium Monster

MC: 2H SL: 6 (4d10) AP: 9
P: 2d12 M: 3d10 S: 2d10
DEF: 5 (3d10) TH: 7 DR: 2
Vitality: 63 (14d8) Detect: 6, 50
Speed: 15 Villain Points: 1

TRAITS

Ambush: If the barghest attacks from stealth or surprise, a successful attack will be add 1d20 to BDP.

Shapechange (1 time per day): The barghest can change its shape into that of a dirty and haggard humanoid. It can remain in this shape until it chooses to revert back to natural form, or incapacitated, or brought to zero or fewer hit points.

Darkvision 50 feet.

Favored Maneuvers: Cleave (1d10).

ACTIONS

Bite (AP: 3): 2d12 physical damage and the target loses 1d12 vigor.

Festering Claw (AP: 4): 1d8+1d8 physical damage and the target must succeed on a TCN 8 (3d12) Endurance check or the maximum vitality of creature struck will be reduced by the amount of damage taken until healing magic is applied.

LORE

Intelligent with an insatiable evil, barghest are feared in every town and village and oft used as the antagonist in fairy tales to keep children obedient. These creatures stalk their prey for days if need be but prefer to target humanoids who have strayed into the misty night, attacking unexpectedly.

Barghest also use their shapechanging ability to infiltrate towns and cities, preying on the destitute, knowing that such people will not be missed. Any creature slain by a barghest is ravenously consumed almost immediately on the spot.

Barghest are drawn to funerals and can't resist the urge to attend funeral processions.

A barghest's lair is always somewhere dark and hidden from people. This may be a cave or bog out in the wild, or sewers or deserted warehouses in cities. This lair often contains every trinket or valuable the barghest has taken from its victims.

LOOT

The barghest's lair will often include "trophies" from previous victims. The creature enjoys keeping the most valuable item from a victim as a reminder of the kill. This treasure will contain up to 1,000 gp in value as well a an uncommon magic item or two.

ADVENTURE HOOKS

- A villager has gone missing. They were last seen near the dark marshes.
- Something is murdering the townsfolk and leaving mutilated bodies in the alleys.
- As the party travels through the forests, they hear dreadful howling each night. The barghest is waiting for an opportunity.
- A barghest has been framing the PCs for the murder of street urchins.

BASILISK

Medium Monster

MC: 2M SL: 5 (3d10) AP: 7
P: 2d10 M: 3d10 S: 3d10
DEF: 3 (3d8) TH: 5
Vitality: 45 (10d8)
Night Vision 60 ft.

TRAITS

Petrifying Gaze (AP: 0) (TCN 7 (2d10), TH: 6). If a creature starts its turn within 30 feet of the basilisk and can see it, the creature must make an Endurance ability check if the basilisk isn't incapacitated. On a failed check, the creature magically begins to turn to stone and is restrained. It must repeat the ability check at the end of its next turn. On a success, the effect ends. If the check fails, the creature is petrified until freed by the greater recovery spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the ability check at the start of its turn (-2 PD penalty to Attack Challenge Rolls). If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the ability check.

If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

ACTIONS

Bite (AP: 3): 1d6 physical damage and 2d6 toxin damage.

LORE

Basilisks are primal reptiles and act accordingly. They prefer to eat small rodents, insects, and eggs. Basilisks seem to have a strange severe fear of weasels.

Basilisks can be found in most temperate or jungle climates. They live in foul burrows only a few feet deep, laying their eggs and taking shelter.

ADVENTURE HOOKS

- The party comes across stone statues of creatures in the forest, surrounded by decayed vegetation.
- A basilisk has been captured and used as a guard for treasure or prohibited area.
- A wizard wants to have basilisk eggs for a vital experiment and tasks the party with getting some.

BAT, GIANT

Large Beast

MC: 1H SL: 3 (3d8) AP: 6
P: 3d8 M: 2d6 S: 2d8
DEF: 4 (2d10) TH: 5
Vitality: 27 (6d8) Detect: 9, 100
Speed: 5, fly 30

TRAITS

Blindsense 150 feet.

Echolocation. The bat can't use its blindsense if deafened.

Desperation Trait: The bat will attempt to flee, ignoring any opportunity attacks.

ACTIONS

Bite (AP: 4): 1d10 physical damage.

Claw Grapple (AP: 5): 1d8 physical damage, and the medium-sized or smaller target is restrained and grappled.

LORE

- Thankfully unlike their mundane cousins, giant bats do not live in roosts of several hundred or thousands. Rather, they live in small groups of 2d6 in large caverns.

BAT, CORRUPTED

Small Monster

MC: 1M SL: 2 (2d8) AP: 6
P: 2d8 M: 2d8 S: 2d8
DEF: 2 (2d8) TH: 4
Vitality: 18 (4d8) Detect: 6, 50
Speed: 15, fly 10

TRAITS

Blindsense 50 feet.

Echolocation. The corrupted bat can't use its blindsense if deafened.

Desperation Trait: The corrupted bat goes into a blood frenzy, adding a +1d10 to all of its attack rolls.

Favored Maneuvers: Debilitating Strike

ACTIONS

Bite (AP: 4): 1d8 physical damage. If the corrupted bat hits a target, they can choose to remain attached to the target, who will automatically suffer 1d8 physical damage at the start of each turn the bat remains attached.

LORE

Corrupted bats are spawned from a normal bat infused with corrupted energy that causes the creature to grow and morph into a monstrous creature. They have an insatiable thirst for blood, spending all waking hours on the hunt.

These creatures tend to live in caverns, abandoned buildings, and other dark areas in groups of 2d4. They do have an affinity for shiny things, so a corrupted bat lair will generally have treasure.

ADVENTURE HOOKS

- A secretive cult has harnessed the dark powers allowing them to turn bats into corrupted bats to further their nefarious goals. The adventurers must infiltrate the cult, uncover their plans, and put an end to their twisted rituals before they bring doom upon the land.
- An evil sorcerer seeks to transform others into corrupted bat creatures to build an army of monstrous minions. The adventurers must race against time to stop the sorcerer's ritual and save the potential victims.
- Deep within a cave system, a colony of corrupted bats guards an ancient portal to a nightmarish realm. The adventurers must navigate the treacherous caves, confront the bats, and prevent anyone from accidentally opening the portal to the abyss.

BERSERKER

Medium Humanoid

MC: 1H	SL: 3 (3d8)	AP: 6
P: 2d10	M: 2d8	S: 3d8
DEF: 1 (1d8)	TH: 4	DR: 2
Vitality: 33 (6d10)		
Speed: 15		

TRAITS

Favored Maneuvers: Cleave (d8)

Desperation Trait: Berserkers gain their desperation trait any time they are wounded. While in this state, They gain a +1d6 bonus to damage rolls.

ACTIONS

Exceptional Attack: The target takes an additional 4 (1d8) bleeding damage at the start of its next turn.

Melee Weapon: (AP: 4): 2d10 physical damage.

Spear: (AP: 4): 1d10 physical damage.

LORE

Berserkers come from all humanoid species and most locations. These are wild warriors, fighters who eschew armor and instead work themselves up into a frenzy during battle. Many who fight a berserker feel as if they are fighting a beast rather than a person.

LOOT

Most berserkers distrust magical items, but do have a fondness for gems, jewelry, and coins (up to 50 gp in value). Any magical items they do have will be passive, and believed to be blessed by their deities.

ADVENTURE HOOKS

- Your character comes into possession of a legendary berserker weapon, but it is cursed, driving them into fits of uncontrollable rage. To break the curse, they must undertake a perilous journey to confront the vengeful spirit bound to the weapon.
- In a city ruled by a tyrant, berserkers are forced to participate in brutal gladiator games against monstrous opponents. Their goal is to win not only their freedom but also the liberation of their fellow captives and the eventual overthrow of the oppressive regime.
- A mysterious, otherworldly huntress recruits the berserkers to join her in a relentless pursuit of an elusive and monstrous prey. The hunt leads them through dangerous wilderness, uncharted territories, and into the realm of a fabled, mythical beast.

BIASD BHEULACH

Medium Fey

MC: 2L SL: 4 (2d10) AP: 8
P: 2d10 M: 2d10 S: 2d8
DEF: 4 (2d10) TH: 7
Vitality: 41 (9d8)
Speed: 15 or 20 (canine form)

TRAITS

Night Vision 50 feet.

Favored Maneuvers: Debilitating Strike

ACTIONS

Shapeshifting. The Biasd Bheulach can spend 5 AP to shift its shape into that of a canine-like creature. It can maintain this form until it chooses to change back to humanoid, or incapacitated, or brought to 0 or fewer vitality.

Bite (AP: 3): 2d10 physical damage.

Howling Wail. (AP: 4, TCN 6 (3d8): All creatures within 50 feet of the Biasd Bheulach must make a Will check or be frightened until the end of their next turn. The Biasd Bheulach can only take this action when in canine form.

LORE

While in human form, the biasd bheulach takes every measure to remain unobtrusive and out of the way; a “gray man,” as the term goes. During this time, it infiltrates communities and populated areas, picking out preferred prey. Once it has found a suitable target, it goes to a hiding place, changes shape, and begins the hunt, using its wail to keep away dangers.

During the day, the biasd bheulach remains in its lair, which it has taken great pains to keep hidden from discovery.

The need to stay in the background can be a bit obsessive, resulting in them completely ignoring anyone who tries to strike up a conversation. They often tuck their head and just walk away into the crowd.

The biasd bheulach always makes its lair somewhere easily concealed, which may include caves, burrows, dark alleys, cellars, and sewers. They gravitate toward places somewhat close to settlements where they can hunt. Biasd are solitary creatures, only coming together to mate. Once a biasd bheulach is born, it is often a changeling, replacing the natural newborn child of an existing family, left for the new parents to raise.

LOOT

A biasd bheulach lair will contain its wealth, which consists of up to 100 gp in value. It may even possess an uncommon or common magical items. While in disguise, the creature typically carries 25 gp worth of valuables it may need.

ADVENTURE HOOKS

- People are going missing from the town. It’s always after a ghostly howl, and the only clues are canine footprints.
- A child was stolen by a biasd and replaced by their offspring. The frantic parents need to rescue their child before the next night when it will surely be eaten.
- One of the PCs is being stalked by a biasd, and are attacked when they are separated from the party.

BLACK ANNIS

Large Fey

MC: 3M	SL: 8 (3d12)	AP: 10
P: 4d12	M: 3d12	S: 2d12
DEF: 6 (4d10)	TH: 8	
Vitality: 72 (16d8)		
Speed: 15	Villain Points: 2	

TRAITS

Night Vision 50 feet.

See Invisible 20 feet.

Damage Resistances: Physical damage from non-magical weapons.

Status Immunities: Glamoured

Favored Maneuvers: Flurry Attack, Rain of Blows.

ACTIONS

Wail of the Dead. (AP: 5, TCN 8 (3d12): The faces stitched into the clothing of the Black Annis cries out in a horrific supernatural wail. Any creature that can hear the wail within 30 feet of the Black Annis must succeed on a Will check or become frightened until the end of their next turn.

Bite (AP: 4): 1d20+1d8 physical damage.

Claw (AP: 3): 2d12+2d12 physical damage.

LORE

Evil to the core, the Black Annis comes out of her lair at night to hunt. Her primary prey is children, but if there are lambs nearby, she also feasts on those. She also lies in wait to ambush travelers, and raid homes, reaching in through windows to steal children.

This creature breeds with ogres, with male offspring being ogres and female offspring being a Black Annis. Black Annises are often recruited by Cailleach or other powerful evil fey or giants to act as soldiers or raiders.

The Black Annis often subconsciously grinds her teeth when she is excited, which is quite noisy, allowing creatures to hear her and take precautions before she attacks.

Black Annises most often make their lairs in deep caves, but they are also known to live in cellars or sewers, utilizing passages to travel in stealth while stealing victims from their homes at night. They always have some sort of rack nearby to tan the skins of their victims.

LOOT

A Black Annis lair will have several rare or uncommon magical potions and salves. It may also include other traditional valuables and treasure worth up to 3,000 gp.. Magical items have a high probability of being crafted from the skin and bone of the creature's victims.

ADVENTURE HOOKS

- Children have gone missing; the only clues are deep claw marks on the stone leading to their windows.
- A Black Annis lair has been identified, and the party must eradicate the evil.
- The party has been ambushed by a Black Annis while camping or traveling.
- A Black Annis leads an evil fey raiding party and has crossed paths with the party.
- A rare and ancient grimoire rumored to contain powerful dark magic has resurfaced. It is said to be in the possession of Black Annis, who uses its spells for sinister purposes. A group of scholars or wizards hires the adventurers to retrieve the grimoire and prevent her from causing further harm.

BLACK BEAR

Medium Beast

MC: 1M	SL: 2 (2d8)	AP: 7
P: 2d10	M: 2d6	S: 2d8
DEF: 1 (1d8)	TH: 4	DR: 2
Vitality: 18 (4d8)	Detect: 5, 30	
Speed: 20		

TRAITS

Favored Maneuvers: Cleave (d6)

Desperation Trait: The black bear gains a DR of 3.

Bear Hug. If the bear successfully hits the same target with two claw attacks during its turn, the target is automatically brought in for a bear hug, suffering 2d8 physical damage.

ACTIONS

Bite (AP: 4): 1d12 physical damage.

Claws (AP: 3): 1d10 physical damage.

LORE

- Black bears make their homes in temperate forests and mountains. Despite being smaller than brown bears, they are slightly more aggressive.

BOAR, CORRUPTED

Large Monster

MC: 1H SL: 3 (3d8) AP: 6
P: 2d10 M: 2d8 S: 3d8
DEF: 1 (1d8) TH: 4 DR: 2
Vitality: 33 (6d10)
Speed: 15

TRAITS

Favored Maneuvers: Cleave (d8)

Desperation Trait: A corrupted boar will enter a mad frenzy, increasing its DR by 2.

ACTIONS

Tusk (AP: 4): 2d8+1d6 physical damage.

Charge (AP: 5): If the boar moves at least 15 feet, damage is 2d10+1d8 physical damage.

LORE

Corrupted boar have been transmuted into creatures of great size, nearing that of a cow. They are highly aggressive, attacking anything that crosses its path.

These creatures live in groups of 2d6 boars in nearly all climates except arctic.

ADVENTURE HOOKS

- A once-majestic boar, revered by a nearby village, has turned malevolent and now terrorizes the locals. Rumor has it that the boar has become corrupted by dark magic, and the villagers are seeking brave adventurers to hunt it down and lift the curse.
- The sighting of a corrupted boar is seen as a bad omen in a nearby settlement. The villagers fear that disaster will befall them if the creature is not stopped. They hire the adventurers to track down and eliminate the menace before calamity strikes.
- Reports suggest that a corrupted boar has taken refuge in a once-pristine forest, twisting it into a dark and dangerous place. The adventurers are asked to enter the forest, confront the boar, and cleanse the land of its corrupting influence.
- A wealthy noble offers a substantial reward for the capture of a corrupted boar, intending to have it brought alive for reasons known only to them. The party must decide whether to bring it in alive or risk the dangers of slaying the creature to claim the bounty.

BOGGART

Tiny Fey

MC: 1L

SL: 1 (3d6)

AP: 6

P: 1d4

M: 2d6

S: 1d8

DEF: 1 (3d6)

TH: 4

Vitality: 9 (2d8)

Speed: 10

TRAITS

Night Vision 50 feet.

Trap Expertise. Any trap created by a boggart will impose a -2 PD penalty to detect and disarm.

Spellcasting. The boggart can cast the *Prestidigitation* incantation at will.

ACTIONS

Fey Dagger (AP: 2): 1d6 physical damage.

LORE

Boggarts prefer to stay hidden and out of sight of the occupants of a home they have decided to infest, making their lairs within walls, or under the foundation. They come out when everyone is asleep to engage in their mischief.

If forced into combat, a boggart takes every opportunity to escape rather than fight, relying on prestidigitation to distract would-be pursuers. If escape is successful, they double their efforts to cause mischief and trouble.

Boggarts do not come near salt and do not cross a threshold where a horseshoe is hung.

Boggart lairs are almost always outdoors, in marshes, holes in the ground, under bridges, in caves or abandoned mines, and sharp bends along mountain passes. They can be found individually when encountered on a farm or home, but their clans can number more than 50, being led by an Owd Hob (an MC 1H creature).

LOOT

The “treasure” of boggarts typically consists of loose trinkets and knick knacks from the household. Twine, needles, a toy, random coin, etc. are all items a boggart might be fond of and take.

ADVENTURE HOOKS

- A local farmer is complaining about his farm being infested with boggarts. The PCs could eradicate the creature, or they could discover that the farmer likes to capture and torture fairies, which prompted the response.
- The PCs have managed to insult a fairy and now must deal with a boggart in their home residence.
- The PCs stop by a remote tavern that is infested with boggarts.

BONE GOLEM

Large Golem

MC: 2L SL: 4 (2d10) AP: 7

P: 2d12 M: 2d8 S: 1d10

DEF: 3 (3d8) TH: 6

Vitality: 44 (8d10)

Speed: 15

TRAITS

Night Vision 60 feet.

Status Immunities: Glamoured, confusion, frightened, fatigues, diseased, poisoned, deafened, blinded.

Damage Resistances: piercing physical damage.

Damage Immunities: Necrotic, toxin

Damage Vulnerabilities: Blunt physical damage.

Magic Attacks: The claw attacks by the bone golem are considered magical.

ACTIONS

Exceptional Attack: The target bleeds. Add +1d10 BDP physical damage.

Claw (AP: 3): 2d12 physical damage.

LORE

Often confused with skeletons or even zombies, bone golems aren't actually undead, and aren't created by necrotic energy like the aforementioned are. They are constructed via magic in much the same manner as other golems.

Like other golems, when created they will follow the orders of their creator unquestioningly, and to the best of their ability.

ADVENTURE HOOKS

- A powerful necromancer has crafted a bone golem, but it has broken free from the necromancer's control. The party is approached by the necromancer with an offer: help recapture the golem, and in return, they'll reveal the location of a valuable artifact.
- A noble family's ancestral manor is haunted by a bone golem. The family believes a curse is responsible and hires the adventurers to break it, but the truth is much darker and more complicated.
- A bone golem guards the entrance to a crypt rumored to contain the lost knowledge of a powerful ancient civilization. The players must find a way to bypass the guardian or negotiate with it to gain access.

BRACHIOSAURUS

Gargantuan Beast

MC: 4L SL: 10 (3d20) AP: 10
P: 4d20 M: 2d12 S: 2d20
DEF: 6 (4d10) TH: 8 DR: 5
Vitality: 110 (20d10)
Speed: 25

TRAITS

Exceptional Size: Light and medium weapon attacks only inflict half damage.

ACTIONS

Bite (AP: 4): 1d20+1d12 physical damage. Reach 15 feet.

Tail Swipe (AP: 5): 1d20 physical damage. Target must succeed on a TCN 13 (2d20) Power check or be knocked backward 10 feet and fall prone.

Stomp (AP: 5): 2d20+1d12 physical damage. Reach 5 feet.

LORE

Brachiosaurs are some of the largest dinosaurs, growing to more than 70 feet long and weighing nearly 50 tons. Thankfully they are herd animals and are not typically aggressive unless attacked or protecting young. Most often, they are completely ambivalent and oblivious to smaller creatures around them, in the same way humans don't pay that much attention to ants.

ADVENTURE HOOKS

- Rumors spread of a lost herd of brachiosaurs deep within an uncharted jungle. Researchers, adventurers, and poachers all seek to find this unique population, each with their own motives. The party must navigate treacherous terrain, avoid dangers, and compete with other groups to locate the herd first.
- A sudden disturbance has spooked a group of brachiosaurs, causing them to stampede toward a nearby settlement. The party must come up with a plan to divert or stop the stampede before it reaches the town and causes catastrophic damage.
- A scientist or collector has heard of a unique, never-before-seen type of brachiosaur egg rumored to be hidden in a perilous, dinosaur-infested territory. The party is hired to retrieve this egg, but they must deal with the dangers of the region and rival hunters.

BRAIN EATER

Large Monster

MC: 3L SL: 7 (3d12) AP: 9

P: 2d12 M: 2d12 S: 1d12

DEF: 4 (2d10) TH: 7

Vitality: 63 (14d8)

Speed: 25

TRAITS

Night Vision 50 feet.

Sense Intellect. The brain eater can tell the Mental ability of creatures within 100 feet of it.

Status Immunities: Glamoured, confusion, frightened.

ACTIONS

Tongue (AP: 3, TCN 8 (4d10): Target creature must succeed on an Endurance check or be paralyzed for up to 1 minute.

Brain Extraction (AP: 5): If a target is incapacitated or paralyzed, the brain eater can begin to extract the brain. No attack roll is necessary. At the initiation of this action, and at the start of brain eater's turn that it maintains this action, the target will automatically suffer 1d10+1d10 physical damage.

LORE

Brain eaters are the creation of a mad wizard's experiments gone awry. The wizard hoped to breed a creature that could detect which of his apprentices had the best aptitude for magic, but like all bad ideas, this experiment turned into a disaster. The brain eater paralyzed the wizard, consumed his brain, and broke loose.

Thankfully, these are exceptionally rare creatures but often live in abandoned sewers or near settlements where they can hunt intelligent creatures.

ADVENTURE HOOKS

- A renowned archaeologist has gone missing while exploring an ancient underground complex rumored to be inhabited by a brain-eating creature with an uncanny intelligence detection ability. Your party is hired to rescue the archaeologist and uncover the secrets hidden beneath the earth.
- A mystical library, said to contain unparalleled knowledge, has been closed for years due to a brain-eating entity that dwells within its labyrinthine corridors. The library's caretaker seeks a group of brave adventurers to enter the library, retrieve a vital tome, and put an end to the creature's reign of terror.
- An oracle has been plagued by vivid nightmares of a brain-eating creature stalking her dreams. She believes these dreams are prophetic and foretell a dire future. Your party is asked to enter the oracle's dreamscape, confront the creature, and decipher the meaning behind these ominous visions.

BROKEN ONES

Medium Humanoid

MC: 1M SL: 2 (3d6) AP: 6
P: 1d8 M: 1d6 S: 1d6
DEF: 3 (2d8) TH: 5 DR: 1
Vitality: 22 (4d10)
Speed: 15

TRAITS

Favored Maneuvers: Armor piercing (2 physical), covering attack (up to 2 missiles), disarm, trip, shield bash (d6), taunt
Night Vision 60 feet.

Fit: The Broken Ones do not tire easily, and gain a +1d10 bonus to all endurance checks.

Desperation Trait: The Broken One reinforces its determination, gaining a +1 PD bonus to attack rolls for every Broken One within 5 feet of it, up to a maximum +3 PD bonus.

ACTIONS

Medium Weapon (AP: 4): 6 (1d8+1) physical damage.

Spear (AP: 4): 6 (1d8+1) physical damage. Range 60 feet.

LORE

Broken Ones are those humanoids who had been touched by corruption centuries ago. They have since formed their own societies, living in small clans of 1d10x10 creatures led by an alpha male or female. They are a primitive species but won't hesitate to use the weapons and equipment of those they have slain.

Most clans of Broken Ones are ambush hunters seeking to kill or enslave other humanoid creatures. The corruption is rooted in their very being, turning them into truly evil creatures.

LOOK

Individual Broken Ones will typically carry a few coins of varying values, and perhaps a bauble or two. A clan of Broken Ones will have its treasure jealously guarded by the leader. This treasure will consist of several hundred gold pieces in value, along with a magical item or two.

ADVENTURE HOOKS

- A powerful, cursed artifact known as the "Soulshard" has fallen into the hands of a Broken One warlord. The players are tasked with retrieving it before the warlord harnesses its dark magic to devastating effect.
- Reports of a group of Broken Ones terrorizing a nearby forest have surfaced. The players must venture into the woods to investigate, putting an end to their destructive activities.
- A sect of Broken Ones has stolen sacred relics from multiple temples and shrines. The players are hired to track down these artifacts and return them to their rightful places.

BROWN BEAR

Large Beast

MC: 1H SL: 3 (3d8) AP: 7
P: 2d12 M: 3d8 S: 2d10
DEF: 2 (2d8) TH: 5 DR: 3
Vitality: 33 (6d10) Detect: 5, 30
Speed: 20

TRAITS

Favored Maneuvers: Cleave (d8), shield (claw) push

Desperation Trait: The black bear gains a DR of 5.

Bear Hug. If the bear successfully hits the same target with two claw attacks during its turn, the target is automatically brought in for a bear hug, suffering 2d10 physical damage.

ACTIONS

Exceptional Attack: The target takes an additional 1d8 bleeding damage at the start of its next turn.

Bite (AP: 4): 2d10 physical damage.

Claws (AP: 3): 1d10 physical damage.

LORE

- Despite being larger than black bears, brown bears prefer to be more reclusive and stay away from settlements. Only when threatened or severely hungry will they attack.

BROWNIE

Tiny Fey

MC: T SL: 0 (2d6) AP: 6
P: 1d6 M: 1d8 S: 2d8
DEF: 1 (3d6) TH: 4
Vitality: 7 (2d6)
Speed: 10

TRAITS

Fey Sight: Brownies can see invisible or hidden creatures within 20 feet of it.

ACTIONS

Fey Bow (AP: 3): 1d6 physical damage. Range 50 feet.

Invisibility (AP: 4): The brownie magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the brownie wears or carries is invisible with it.

LORE

If given gifts of milk or cream, the brownie is happy and continues to do chores around the home, mostly at night when others are asleep. They prefer to remain hidden from view and can turn invisible to accomplish this. If confronted, they are slightly evasive but are not averse to communication.

Brownies are easily offended, however, so one must take care to walk on eggshells when talking with a brownie. In combat, brownies turn invisible and attack from surprise, then escape into hiding to repeat the process. Groups of brownies attack in waves using this tactic.

These creatures are emotional roller coasters, going from elation when complimented or treated well to offense and anger if insulted.

Brownies are typically solitary creatures that are attached to a home or farm. Many brownies not assigned to a homestead reside in the Fey Realm until such an assignment opportunity arises.

ADVENTURE HOOKS

- A local home/farm has noticed that chores are being completed at night.
- A home that has enjoyed the work of a brownie now has messes created and things destroyed, and the owners have no idea why. A relative was visiting, and the brownie overheard them saying how the wheat was poorly threshed and stacked, which is a task the brownie had been doing for years.

BRUTE DEMON

Huge Fiend

MC: 3L SL: 7 (3d12) AP: 8
P: 2d20 M: 1d12 S: 2d12
DEF: 4 (2d10) TH: 7 DR: 3
Vitality: 110 (20d10) Detect: 5, 20
Speed: 20

TRAITS

Blindsense 100 feet.

Damage Immunities: Heat, toxin, physical damage from non-magical or non-silvered weapons.

Status Immunities: Diseased, poisoned, fatigued, frightened.

Charge: If the brute moves at least 20 feet in a straight line before attacking with its horns, it will add +1d12 physical damage to its BDP.

Favored Maneuvers: Cleave (1d12), flurry attack.

Desperation Trait: The brute's bloodlust takes hold. It must attack the nearest enemy creature while its vitality is less than half. The brute's attacks inflict +1d8 BDP physical damage.

ACTIONS

Exceptional Attack: The target is partially stunned, reducing its AP pool by 1 until the end of its next turn.

Horn (AP: 4): 1d20 physical damage. Reach 10 feet.

Claw (AP: 3): 2d12 physical damage. Reach 15 feet.

LORE

Brutes are the favored shock troops of demon armies. They are created for one thing: battle. When combat starts, they won't hesitate to charge forward and rip to shreds anything they deem an enemy. This battle rage often blinds them to smaller allies around them, who might be damaged or killed by getting caught in the way.

ADVENTURE HOOKS

- A brute demon has found its way to the Prime Plane and is ravaging anything in its path.
- A keep or fortress the PCs are protecting is under siege from a demonic army, and brute demons have been sent as the initial shock force.
- The adventurers have journeyed to the Plane of Hell, where they must battle brute demons before reaching their destination.

BUBAK

Medium Fiend

MC: 1H	SL: 3 (3d8)	AP: 6
P: 2d8	M: 1d10	S: 2d8
DEF: 2 (2d8)	TH: 5	DR: 3
Vitality: 18 (4d8)	Detect: 4, 50	
Speed: fly 15	Villain Points: 1	

TRAITS

Blindsense 50 feet.

Damage Immunities: Toxin, necrotic.

Status Immunities: Diseased, poisoned, fatigued, glamoured, frightened.

Mimicry: The bubak can make a cry like that of a small baby or child.

Consume Soul: The bubak recovers 1d10 vitality when it brings a creature to zero or fewer vitality. If a creature has been brought to zero vitality from a bubak attack, that creature is instantly slain.

ACTIONS

Exceptional Attack: The wound festers, inflicting an additional 1d6 BDP toxin damage.

Claw (AP: 3): 2d10 physical damage.

LORE

The origin of the bubak is that of a “bogyman” meant to frighten children. This demonic creature resembles a strawman or scarecrow. It uses mimicry to lure victims near it when it attacks (almost always with surprise). It is sociopathic and bloodthirsty, wanting to kill as many creatures as possible to feed on their souls.

ADVENTURE HOOKS

- A small village is in turmoil as several children have gone missing after playing near a creepy-looking scarecrow. The adventurers are asked to find the children and confront the malevolent Bubak responsible for their disappearance.
- The annual harvest festival is approaching, but the scarecrow that has long protected the village has mysteriously come to life as a Bubak. It now threatens to ruin the festivities. The adventurers are tasked with stopping the Bubak and saving the cherished tradition.
- Scarecrows in a region are mysteriously coming to life and waging territorial battles. It turns out that a vengeful Bubak is animating them as part of a personal vendetta against the local farmers. The adventurers must stop the scarecrow skirmishes before innocent people are harmed.

BUKAVAC

Large Monster

MC: 2M SL: 5 (3d10) AP: 8
P: 2d12 M: 1d10 S: 2d10
DEF: 5 (3d10) TH: 7 DR: 3
Vitality: 55 (10d10) Detect: 6, 50
Speed: 15, swim 10

TRAITS

Night Vision 50 feet.

ACTIONS

Leap (AP: 2): The bukavac can leap up to 30 feet.

Bite (AP: 4): 1d10+1d10 physical damage.

Horn (AP: 5): 1d12+1d10 physical damage.

LORE

Primal creatures, the bukavac is driven solely by base needs. When hunting, it attempts to remain hidden in the reeds or underwater, where it leaps forward, trying to jump atop the creature it is attacking, where it then shreds with its teeth and impales with its horns.

Bukavac are distracted by shiny objects and often find themselves drawn to such things unless otherwise occupied (such as in combat).

Bukavac make their lairs in medium or large-sized temperate bodies of water. Their nests are dug in the sides of rivers or lakes, just under the water level, and thus can't be seen from the surface. Once per year, they lay 2d4 eggs, which the bukavac covers in compost to keep warm until they hatch a month later.

LOOT

A bukavac egg can fetch up to 100 gp on the open market from both alchemists and wizards and those who wish to raise and train one of these creatures.

ADVENTURE HOOK

- The party is ambushed by a bukavac from the river or lake shore.
- A bukavac is killing all travelers coming to and from a nearby town. The town depends on a safe road for trade and supplies.

BULLGORT

Medium Humanoid

MC: 1M SL: 2 (2d8) AP: 6
P: 3d8 M: 1d8 S: 2d8
DEF: 1 (3d6) TH: 4
Vitality: 11 (2d10)
Speed: 15, swim 10

TRAITS

Night Vision 50 feet.

Amphibious: The bullgort can hold its breath for up to 1 hour.

Favored Maneuvers: Covering Attack.

ACTIONS

Leap (AP: 2): The bullgort can leap up to 15 feet.

Punch (AP: 3): 1d8 physical damage.

Weapon (AP: 4): 2d8 physical damage.

LORE

Bullgorts are solidly built squat frog-like humanoids that make their lairs deep within swamps and moors away from civilized areas. They have a primitive society and enjoy their privacy, and have a naturally distrustful personality.

A bullgort clan typically consists of 2d6x10 creatures led by a chieftain/chieftess of MC: 2L. They are highly superstitious and take their religions very seriously. Most of the deities the bullgorts worship are powerful swamp creatures, such as a swamp dragon or serpent.

LOOT

Most of the treasure bullgorts have will be in precious gemstones rather than metals or coins. The clan chief or religious leader will likely have common enchanted items.

ADVENTURE HOOKS

- The bullgort clan has a precious, ancient artifact stolen from their village. They seek adventurers to track down the thieves, who are rumored to be a group of rival creatures, and retrieve the heirloom to restore their village's prosperity.
- A rare, magical lily pad that sustains the clan's health and vitality is threatened by encroaching pollution from a nearby human settlement. The bullgorts need help either negotiating with the humans or finding a way to purify their sacred water source.
- The clan's sacred song, which they use to communicate across vast distances, has been silenced by a malevolent enchantment. The adventurers must uncover the source of this curse and restore the power of their croak.

BUNYIP

Large Monster

MC: 2H SL: 6 (4d10) AP: 9

P: 2d12 M: 2d10 S: 2d10

DEF: 4 (2d10) TH: 7 DR: 2

Vitality: 66 (12d10)

Speed: 10, swim 20

TRAITS

Night Vision 50 feet.

Amphibious: The bunyip can hold its breath for up to 1 hour.

ACTIONS

Exceptional Attack: The target takes an additional 1d8 bleeding damage at the start of their next turn unless healed or bandaged.

Howl (AP: 4, TCN 7 (2d10)): Any creature within 25 feet of the bunyip must succeed on a Will check or frightened for up to 1 minute.

Bite (AP: 3): 1d12+1d12 physical damage.

LORE

Bunyips are solitary creatures that make their lairs within rivers, ponds, lakes, and swamps. They prefer to ambush their prey, or if that fails, to emit a loud mournful wail in hopes of frightening its attackers so it can flee.

LOOT

Occasionally a bunyip lair may include the valuable from a previous victim, but this is rare. Most of the creature's prey are animals.

ADVENTURE HOOKS

- A renowned cryptozoologist has vanished while conducting research in the swamps and billabongs of the wilderness, searching for evidence of the Bunyip's existence. The adventurers are tasked with finding the missing scholar and uncovering what they may have discovered about this mythical creature.
- A small community relies on a sacred water source, a remote billabong, for their survival. Lately, strange occurrences have plagued the area: droughts, fish dying en masse, and unexplained illnesses among the people. Elders believe that the Bunyip is angered and that the adventurers must appease or confront it to restore balance to the land.
- In a remote town, local farmers have reported the unexplained disappearance of their livestock, especially cattle and sheep, from the banks of a nearby river. The town believes the Bunyip, a creature from legends, is responsible. A group of adventurers is hired to investigate and, if necessary, confront the elusive creature.

CABBAGE SPIDER

Small Monster

MC: 1M SL: 2 (2d8) AP: 6
P: 2d8 M: 2d6 S: 2d6
DEF: 1 (2d6) TH: 4
Vitality: 14 (4d6)
Speed: 15, climb 10

TRAITS

Night Vision 50 feet.

Stealthy: The cabbage spider rolls 2d12 when making stealth checks when surrounded by vegetation.

Damage Immunities: Toxin.

Status Immunities: Poisoned.

Desperation Trait: The cabbage spider's movement increases by 5 feet.

ACTIONS

Exceptional Attack: The BDP toxin damage is increased by +1d8.

Bite (AP: 3): 1d8 physical damage and the target must succeed on a TCN 5 (2d8) Endurance check or suffer 1d8 BDP toxin damage.

Leap (AP: 1): The cabbage spider can leap up to 10 feet.

LORE

Cabbage spiders live in groups of 2d10, preferring to make their homes in heavily vegetative locations where they can blend in. Initially created to act as guards for a wizard's vegetable garden, they have since spread to many different regions.

ADVENTURE HOOKS

- An otherwise mundane looking cabbage patch near a dilapidated farmhouse is actually the home of several cabbage spiders, which will attack when anything enters the field.
- Cabbage spiders have begun to infiltrate the fields of farmers, attacking livestock and even the farmers themselves.
- A cabbage spider has taken refuge in the stockroom of a fort/dungeon. If disturbed, it will attack.

CALILOPE

Medium Beast

MC: 1L	SL: 1 (3d6)	AP: 6
P: 2d6	M: 2d6	S: 2d6
DEF: 1 (2d6)	TH: 4	
Vitality: 14 (3d8)		
Speed: 35	Detect: 6, 60	

ACTIONS

Horn (AP: 3): 1d10 physical damage.

LORE

Calilopes are exceptionally swift creatures. They are rare, with many believing they are simply legend. A calilope herd numbers only of a dozen or so animals. They roam remote plains and forests, relying on their speed to elude predators.

ADVENTURE HOOKS

- An alchemist is requesting the recovery of the heart of a calilope, hoping it will be the missing ingredient for a potion of speed.
- The adventurers come across a herd of calilope. Hoping to down one for a meal, the adventurers are surprised when they flee at a great rate of speed.
- A calilope has been captured and used as a mount for a powerful nomadic warlord.

CANOPY STALKER

Small Monster

MC: 2L SL: 4 (2d10) AP: 8
P: 2d8 M: 3d10 S: 2d10
DEF: 4 (2d10) TH: 7
Vitality: 32 (8d8) Detect: 7, 50
Speed: 10, fly 20

TRAITS

Night Vision 50 feet.

Stealthy: The canopy stalker rolls 2d12 when making stealth checks.

Damage Resistances: Toxin.

Status Immunities: Poisoned, diseased.

Desperation Trait: The canopy stalker increases its DEF to 2d12 and will attempt to flee.

ACTIONS

Bite (AP: 3): 2d10 physical damage.

Toxic Breath (AP: 5, TCN 6 (3d8): The canopy dog exhales a cloud of toxin in front of it in a 10-foot radius. Any creature in this cloud must succeed on an Endurance check or suffer 2d10 toxin damage.

LORE

The cowardly canopy stalker lives in small groups of a dozen or so creatures high in treetop canopies, where they are protected from most enemies. They are bloodthirsty and will attack any prey they deem an easy meal. When things are going badly, it will attempt to flee back to the safety of the canopy.

LOOT

Canopy stalkers are attracted to anything shiny, and will take treasure from victims and stow them away in hidden caches high in the hollows of trees. Sometimes these can be exceptionally valuable gems or jewelry worth up to 1000 gp.

ADVENTURE HOOKS

- As the adventurers are traveling through a jungle or dense forest, they are beset upon by a group of canopy stalkers.
- An evil warlord has captured canopy stalkers and is using them to defend his forest camp.

CARRION DEMON

Small Fiend

MC: 2M SL: 5 (3d10) AP: 8
P: 2d8 M: 3d10 S: 2d10
DEF: 6 (4d10) TH: 8
Vitality: 35 (10d6) Detect: 7, 50
Speed: 10, fly 20

TRAITS

Night Vision 50 feet.

Damage Resistances: Toxin.

Status Immunities: Poisoned, confusion, diseased.

Desperation Trait: The carrion demon emits a pheromone that other carrion demons can detect within 50 feet. The other carrion demons can attack the one emitting this pheromone. If they successfully damage the wounded fiend, they will gain a +1d12 bonus to all attack rolls for one minute.

Recuperation: By spending its entire turn feeding on a corpse, the carrion demon will recover 1d10 vitality.

ACTIONS

Exceptional Attack: If the Intellect check fails against the bite, the duration becomes 2 minutes for each additional success.

Bite (AP: 3): 2d8 physical damage. The target must succeed on a TCN 8 (4d10) Intellect check or become confused for up to 1 minute.

LORE

Carrion demons are created from those most cowardly souls in hell that aren't worth turning into a more powerful demon. Most other demons and devils view them as nuisances, but intelligent fiends recognize their strength in battle.

Occasionally carrion demons may be found on the Prime plane, but most often they are encountered as initial shock troops by fiendish lords, to sow confusion among the enemy before striking with the main force.

Carrion demons are drawn to death and decay. If a corpse is within 30 feet of a carrion demon in battle, they must succeed on a TCN 5 (2d8) Mental check or will be compelled to feed on the corpse. It can attempt a new check at the start of each of its turns.

ADVENTURE HOOKS

- A powerful necromancer vanished centuries ago, leaving behind a forbidden grimoire rumored to contain rituals to summon and control carrion demons. An evil cult seeks to obtain the grimoire, and the players must find it before the cult can harness the demons' destructive power.
- An ancient artifact rumored to be capable of controlling carrion demons has resurfaced. Multiple factions, including cults, adventurers, and scholars, are vying for possession of this artifact. The players must decide how to handle this dangerous item and its potential consequences.
- A demon lord has sent a host of carrion demons forth to sow discord and confusion among its enemies before attacking.

CATOBLEPAS

Large Monster

MC: 3M SL: 8 (4d12) AP: 8
P: 2d20 M: 3d6 S: 2d12
DEF: 5 (3d10) TH: 7 DR: 4
Vitality: 39 (7d10)
Speed: 10

TRAITS

Deadly Gaze: Anyone making eye contact with the catoblepas must succeed on a TCN 8 (2d12) Endurance check or have its vitality reduced to 0. A creature can avoid making eye contact by suffering a -2 PD penalty on all Attack and DEF CRs.

ACTIONS

Bite (AP: 3): 1d8 physical damage.

LORE

Catoblepas are sluggish, solitary creatures that wander the moors, swamps, and forests looking for vegetation to eat. They are highly feared, as their gaze can kill. Luckily, the catoblepas is unintelligent and won't actively try to attack anything unless it is attacked first.

ADVENTURE HOOKS

- A wealthy merchant wants to hire adventurers as guards for a valuable cargo transported in a caravan. The catch? The cargo is a captured Catoblepas, and rumors suggest it might escape or bring misfortune along the journey. Will the adventurers protect the caravan from both external threats and the cursed creature within?
- Alchemists and apothecaries are offering a handsome reward for a specific ingredient needed to brew a potent Elixir of Truth. The ingredient? A fresh Catoblepas eye. Adventurers must track down this elusive creature and harvest its eye while dealing with its petrifying gaze.
- Rumors are spreading about a Catoblepas sighting in a remote wilderness area. Adventurers are hired to confirm the rumors, and if true, investigate the creature's presence and its potential impact on the local ecosystem.

CAT-SITH

Medium Fey

MC: 1M SL: 2 (2d8) AP: 7
P: 2d8 M: 3d8 S: 3d8
DEF: 3 (3d8) TH: 6
Vitality: 23 (5d8) Detect: 8, 50
Speed: 20

TRAITS

Night Vision 100 feet.

Stealthy: The Cat-sith rolls 2d12 when making stealth checks.

Desperation Trait: The cat sith immediately turns invisible until the end of its next turn, and will attempt to flee when it can.

Soul Stealing: If a creature dies within 30 feet of a Cat-sith, it will recover 1d8 vitality.

ACTIONS

Bite (AP: 3): 2d8 physical damage.

Claw (AP: 4): 1d8+1d6 physical damage.

Pounce (AP: 5): The Cat-sith can leap up to 30 feet and make a claw attack as part of this action.

LORE

Cat-sith tend to be aloof, arrogant, and love naps and milk. That is, they are just like ordinary cats, albeit more intelligent. If one of these creatures is seen outside of a home, it desires milk. If milk is left outside for it overnight, the house is blessed, and all within are granted Inspiration. If no milk is left, all milk within the home spoils, and any livestock does not produce milk for one week.

A Cat-sith much prefers to attack from stealth than engage in open combat. If a battle is going badly, they look for any avenue of escape.

Cat-sith, like all cats, are temperamental and very moody. One minute they are exceptionally affectionate, and a second later they take a swipe at you.

ADVENTURE HOOKS

- Livestock in the village have had their milk go dry, and no one can explain why. Surely there is a supernatural reason for this.
- A cat-sith has been caught in a trap when the PCs come across it.
- This creature is a familiar for a fey creature.

CAVERN LURKER

Medium Monster

MC: 1H SL: 3 (3d8) AP: 8
P: 4d8 M: 1d8 S: 3d8
DEF: 3 (3d8) TH: 6 DR: 2
Vitality: 28 (7d8) Detect: 6, 100
Speed: 15, climb 15

TRAITS

Night Vision 100 feet.

Camouflage: Cavern lurkers roll 2d12 when making stealth checks in their native habitat.

ACTIONS

Exceptional Attack: If the Endurance check is failed against the proboscis, the duration is increased by 1 minute for each additional success.

Claw (AP: 3): 1d8+1d6 physical damage.

Proboscis (AP: 4): 1d8 physical damage and the creature must succeed on a TCN 5 (2d8) Endurance check or be stunned for up to 1 minute.

LORE

The aptly named cavern lurker makes its home deep within dark caverns and tunnels. Typically they are encountered either singularly, or in groups of 1d4.

LOOT

Because a favored prey for cavern lurkers are unwary adventurers that are dragged back to its lair, often left over equipment or treasure from those adventurers can be found.

ADVENTURE HOOKS

- As the party is exploring a series of dark caverns, they are beset upon by a group of cavern lurkers.
- An alchemist with ties to an assassin's guild is offering a pretty penny for the stunning toxin from a cavern lurker.

CENTIPEDE, GIANT

Small Beast

MC: 1L SL: 1 (2d6) AP: 6
P: 2d8 M: 1d6 S: 1d6
DEF: 1 (3d6) TH: 4
Vitality: 7 (2d6)
Speed: 10

ACTIONS

Bite (AP: 4): 1d6 physical damage and the target must succeed on a TCN 3 (1d6) Endurance check or become stunned until the end of its next turn.

LORE

Giant Centipedes are relentless predators, stalking their prey with stealth and precision. They are primarily nocturnal hunters, venturing out under the cover of darkness to hunt a variety of creatures, from smaller insects to larger mammals. Their incredible speed and agility allow them to navigate through tight spaces and strike swiftly when they sense vibrations or detect the scent of potential victims.

When hunting, Giant Centipedes often lie in wait, concealed within crevices or burrows, ready to ambush unsuspecting prey. They strike with lightning speed, delivering a paralyzing bite to immobilize their victims before consuming them alive. Their venom is also useful for subduing potential threats, allowing them to escape or retreat when necessary.

LOOT

Giant Centipedes are not typically sought after for their loot, but brave adventurers may occasionally find valuable components in their remains. These may include rare venom glands that can be harvested for crafting poisons or potions, as well as the occasional gemstone or valuable mineral ingested inadvertently during their feeding.

ADVENTURE HOOKS

- **Cave Exploration:** A group of adventurers is hired to explore a treacherous cave system known to be infested with Giant Centipedes. They must navigate the labyrinthine tunnels, facing both the centipedes and the challenges of the underground terrain.
- **Biologist's Request:** A renowned biologist seeks a live specimen of the Giant Centipede for research purposes. The party is tasked with capturing one of these creatures alive, requiring them to devise a plan to immobilize it without harming it or themselves.
- **Infested Village:** A remote village is suffering from a sudden increase in Giant Centipede attacks. The party is called upon to investigate the source of the infestation, uncovering a deeper mystery hidden within the village's surroundings.

CENTAUR

Large Monster

MC: 1M SL: 3 (2d8) AP: 6
P: 2d8 M: 2d8 S: 2d8
DEF: 2 (2d8) TH: 4
Vitality: 18 (4d8)
Speed: 30

TRAITS

Charge: If the centaur moves at least 30 feet straight toward a target and then hits with a weapon attack on the same turn, the target takes an extra +1d8 damage.

Desperation Trait: The centaur can, as a response (AP: 2), make a hooves attack to a rear opponent.

Favored Maneuvers: Aim, Covering Attack.

ACTIONS

Melee Weapon (AP: 4): 1d10 physical damage.

Hooves (AP: 3): 1d8 physical damage.

Longbow (AP: 4): 1d10 physical damage.

LORE

Centaur are typically found in vast, unspoiled wilderness areas, ancient forests, or on the outskirts of human settlements. They often establish small communities centered around natural wonders, ancient ruins, or sacred groves.

Centaur are known for their sense of honor and duty. They are protectors of nature, guardians of ancient knowledge, and defenders of their tribes. While generally peaceful, they will fiercely defend their homes and allies when threatened. They value diplomacy and alliances but are not hesitant to resort to combat when the balance of nature is at stake.

LOOT

Defeating a Centaur may yield valuable treasures such as enchanted clan artifacts, rare herbs, or intricate jewelry. They are also known to possess tomes of ancient wisdom and knowledge of potent natural magic.

ADVENTURE HOOKS

- Seek the guidance of a Centaur to decipher an ancient prophecy or riddle.
- Assist a tribe of Centaur in defending their sacred lands against a powerful, encroaching evil.
- Embark on a quest to retrieve a lost artifact or relic guarded by a reclusive Centaur in a remote wilderness.
- Form an alliance with a group of Centaur to combat a common enemy threatening the balance of nature in the region.

CHIMERA

Large Monster

MC: 3M SL: 8 (1d20) AP: 8
P: 1 M: 1 A: 2
DEF: 7 (3d12) TH: 8 DR: 3
Vitality: 72 (16d8) Detect: 6, 50
Speed: 25, fly 20

TRAITS

Night Vision 60 ft.

Favored Maneuvers: Armor piercing (dmg: 6), cleave (d10), rain of blows, wear 'em down (1d10)

Desperation Trait. The moment the chimera is dropped below half of its maximum vitality, it attacks with sudden fury, making an instant and free melee attack (bite, horns, or claws) upon a creature within 5 feet of it.

ACTIONS

Exceptional Attack: The target takes an additional 1d12 bleeding damage at the start of its next turn.

Bite (AP: 4): 2d12+1d6 physical damage.

Horns (AP: 3): 1d20 physical damage.

Claws (AP: 4): 2d12+1d6 physical damage.

Fire Breath (AP: 6 TCN 8 (2d12): The dragon head exhales fire in a 15-foot cone. Each creature in that area must make an Agility ability check, taking 1d12+1d12 heat damage on a failed check, or half as much damage on a successful one.

LORE

Chimeras are savage and aggressive creatures, driven by an insatiable hunger for flesh and a desire to sow chaos wherever they roam. They are often solitary predators, fiercely territorial, and protect their lairs with zeal. Chimeras are intelligent enough to lay cunning traps for unsuspecting adventurers and use their breath weapons strategically in combat.

Chimeras are typically found in remote and desolate areas, such as deep, dark forests, volcanic caves, or forbidding mountain ranges. They prefer locales where they can lie in wait for prey and maintain control over their territory.

LOOT

Defeating a Chimera is a challenging feat, but the rewards can be substantial. Adventurers may find valuable treasures in the monster's lair, including rare alchemical components, enchanted items forged from the remains of previous victims, and valuable gemstones rumored to contain a fraction of the creature's unnatural power.

ADVENTURE HOOKS

- The local ruler has offered a handsome reward to anyone who can rid their realm of a menacing Chimera that has been terrorizing the countryside.
- A tragic tale tells of a skilled mage who attempted to combine three creatures into one, only to become the Chimera themselves. The party is tasked with finding a way to break the curse.
- Rumors abound of an alchemical elixir said to grant those who consume it the abilities of a Chimera for a limited time. Adventurers may seek out this elixir for personal gain or to combat a greater threat.

CHUL'RAHG

Medium Monster

MC: 2M SL: 5 (3d10) AP: 7
P: 2d10 M: 1d10 A: 2d10
DEF: 2 (2d8) TH: 5
Vitality: 45 (10d8) Detect: 6, 100
Speed: fly 20

TRAITS

Night Vision 100 ft.

Damage Vulnerabilities: Divine

ACTIONS

Exceptional Attack: If the target fails its Endurance check against the tail attack, the duration is increased by 1 round for each additional success.

Bite (AP: 4): 1d10+1d6 physical damage and the target is cursed with corruption. No heroic points can be gained or used during this period. Only a *remove curse* or similar magic can remove this status.

Barbed Tail (AP: 3): 1d10 physical damage and the target must succeed on a TCN 7 (2d10) Endurance check or be poisoned until the end of its next turn.

LORE

Chul'rahg are creatures of horror, infused with corruption and an insatiable need to spread the corruption. They make their lairs deep within corrupted forests, caverns, or other desecrated areas in groups of 2d4 creatures. They will immediately attack any living creature not touched by corruption.

LOOT

A Chul'rahg lair may contain the treasure from previous victims, even if the creature doesn't care for wealth. This treasure may include up to an uncommon magic item and valuables worth up to 1000 gp.

ADVENTURE HOOKS

- A wealthy noble's child has been abducted from a high tower by the flying demonic creature. The noble offers a substantial reward for the safe return of their heir. The adventurers must give chase and confront the creature in its lair, rescuing the child and discovering the creature's motivations.
- Reports have surfaced of the flying creature tainting the local wildlife and turning them into monstrous, aggressive creatures. The adventurers are tasked with investigating the origin of this corruption and stopping the creature's influence before it spreads further, threatening the balance of nature.
- A group of Chul'rahg have spread from an abandon castle to attack nearby villagers.

CHUPACABRA

Small Monster

MC: 1M SL: 2 (2d8) AP: 6
P: 1d8 M: 1d8 A: 2d8
DEF: 2 (2d8) TH: 5
Vitality: 18 (4d8) Detect: 6, 50
Speed: 15

TRAITS

Night Vision 100 ft.

Stealthy: The chupacabra rolls 2d12 when making stealth checks.

Actions

Exceptional Attack: The target suffers an additional 1d8 BDP of bleeding damage and the chupacabra recovers the additional amount in vitality.

Bite (AP: 4): 2d8 physical damage as the chupacabra sucks the blood from its victim. It recovers a like amount of vitality, up to its maximum.

LORE

The Chupacabra is a nocturnal predator that primarily preys on livestock, especially goats, chickens, and cattle. Its preferred method of attack is to approach silently, drain the blood of its victims, and then vanish into the night. It's known for its elusiveness and stealth, making it a challenging creature to encounter.

Chupacabras are often depicted as creatures that strike terror into rural communities, as their attacks can lead to economic losses and deep-seated fear among the local population. They are elusive and difficult to track, making them suitable adversaries for intrepid adventurers.

Chupacabras are typically found in rural areas, often in regions with dense vegetation, caves, or abandoned structures where they can hide during the day and emerge to hunt at night. They are most commonly encountered in warm climates.

ADVENTURE HOOKS

- The presence of a Chupacabra could be the catalyst for a series of mysterious and gruesome livestock killings in a small, isolated village. The villagers, terrorized and desperate, seek the help of the adventurers to uncover the truth behind the attacks, leading to a thrilling quest to stop the Chupacabra before it strikes again and to unravel the secrets surrounding its origins and motives.

CLAY GOLEM

Large Golem

MC: 3H SL: 9 (1d20) AP: 9
P: 2d20 M: 1d12 S: 2d12
DEF: 9 (1d20) TH: 11 DR: 4
Vitality: 95 (18d10) Detect: 5, 30
Speed: 15

TRAITS

Favored Maneuvers: Cleave (d20), stunning blow, wear 'em down (d20).

Damage Immunities: Acid, poison, psychic; blunt, piercing, and slashing from nonmagical attacks not made with adamantite weapons.

Status Immunities: Glamoured, confused, diseased, frightened, petrified, poisoned

Night Vision 60 ft.

Magic Resistance: The golem gains a +2 PD bonus when resisting the effects of magic.

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Exceptional Attack: The target suffers a -1 penalty to its AP until the end of its next turn.

Punch (AP: 3): 15 (2d10+4) physical damage.

LORE

Clay golems are known for their unwavering loyalty and dedication to their creators or masters. Their behavior is typically straightforward and obedient, following orders to the letter. They lack complex emotions or desires, making them ideal for tasks that require precision and reliability. They are tireless workers and formidable protectors, and they excel at repetitive or physically demanding tasks.

Despite their limited intellect and emotional range, clay golems can exhibit a form of protective instinct when it comes to their assigned charges. They will defend their master or the area they are instructed to guard with unwavering determination, using their immense strength to neutralize threats.

The creation of clay golems is steeped in ancient mysticism and legends. The process of bringing a clay golem to life involves a combination of intricate rituals, alchemical concoctions, and the inscribing of powerful runes or symbols onto their clay bodies. These rituals require a deep understanding of elemental magic and the art of animation.

ADVENTURE HOOKS

- A small village's prized clay golem, which has protected them for generations, suddenly goes missing. The villagers believe it was stolen, and they desperately need adventurers to track it down before a looming threat arrives.
- A renowned sculptor has created an incredibly lifelike clay statue. When strange occurrences start happening around the sculpture, the party is called in to investigate whether the statue has come to life or if there's a deeper, darker secret.
- A clay golem guarding an ancient elemental altar has malfunctioned, causing elemental imbalances in the region. The party must repair or deactivate the golem to restore balance before the environment becomes uninhabitable.

COCKATRICE

Small Monster

MC: 1H SL: 2 (2d8) AP: 6
P: 1d6 M: 1d8 S: 2d8
DEF: 1 (3d6) TH: 4
Vitality: 11 (3d6)
Speed: 10, fly 15

TRAITS

Damage Immunities: Toxin.

Status Immunities: Poisoned, petrified.

Night Vision 60 ft.

Petrifying Touch: Any creature touching or touched by a cockatrice must succeed on a TCN 5 (2d8) Endurance check or be turned to stone and become petrified. Any equipment the creature is wearing or holding is also transformed into stone.

ACTIONS

Beak: (AP: 4): 1d6 physical damage. Note the petrifying trait above.

LORE

Cockatrices are solitary creatures that inhabit dense forests, remote caves, and other secluded wilderness areas. They are known to mark their territory with stone statues of their victims, creating eerie and ominous landscapes around their lairs. These creatures feed on small animals and occasionally larger prey, relying on their petrifying gaze to immobilize their victims before attacking.

LOOT

While most of the treasure of its victims is also turned to stone, several of the body parts of the cockatrice is highly sought after by alchemists. A single cockatrice body will fetch up to 100 gp.

ADVENTURE HOOKS

- A local town plagued by a cockatrice seeks the aid of adventurers to eliminate the threat and recover the petrified victims, including an important NPC.
- A reclusive alchemist or mage offers a reward for the capture of a live cockatrice to extract venom for a potent poison or petrification potion.
- The party stumbles upon a mysterious forest with an unusually high number of stone statues, and they must uncover the source of this phenomenon, leading them to a cockatrice's lair.
- A wealthy collector seeks a taxidermized cockatrice for their bizarre menagerie, and they are willing to pay handsomely for such a rare specimen.

COHUATL

Medium Monster

MC: 4L SL: 10 (3d20) AP: 11
P: 2d20 M: 3d20 S: 4d20
DEF: 10 (3d20) TH: 4 DR: 4
Vitality: 70 (20d6) Detect: 9, 50
Speed: fly 25 Heroic Points: 2

TRAITS

Damage Immunities: Toxin, damage from non-magical attacks.

Status Immunities: Poisoned, glamoured, confusion, prone, diseased, fatigued.

Night Vision 100 ft.

Spellcasting: The Cohuatl can cast up to Tier 3 sorcery spells, and has a reservoir of 50 vigor it can use to boost its spells. The spells below are recommended, but aren't the only spells the Cohuatl may know.

Magical Attacks: The Cohuatl's bite is considered a magical attack.

Desperation Trait: The Cohuatl instantly recovers 20 vigor.

ACTIONS

Bite: (AP: 4): 1d20 physical damage + 1d12 toxin damage.

Spellcasting, Acid Sticky Storm (AP: 4, TCN 14 (3d20)): Range: 300 feet, Duration: 1 round for every 3 vigor spent. When cast, this spell creates a 20-foot radius sphere within range of falling gooey acid blobs. Any creature within the area of effect must succeed on an Agility ability check or will have the globs of acid stick to them. These globs can only be washed away with alcohol, vinegar, or a *dispel magic* spell. At the start of a creature's turn who failed their check and has a blob of acid on them, they will suffer corrosive damage (WDP: 2d20).

Spellcasting, Banish (AP: 4, TCN 14 (3d20)): Range: 50 feet, Duration: Permanent. Target a summoned creature, fiend, or elemental the Cohuatl can see within range. That creature must succeed on a Will ability check or be banished back to its original plane of existence (or destroyed outright for conjured creatures).

Spellcasting, Counterspell (AP: 4): Range: 60 feet, Duration: Instant, as a response when the Cohuatl sees a creature within range casting a spell. Roll 3d20. If the result is higher than the ASP of the caster, the spell fails.

Spellcasting, Elemental Ray (AP: 3): Range: 60 feet, Duration: Instant. A ray of magical poison energy streaks forward toward a target of your choice within range. You must make a spell attack roll to determine if you hit. WDP: 1d20+1d10 of toxin damage.

Spellcasting, Plant Growth (AP: 4): Range: 150 feet, Duration: Instant. Choose a point within range. Earth spirits cause normal plants within a 100-foot radius of that point to become thick and overgrown. Any creature moving through the area will have to spend 1 AP for each 5 feet of movement.

LORE

Cohuatl have a rich and ancient history, intertwined with the very fabric of the natural world. According to their legends, they are the descendants of a powerful serpent deity who created the first forests and rivers. They believe that their purpose is to safeguard these sacred places and preserve the delicate balance of nature.

One of their most cherished tales tells of a legendary relic known as the "Serpent's Heart." It is said to be a crystal imbued with the essence of their deity, capable of tremendous magic. Cohuatl guard the location of this relic fiercely, and it is rumored to grant incredible powers to those who can prove themselves as true protectors of the natural world.

LOOT

A Cohuatl lair will typically contain vast amounts of jewelry and gemstones, along with rare and powerful magical items. These items are either used to help preserve nature, or to lock it up to keep their harmful effects from being used by others of nefarious intent.

ADVENTURE HOOKS

- A once-thriving forest is slowly dying, and the local druids believe that only the wisdom of the Cohuatl can save it. The party must embark on a quest to find the reclusive Cohuatl and seek their guidance in rejuvenating the forest. However, gaining the trust of these elusive beings is a challenge in itself.
- Rumors of the Serpent's Heart have reached the ears of a power-hungry sorcerer. The party must race against time to locate the Cohuatl and prevent the sorcerer from obtaining the relic's immense power, which could wreak havoc on the natural world.
- The party encounters a group of Cohuatl who are in need of assistance. An ancient and malevolent spirit has awakened in their sacred grove, threatening to desecrate the land and corrupt the Cohuatl. The party must aid the Cohuatl in a ritual to cleanse the grove and defeat the vengeful spirit.

COMMANDER DEVIL

Huge Fiend

MC: 4L SL: 10 (3d20) AP: 10
P: 3d20 M: 2d20 S: 3d20
DEF: 10 (3d20) TH: 14 DR: 6
Vitality: 110 (20d10) Detect: 8, 20
Speed: 20, fly 20 Villain Points: 2

TRAITS

Blindsense 20 feet.

Night Vision 100 feet.

Damage Immunities: Heat, toxin, attacks from non-magical attacks.

Status Immunities: Frightened, confusion, glamoured, diseased, poisoned.

Favored Maneuvers: Cleave (1d20).

Desperation Trait: The Commander adds +1d12 BDP to all attacks.

ACTIONS

Whip (AP: 4): 1d20 physical damage + 1d20 BDP heat damage.

Hell Ray (AP: 5): 1d20+1d10 heat damage. Range 200 feet.

Hellish Motivation (AP: 6): All of the Commander's allies that can hear it within 50 feet gain a +1d12 bonus to their Challenge Rolls until the start of the Commander's next turn.

Compel (AP: 5): A target creature that the Commander can see within 30 feet must succeed on a Will ability check or follow the command by spending all of its AP on its next turn. Eligible commands are: flee, drop weapon, lay down, attack me, or move.

Wing Buffet (AP: 6, TCN 11 (2d20)): The Commander beats its wings in a fury. All creatures within 20 feet of the Commander must succeed on a Power check or be knocked backward 10 feet.

LORE

Commander devils are elite battlefield tacticians. They are second only to arch demons and devils themselves. Chosen to lead fiendish armies, these generals revel in death and destruction.

They are intelligent and crafty, and know how to use their fiendish armies to the maximum extent.

LOOT

Nearly every Commander devil will possess a powerful weapon. This weapon is unique to them, and will possess several magical powers in addition to the devil's normal abilities.

ADVENTURE HOOKS

- The demon general, once bound by a powerful pact to serve a dark sorcerer, has broken free from the magical chains that bound it. Seeking vengeance against those who enslaved it, the demon general lays waste to the sorcerer's minions and then vanishes. The adventurers are hired by the sorcerer to track down the demon general before it can unleash its wrath upon the sorcerer and anyone associated with the pact.
- A celestial being approaches the adventurers with a dire plea for help. They reveal that the demon general, who possesses a powerful artifact of chaos, is planning to open a rift to the Abyss and unleash hordes of demons upon the mortal realm. The celestial offers a deal: they will provide the adventurers with divine blessings and knowledge to defeat the demon general, but in return, they must pledge a significant service to the celestial realm.
- The demon general has begun amassing an unholy army of demons, cultists, and corrupted creatures in a remote, forsaken land. Reports suggest that they are planning an invasion of nearby cities and settlements. The adventurers are tasked with infiltrating the demon general's stronghold, gathering intelligence on their plans, and finding a way to disrupt the growing army before it's too late.
- Legends speak of a pair of mystical wings once belonging to the demon general that were severed during a great battle. These wings are rumored to bestow immense power upon their possessor. The adventurers are approached by a

mysterious figure who offers a handsome reward for the recovery of the lost wings. To retrieve them, the party must venture into the heart of a treacherous demon-infested wasteland and face the demon general, who seeks to regain their stolen wings and become even more formidable.

COMMONER

Medium Humanoid, Any

MC: T SL: 0 (1d6) AP: 6

P: 0 M: 0 S: 0

DEF: 0 (1d6) TH: 2

Vitality: 3 (1d6)

Speed: 15

ACTIONS

Melee Weapon (AP: 4): 1d6 physical damage.

LORE

- Commoners represent the typical villager or townsfolk. They are normal people with no particular aptitude for fighting or magic.

CONSTRUCTOR SNAKE

Large Beast

MC: 1L	SL: 1 (1d8)	AP: 6
P: 1d10	M: 1d6	S: 1d8
DEF: 1 (2d6)	TH: 4	
Vitality: 9 (2d8)		
Speed: 10, swim 20		

ACTIONS

Bite (AP: 3): 1d8 physical damage.

Constrict (AP: 4): 1d8 physical damage, and the target is grappled and restrained. At the start of the constricted creature's turns, it will automatically suffer damage. A contested Power check can be attempted at the start of the constricted target's turn to break free.

CONSTRUCTOR SNAKE, GIANT

Huge to Gargantuan Beast

MC: 2M SL: 5 (3d10) AP: 8

P: 2d12 M: 2d10 S: 1d10

DEF: 4 (3d8) TH: 5

Vitality: 55 (10d10)

Speed: 15, swim 20

TRAITS

Blindsense 10 feet.

ACTIONS

Bite (AP: 4): 1d10+1d10 physical damage.

Constrict (AP: 5): 1d10+1d10 physical damage and the target is grappled and restrained. If a target is grappled at the start of the snake's turn, it will automatically suffer 1d10 constricting damage. A contested Power check can be attempted at the start of the constricted target's turn to break free.

LORE

Unlike their mundane smaller cousins, giant constricting snakes are creatures of legend and rarely ever seen. Likely because few would survive the experience. These great snakes grow to over 40 feet in length and have no problems swallowing a cow whole.

While naturally solitary and living in the most remote jungles and forests, hatchlings are prized by animal handlers and collectors, and some have been kept as guards by powerful nobles or warlords.

These beasts are unnaturally intelligent for their species, being able to speak their own serpent tongue.

LOOT

The eggs and hatchlings of giant snakes are extremely valuable, fetching upwards of 1000 gp on the black market.

ADVENTURE HOOKS

- A tribal leader seeks help from a group of adventurers to communicate with a giant snake, believing it holds the key to averting an ecological disaster that threatens their people. The adventurers must learn the serpent's language and decipher its cryptic messages.
- An explorer shares a map that supposedly leads to the ancient artifact hidden in the jungle, guarded by a giant snake. The party must navigate treacherous terrain, avoid hostile wildlife, and confront the colossal serpent to claim the artifact and unlock its power.
- A mysterious illness is spreading through the jungle, causing plants and creatures to wither and die. The local tribes believe Zaltarix, a giant snake they worship, has become weakened or angered, disrupting the balance. The party must find a way to aid the serpent and restore harmony to the jungle.

CORPSE MOUND

Medium Undead

MC: 1H	SL: 3 (3d8)	AP: 7
P: 3d8	M: 2d6	S: 3d6
DEF: 1 (3d6)	TH: 4	DR: 1
Vitality: 33 (6d10)		
Speed: 10		

TRAITS

Blindsense 20 feet.

Damage Immunities: Toxin

Status Immunities: Frightened, confusion, glamoured, diseased, poisoned.

Frightful Appearance (TCN: 5 (2d8): Any creature within 50 feet that can see the corpsemound must succeed on a Will check or become frightened for as long as they can see it. A successful check results in the creature being immune to this trait for 24 hours.

ACTIONS

Claw (AP: 3): 1d8 physical damage.

Unearthly Wail (AP: 5, TCN: 5 (2d8): The corpsemound emits a deathly, unnerving wail. All creatures that can hear it within 50 feet must succeed on a Will check or suffer a -2 PD penalty to all of their CRs until the end of the corpsemound's next turn.

LORE

These unholy abominations were created by a particularly twisted and sadistic necromancer, grafting the bodies of multiple corpses into one creature just to prove they could do it. They have since been utilized as guards to crypts and other desecrated sites.

ADVENTURE HOOKS

- The party encounters a group of corpsemounds while exploring a long abandon crypt that is being used as a secret lab from a necromancer.
- Villagers describe a mound of corpses attacking them in the middle of the night. A corpsemound is on the loose and the party must investigate.

CORRUPTED WALKER

Large Monster

MC: 2H SL: 6 (4d10) AP: 9
P: 3d12 M: 2d8 S: 3d10
DEF: 5 (3d10) TH: 7 DR: 4
Vitality: 66 (12d10) Detect: 6, 50
Speed: 15

TRAITS

Night Vision 100 feet.

Favored Maneuvers: Wear 'em down (4 points).

ACTIONS

Exceptional Attack: The target has their flesh rent, will lose 1 AP until the end of their next turn, and will suffer 1d8 bleeding damage at the start of their next turn.

Claw (AP: 3): 1d12+1d12 physical damage.

LORE

The Corrupted Walker is a nightmarish creature that haunts the deepest and most uncharted caverns of the world. Its origins are shrouded in mystery, but it is widely believed to have been born from the dark energies that seep from the depths of the earth, corrupting the once-innocent creatures that dwelled there.

LOOT

The enormous hooked claws are not only formidable weapons but also prized for their unique properties. Alchemists and blacksmiths covet these claws for crafting powerful artifacts, making them valuable commodities in the world.

If a master smith fashions these claws into weapons (either one-handed “swords” or two-handed “pikes”), they will be virtually unbreakable and inflict the **Exceptional Attack** trait above instead of the typical additional success rule for weapons.

ADVENTURE HOOKS

- Reports emerge of a sudden increase in Corrupted Walker sightings in a mining town that relies on the caverns for resources. The townsfolk fear that the creatures are being drawn to something even more sinister lurking beneath the earth. The party is hired to investigate and eliminate the threat before it engulfs the entire town in darkness.
- A renowned explorer vanished while searching for a fabled underground city deep within the uncharted caverns. The last correspondence mentioned encountering Corrupted Walkers. The party is hired to locate the missing explorer and uncover the secrets of the underground city, all while dealing with the menacing creatures that guard it.
- A hidden market thrives in the heart of the caverns, where traders deal in rare and exotic goods. The party stumbles upon this subterranean bazaar and learns that Corrupted Walker claws are highly sought after. They must decide whether to trade for these valuable items or delve deeper into the caverns to obtain them directly from the source, risking encounters with the formidable creatures.

CRABLORD

Large Monster

MC: 3M SL: 8 (4d12) AP: 11
P: 3d20 M: 2d12 S: 3d12
DEF: 4 (2d10) TH: 7 DR: 6
Vitality: 88 (16d10) Detect: 6, 100
Speed: 25, swim 20

TRAITS

Sea Speech: The crablord can speak several languages, including a language that oceanic creatures can understand. It can command any crustacean with an MC of 2H or lower to do its bidding.

Salty Recovery: While submerged in salt water, the crablord regenerates 2 vitality at the start of each of its turns.

Magical Attacks: The crablord's claw attacks are considered magical.

Desperation Trait: The Crablord can partially withdraw into its shell. It cannot attack while doing so, but does increase its DR to 10.

ACTIONS

Exceptional Attack: The crablord can choose to pin the creature to the ground with a claw. The target is considered prone and grappled.

Claw (AP: 3): 1d20+1d6 physical damage.

LORE

In the deep, uncharted waters of the Forgotten Abyss, a creature of legend dwells, known to sailors and fishermen as the Crablord. Tales of the Crablord have been passed down through generations, whispered around campfires and shared in hushed voices in coastal taverns. This colossal creature is said to be a monstrous crab, the size of a horse, with a nightmarish twist—a human-like face that carries an eerie intelligence.

The Crablord is believed to be a unique and ancient entity, a guardian of the mystical underwater realms that lie hidden from human eyes. It is said to possess a powerful affinity for the creatures of the sea, capable of commanding them at will. Its enigmatic and cryptic nature makes it a figure of both awe and fear among those who know of its existence.

LOOT

A crablord's lair may contain the treasures of explorers or ships that the creature has destroyed. The shell of a crablord can be fashioned into armor that is considered medium armor with a DR of 6.

ADVENTURE HOOKS

- A coastal village has been plagued by a series of unexplained disappearances of fishermen and sailors. Desperate for answers, the village elders believe that the Crablord is behind these events. They seek a group of adventurers brave enough to venture into the treacherous waters and confront the Crablord. Is the Crablord truly responsible, and if so, what motivates its actions?
- Legends speak of a fabled treasure hidden within the Crablord's underwater lair. The treasure is said to contain ancient relics, enchanted gemstones, and vast wealth. A group of treasure hunters enlists the aid of the adventurers to guide them to the Crablord's domain. However, navigating the perilous depths and dealing with the unpredictable Crablord will require cunning and courage.
- A curse has befallen a coastal town, causing the sea life to turn hostile and destructive. The townsfolk believe that the Crablord is angered and has placed this curse upon them. The adventurers are sent on a quest to locate the Crablord and find a way to lift the curse, leading to a journey into the abyssal depths filled with peril and mystery.

CRIOSPHINX

Large Monster

MC: 3L SL: 7 (3d12) AP: 10
P: 3d12 M: 4d12 S: 3d12
DEF: 7 (3d12) TH: 8 DR: 2
Vitality: 63 (14d8) Detect: 7, 100
Speed: 20, fly 20 Villain Points: 1

TRAITS

Speech: The criosphinx speaks a crude form of all languages.

Damage Resistances: Toxin, non-magical attacks.

Status Immunities: Confusion, glamoured, frightened, fatigued.

Desperation Trait: (TCN: 8, 3d12) The Criosphinx can emit a loud roar once per rest. All creatures that can hear it within 50 feet must succeed on a Will check or be frightened for up to 1 minute.

ACTIONS

Exceptional Attack (horns): The target is impaled by the horns, suffering an additional +1d12 BDP, gets knocked backward 10 feet, and falls prone.

Horn (AP: 4): 1d20 physical damage.

Claw (AP: 3): 2d12 physical damage.

LORE

Criosphinxes are often revered as guardians of ancient and forgotten tombs. They are renowned for their love of riddles and puzzles. Legends speak of wise Criosphinxes who possess knowledge of hidden truths and ancient prophecies. Adventurers might seek out a Criosphinx for answers to a pressing question, but they must first prove their intellect by solving a series of challenging riddles.

LOOT

A lover of artifacts and historical antiques, a treasure hoard of a Criosphinx will consist nearly solely of these types of items.

ADVENTURE HOOKS

- The kingdom is on the brink of war, and a Criosphinx holds the key to a cryptic prophecy that could prevent disaster.
- A Criosphinx is at the center of a growing cult's worshiping practices. This cult believes that by offering sacrifices to the creature, they can bring about an age of darkness and chaos.
- Rumors of a hidden library filled with ancient and forbidden knowledge guarded by a Criosphinx have surfaced. Adventurers seeking arcane wisdom, forbidden spells, or lost histories must brave the desert and outsmart the guardian to access the library's treasures.

CROCODILE, CORRUPTED

Large Monster

MC: 2M SL: 5 (3d10) AP: 8
P: 3d12 M: 1d10 S: 3d10
DEF: 4 (2d10) TH: 7 DR: 2
Vitality: 55 (10d10) Detect: 5, 30
Speed: 10, swim 20

TRAITS

Night Vision 60 feet.

Damage Resistances: toxin.

Status Immunities: diseased.

ACTIONS

Exceptional Attack The croc can perform a death roll. The target, if large-sized or smaller, will become prone and suffer an additional 1d10 BDP physical damage as the croc spins it violently.

Bite (AP: 4): 1d10+1d10 physical damage.

LORE

In the heart of the murky, primeval swamps, tales of a corrupted giant crocodile have spread like wildfire among the local inhabitants and daring adventurers. This immense and malevolent creature is believed to have once been a guardian spirit of the swamp, revered by the indigenous tribes for centuries. However, its corruption has turned it into a nightmarish force of destruction.

LOOT

The hide of a corrupted crocodile is highly sought after, with some of them selling for 100 gp.

ADVENTURE HOOKS

- A desperate plea from a local tribe reaches the adventurers' ears. They seek a group of brave souls to journey deep into the swamp, locate the corrupted giant crocodile, and perform a purification ritual to free the creature from its malevolent influence. Can the party navigate the treacherous swamp, face the cultists responsible for the corruption, and save the guardian spirit?
- A wealthy collector of rare and exotic creatures has heard rumors of the corrupted giant crocodile. They offer a substantial reward to anyone who can capture or kill the creature and bring its remains to their private menagerie. The party must decide whether to aid this eccentric collector or protect the swamp's ecosystem.
- A prominent alchemist or healer has discovered that the corrupted giant crocodile's blood contains a rare and potent ingredient with miraculous healing properties. The adventurers are tasked with capturing or defeating the creature to obtain this vital substance for a noble patron who seeks to cure a debilitating illness.

CULTIST

Medium or Small Humanoid

MC: 1H SL: 3 (3d8) AP: 6
P: 3d8 M: 3d8 S: 2d8
DEF: 2 (2d8) TH: 5
Vitality: 27 (6d8)
Speed: 15

TRAITS

Fanaticism: The cultist rolls 2d10 when resisting a magical compulsion.

ACTIONS

Poisoned Dagger (AP: 3): 1d8 physical damage + 1d6 toxin damage.

Death Smoke (AP: 6, TCN: 6 (3d8)): If three or more cultists all combine to perform a ritual, they will create a tendril of smoke to appear within a 60-foot range. The tendril will attack the nearest living creature. That creature must succeed on an Agility check or lose 1d10+1d8 points of vitality and vigor.

Sleeping Charm (AP: 5, TCN: 6 (3d8)): A target creature the cultist can see within 50 feet must succeed on a Will check or fall asleep for up to 1 minute.

Blood Boil (AP: 4): If the attack roll is successful, the cultist's target will suffer 2d8 necrotic damage as their blood seems to turn to fire. Range: 50 feet.

LORE

Cults are typically shrouded in darkness and dedicated to the worship of an ancient, malevolent deity. They are masters of dark magic and forbidden arts, drawing power from their deity's malevolent influence. Many of their rituals involve the summoning of demonic creatures and the manipulation of blood magic to achieve their dark objectives.

LOOT

Individual cultists will not possess much treasure, perhaps a few baubles or coins. The cult organization may have a significant amount of treasure, including powerful artifacts that most cults so deeply desire. This generally depends on how large and powerful the cult is.

ADVENTURE HOOKS

- A remote village has fallen under the influence of the cult. Its inhabitants have been coerced or ensnared into serving the cult, and dark rituals are being performed there regularly. The adventurers must infiltrate the village, break the cult's hold, and stop a catastrophic ritual that threatens the entire region.
- A powerful political figure has fallen under the influence of the cult. The adventurers are approached by a group of resistance fighters who seek to expose the cult's infiltration and remove the corrupted leader from power. To succeed, the party must go undercover within the cult, gather evidence, and orchestrate a coup against the cult-controlled politician.
- A former member of the cult approaches the adventurers, seeking redemption and willing to provide valuable information about the cult's inner workings. To earn their trust, the party must help the traitor confront their dark past, while also using the provided information to thwart the cult's schemes.

CURSED ABERRANT

Large Fiend

MC: 3L SL: 7 (3d12) AP: 10
P: 2d20 M: 2d12 S: 3d12
DEF: 7 (3d12) TH: 8 DR: 4
Vitality: 77 (14d10) Detect: 9, 30
Speed: 20, fly 25 Villain Points: 2

TRAITS

Night Vision 100 feet.

Blindsight 20 feet.

See Invisible 20 feet.

Damage Immunities: Heat, cold, toxin, corrosive, non-magical attacks.

Damage Resistances: Electrical, necrotic

Status Immunities: Frightened, fatigued, confused, glamoured, poisoned, diseased.

Corrupted Touch: The attacks of a cursed aberrant also reduce the target's vigor by 1d10 points.

Desperation Trait: The Cursed Aberrant's claw attacks have the AP cost reduced by 1.

ACTIONS

Claw (AP: 4): 1d12 physical damage + 1d8 heat damage.

Bite (AP: 4, TCN: 6 (3d8)): 1d20 physical damage and the creature must succeed on an Endurance check or be unable to recover vigor for up to 1 minute.

Web Spittle (AP: 5, TCN: 8 (3d12)): The Cursed Aberrant spits out a sticky strand of webbing in a 15-foot cone. Any creature within this area must succeed on a Power check or become restrained by the webbing until a successful Power check is made against the TCN or 1 minute has passed.

LORE

In the shadowy annals of forbidden knowledge and ancient tomes, the Cursed Aberrant is whispered to be the twisted offspring of infernal forces and forbidden arcane experiments. These demonic flying creatures are the embodiment of malevolence and chaos, their very existence an affront to the natural order.

LOOT

Cursed Aberrants do not keep treasure, but their eyes are prized by alchemists as a way to see invisible objects, and can fetch up to 500 gp per eye.

ADVENTURE HOOKS

- A renowned demonologist has been conducting forbidden experiments to harness the power of the Cursed Aberrants. The party is approached by a desperate scholar who pleads for their help in stopping the demonologist before he unleashes these creatures upon the world as part of a sinister plan.
- A skilled healer in a remote monastery has fallen gravely ill after treating a victim of a Cursed Aberrant's bite. With their knowledge of the Cursed Aberrant's abilities, the party is entrusted with finding a cure or alternative means to save the healer, delving into ancient texts and seeking out rare ingredients from treacherous locations.

CYCLOPS

Huge Giant

MC: 2H SL: 6 (4d10) AP: 8
P: 3d12 M: 2d8 S: 3d10
DEF: 5 (3d10) TH: 7 DR: 2
Vitality: 66 (12d10)
Speed: 20

TRAITS

Monocular Vision: The Attacking Dice Pool for the cyclops' ranged attacks is 2d10.

Favored Maneuvers: Cleave (1d12).

Desperation Trait: Add +1d12 BDP to the cyclopes' attacks.

ACTIONS

Club (AP: 5): 1d20 physical damage.

Hurled Rock (AP: 4, TCN: 6 (3d8)): 1d12 physical damage and the creature must succeed on a Power check or be knocked prone.

LORE

Cyclops are a formidable and iconic race of one-eyed giants that have been a staple of mythology and fantasy literature for centuries. In various cultures and mythologies, they are known by different names, but the basic characteristics of a cyclops typically remain the same.

Cyclops are usually depicted as solitary beings or living in small, isolated communities. They are known for their independence and are often reclusive, making them mysterious figures in the wild.

These giants are often tasked with guarding important locations, treasures, or ancient artifacts. They are known for their unwavering loyalty to their appointed tasks and can be formidable foes when provoked.

LOOT

A cyclops will gladly keep the treasure of would-be heroes who were foolish enough to get in the giant's way.

ADVENTURE HOOKS

- A group of cyclops, unlike their solitary kin, has formed an alliance and is on a campaign to conquer nearby territories. The party must decide whether to aid the threatened settlements or negotiate with the cyclops for a peaceful resolution. The outcome could have significant consequences for the region.
- A renowned blacksmith seeks to acquire a unique metal only found in the lair of a cyclops. The party is hired to negotiate with the cyclops or, if necessary, retrieve the metal. However, the cyclops values this resource greatly and will not part with it easily.

DEATHSTALKER

Small Monster

MC: 1L SL: 1 (3d6) AP: 6
P: 1d6 M: 2d6 S: 3d6
DEF: 3 (3d8) TH: 6
Vitality: 7 (2d6) Detect: 5, 50
Speed: 20

TRAITS

Sonar: The deathstalker “sees” via sonar. It can’t be traditionally blinded, but if it is deafened, it also becomes blind.

Desperation Trait: The bite attack has the AP cost reduced by 1.

Bloodlust: If a creature has been wounded this turn, the deathstalker gains a +1d8 bonus to its Attacking CR against that creature.

ACTIONS

Bite (AP: 4): 1d8 physical damage.

LORE

These enigmatic beings are small, blind creatures with no eyes to see the world as humans do. Instead, they rely on an extraordinary adaptation - a sophisticated sonar system that allows them to perceive their surroundings with unparalleled precision.

Deathstalkers emit a low, haunting hum that forms the basis of their sonar navigation. This unique sound, often described as eerie and melodic, has drawn the attention of bards and scholars who seek to unravel its mystical properties.

These creatures hunt in packs of 2d10 creatures, preferring to swarm over a potential prey item, rending it to pieces.

LOOT

A deathstalker’s glands that it uses to “see” will fetch up to 50 gp on the open market.

ADVENTURE HOOKS

- A hermit living in the depths of a remote forest claims to communicate with Deathstalkers through a deep understanding of their sonar song. The party is sent to seek his guidance when the Deathstalkers begin encroaching on a nearby village. Can they learn the secrets of these creatures and find a way to coexist peacefully?
- A hidden catacomb complex filled with ancient relics and enchanted treasures has been discovered. The only problem: it’s swarming with Deathstalkers. The party must figure out a way to navigate the catacombs and retrieve valuable artifacts while avoiding the deadly creatures lurking in the shadows.

DEATH WORM

Tiny Monster

MC: T SL: 0 (2d6) AP: 6
P: 1d4 M: 1d6 S: 1d6
DEF: 0 (2d6) TH: 3
Vitality: 1
Speed: 5

TRAITS

Mundane Appearance: Unless examined or if the creature knows what it is looking for, the death worm appears as a large purple larva.

ACTIONS

Bite (AP: 4): 1 physical damage and the worm has burrowed into the body of the creature it has bitten. The worm will move 1 foot on each of its turns towards the heart of the host creature, inflicting 1d6 points of physical damage each time. Once the heart is reached, the creature will die.

LORE

This small, yet malevolent, purple worm has developed a gruesome and sinister hunting tactic that sets it apart from its larger kin. Legends and tales speak of its origins as a result of unnatural experiments conducted by a mad wizard who sought to create the ultimate assassin in the form of a parasitic worm.

ADVENTURE HOOKS

- In a remote village, a string of inexplicable deaths has struck fear into the hearts of the residents. People are dying without any visible wounds or signs of violence. The local healer suspects foul play and begs the party for help in uncovering the source of this strange malady. Can the adventurers solve the mystery and put an end to the Death Worm's reign of terror?
- A group of miners in a rich underground vein of precious minerals has gone missing. The mine's owner fears a cave-in but wants to confirm their fate before giving up on the valuable resources. The party is hired to explore the tunnels and discover the gruesome secret lurking beneath the earth.

DEMON HOUND

Medium Fiend

MC: 2L SL: 4 (2d10) AP: 9
P: 2d10 M: 2d8 S: 3d8
DEF: 3 (3d8) TH: 6 DR: 2
Vitality: 34 (8d8) Detect: 6, 150
Speed: 20

TRAITS

Sense Flesh: The demon hound can smell living flesh out to a distance of 50 feet, automatically detecting hidden and invisible creatures.

Desperation Trait: (TCN: 7, 2d10): The Demon Hound inflates its jaw sac, causing it to erupt in a fiery explosion. All creatures within 30 feet of the hound must succeed on an Agility check or suffer 2d12+2d10 heat damage. Succeeding on this check still inflicts 1d12 heat damage. This instantly kills the hound.

ACTIONS

Bite (AP: 4): 2d12 physical damage.

LORE

This demonic hound, born from the flames of the Abyss, is a harbinger of destruction and chaos. Its origin is shrouded in mystery, with some scholars speculating that it was created by a powerful demon lord as a guardian, while others believe it to be a manifestation of pure infernal energy.

These hounds are often kept as pets by powerful demons and devils. They are drawn to infernal energy, and recognize one born from fiendish heritage. They will not attack another fiendish creature unless ordered to by their current owner.

LOOT

If a hound is managed to be taken before it explodes, its body parts are highly sought after and valuable among wizards and alchemists, fetching up to 100 gp.

ADVENTURE HOOKS

- A Demon Hound is lost and discovered by the party. If the party has a Devilkin among them, the hound will approach in a friendly manner. Otherwise it will attack.
- A reclusive demonologist seeks to capture the Demon Hound and harness its fiery power for a forbidden ritual. She recruits the adventurers to track down and capture the hound alive. However, as they close in on their quarry, they must confront the ethical dilemma of whether to follow through with the demonologist's plans or try to thwart her sinister ambitions.
- A vengeful sorcerer seeks to summon the Demon Hound to exact revenge on a rival that betrayed them. The adventurers are caught in the middle as the two sides wage a clandestine war, with the fiery hound as their weapon of choice. Can the heroes prevent the cataclysmic conflict from erupting and find a way to neutralize the Demon Hound's explosive power?

DEVOURER

Huge Fiend

MC: 4L SL: 10 (3d20) AP: 12
P: 3d20 M: 1d20 S: 2d20
DEF: 7 (3d12) TH: 8 DR: 4
Vitality: 90 (20d8)
Speed: 20

TRAITS

Favored Maneuvers: Cleave (1d20), wear 'em down (1d12)

Desperation Trait: (TCN: 14, 3d20): The Devourer regurgitates anything it has “swallowed” in a cone 10 feet long. Any creature in this area will be covered in gore, and must succeed on a Will check or become frightened and knocked prone.

Damage Resistances: Toxin, heat, electrical, corrosive, non-magical attacks.

Status Immunities: Glamoured, confusion, diseased, frightened, fatigued.

ACTIONS

Swallow (AP: 5, TCN: 11, 1d20): 1d20 physical damage and if the target is medium-sized or smaller, it is “swallowed” by the Devourer’s ribcage. While in this ribcage, the target is considered grappled and will automatically suffer 1d20 points of corrosive damage at the start of the Devourer’s turns. Each time a creature is swallowed in this manner, the Devourer increases its AP by 1.

Claw: (AP: 4): 2d10 physical damage.

LORE

These gigantic fiends are a terror to behold. They stalk the battleground, widening its ribcage to “swallow” enemies. This not only slowly kills the creature, but it empowers the Devourer to greater combat efficiency.

A devourer can swallow up to two medium-sized or four small-sized creatures at any given time.

Due to these abilities, Devourers are favored troops of fiendish generals. Thankfully they are very rare.

ADVENTURE HOOKS

- A Devourer has been compelled to act as a guard to a valuable treasure within an ancient crypt now used by demonic cultists.
- A foolish sorcerer had summoned a Devourer but failed to seal the circle appropriately. Now the creature, after consuming the sorcerer, is on the rampage.

DIRE WOLF

Large Beast

MC: 1H SL: 4 (3d8) AP: 7
P: 3d8 M: 1d8 S: 2d8
DEF: 4 (1d10) TH: 5
Vitality: 27 (6d8) Detect: 6, 50
Speed: 25

TRAITS

Favored Maneuvers: Trip, wear 'em down (1d8)

Desperation Trait: The wolf's movement increases by 5 feet.

Pack Combat: If the wolf is flanking or attacking its target from the rear, it adds +1d10 to its attacking Challenge roll.

Hamstring: If the wolf is successful with a bite attack when attacking from the rear, the target has its movement rate reduced by half until the end of its next turn.

ACTIONS

Exceptional Attack: The target cannot take responses until the start of the dire wolf's next turn.

Bite: (AP: 4): 2d10 physical damage.

LORE

Dire wolves are social animals, often forming large packs to hunt together. Their pack dynamics are complex, with a strict hierarchy and roles for each member. Alpha wolves lead the pack, while subordinate wolves help with hunting and protecting the territory. They are highly adaptable predators, preying on a variety of large mammals, including mega fauna like mammoths, bison, and ground sloths. Dire wolves are well-known for their endurance, capable of chasing down prey over long distances.

Dire wolves can be seen as guardians of ancient forests or as harbingers of doom, appearing during times of great calamity. Some cultures might revere dire wolves as symbols of strength and resilience, while others might fear them as omens of impending disaster. Perhaps the bones of these creatures hold mystical properties, and their howls are said to carry messages from the spirit world.

ADVENTURE HOOKS

- A group of adventurers stumbles upon the remains of an ancient dire wolf pack. Among the bones, they find clues suggesting that dire wolves might still exist in a hidden, remote wilderness. The party embarks on a quest to locate and study these creatures, but they must contend with harsh terrain, rival researchers, and the dire wolves themselves.
- An ancient grove deep within a mystical forest is rumored to be protected by dire wolves. The grove is said to contain powerful magical artifacts, and the party is tasked with reaching it for a vital quest. They must navigate the forest, gain the trust of the dire wolf guardians, and unravel the secrets of the grove while fending off rival adventurers and dark forces.
- The party of adventurers is beset upon by Broken One raiders. But these aren't just any raiders. These are dire wolf riders.

DJINNI

Large Elemental

MC: 3H SL: 9 (5d12) AP: 10
P: 2d20 M: 2d20 S: 5d12
DEF: 7 (3d12) TH: 8 DR: 3
Vitality: 63 (18d6) Detect: 9, 50
Speed: fly 20 Heroic Points: 1

TRAITS

Night Vision 100 feet.

Damage Immunities: Toxin, heat, electrical, corrosive, non-magical attacks.

Status Immunities: Glamoured, confusion, diseased, frightened, fatigued.

Spellcasting: The djinni has a pool of 30 vigor to power spell with.

ACTIONS

Lightning Bolt (AP: 5, TCN: 11, 1d20): 1d20+1d10 electrical damage. Range: 100 feet.

Invisibility (AP: 1): The djinni becomes invisible.

Spellcasting, Age: (AP: 4): Range: Touch, Duration: Instant. If a successful spell attack roll is made, the creature you touch ages one category instantly, applying the appropriate effects.

Age Categories

Babe

Youth

Adult

Senior (-1 Physical)

Elderly (-1 to each Ability)

Death

Spellcasting, Control Weather (AP: 5): Range: 1 mile radius, Duration: 1 hour. This spell allows the djinni to compel air spirits to control the weather in the impacted area of effect. When casting is complete, over a time period of 1d4x10 rounds, the weather will change to the desired type to full effect. This spell can change a sunny day into a rainy day, or the reverse, but cannot create major events like a hurricane or tornado.

Maximum wind speeds equal two mph for every vigor point spent, up to 30mph. This spell also cannot shift the temperature more than 2 degrees for every vigor point spent, up to a maximum 30-degree change. Thus, a caster in a hot desert can form rain clouds, but not a blizzard of snow.

Spellcasting, Darkness (AP: 2): Range: 60 feet, Duration: 10 minutes. An air spirit creates a 10-foot radius sphere of magical darkness to appear within range. This sphere flows around corners and prevents all light or vision from penetrating, even night vision. This spell will cancel a *light* spell if cast in the same area.

Spellcasting, Gust of Wind (AP: 3, TCN: 9 (5d12)): Range: 30 feet, Duration: Instant. An air spirit causes a strong gust of wind to blow forth from the djinni's location out to 30 feet, in a 10-foot wide path. This wind will extinguish any flame source up to a torch or small campfire. It will also blow up debris and other clutter, possibly blinding a creature. Small-sized or smaller creatures within the path will need to succeed on a Power ability check or be blown backward to the limits of the spell range.

When Boosted: When the djinni invests 5 additional vigor, it can impact medium-sized or smaller creatures as well. Investing 10 vigor impacts large-sized or smaller creatures.

Spellcasting, Storm Lightning (AP: 5, TCN: 9 (5d12)): Range: 120 feet (60 feet cylinder), Duration: 10 minutes. A storm cloud appears as a cylinder that is 10 feet tall with a 60-foot radius within range above the djinni. When it casts this spell, it chooses a point where a bolt of lightning strikes. Each creature within 5 feet of that point must succeed on an Agility ability check or suffer electrical damage (1d12+1d10).

At the start of each of the djinni's turns for the duration of the spell, it can spend 4 AP and select another point within range to cause another bolt to strike down.

When Boosted: For every additional 3 vigor points invested, the WDP is increased by 1d12.

Wish (AP: 8): The djinni can grant a wish. This can only be done once per creature, and the djinni will often twist the meaning of the wish to have the most adverse effect upon the wisher.

LORE

Djinni are known for their capricious nature, and their actions can bring both blessings and curses to those who encounter them.

These creatures can take various forms, but their true form is typically a being made of smokeless fire. When they appear to humans, they often take on a more humanoid shape, although they may still have an otherworldly appearance, with piercing eyes, luminous skin, and a sense of otherworldly grace.

Djinni are not inherently good or evil but are often driven by their own motivations and desires. Some may choose to help mortals, while others may delight in causing chaos and suffering.

ADVENTURE HOOKS

- A mysterious lamp has been uncovered in a long-forgotten tomb. When it is rubbed, a djinni emerges, but it is bound by an ancient curse that prevents it from granting wishes without causing harm. The adventurers must find a way to break the curse and either gain three wishes or enlist the djinni's help to undo the damage it has caused.
- An ancient and wise djinni offers a challenge to those who seek its knowledge. It promises to answer any one question truthfully, but only if the questioner can answer a riddle posed by the djinni in return. The adventurers must solve the djinni's riddle to gain access to its vast wisdom.
- A rogue djinni has taken residence in a bustling city, wreaking havoc by granting wishes with malicious intent. The city's leaders seek a group of heroes to track down and subdue the rogue djinni, putting an end to the chaos.

DOG, WAR

Medium Beast

MC: 1L	SL: 1 (3d6)	AP: 6
P: 1d8	M: 2d6	S: 1d8
DEF: 1 (3d6)	TH: 4	
Vitality: 9 (2d8)	Detect: 6, 50	
Speed: 20		

TRAITS

Enhanced Smell: The dog rolls 2d10 when making perception checks that rely on smell.

Desperation Trait: The dog gains a DR of 2.

Loyalty: The dog rolls 2d8 when making any check that would compel it to do an action it or its master does not want.

ACTIONS

Bite (AP: 4): 1d8 physical damage.

LORE

The war dog as described here includes the large dog breed weighing 80 pounds or more. They are used not only as guard dogs and war dogs, but small humanoids have also used them as mounts. They are trained to be fiercely loyal.

ADVENTURE HOOKS

- Who is a good boy?! A dog makes an excellent companion, and is encountered along with its master that the party crosses paths with.
- War dogs are used by a group of bandits guarding their base, placed on watch to detect any unwelcome creatures coming near.

DOMOVOI

Small Fey

MC: 1M SL: 2 (2d8) AP: 6
P: 1d8 M: 2d8 S: 3d8
DEF: 1 (3d6) TH: 4
Vitality: 11 (3d6) Detect: 6, 50
Speed: 15

TRAITS

Night Vision 100 feet.

Status Immunities: Glamoured, confusion, magical sleep.

ACTIONS

Fey Knife (AP: 3): 1d8 physical damage.

Invisibility (AP: 1): The domovoi becomes invisible.

Boon: (AP: 4): A creature the Domovoi can see within 30 feet is blessed with a boon. This includes flashes of the future and a magical investment the Domovoi makes to the creature. That creature gains a +1d10 bonus to all of its CRs for 24 hours.

Hindrance (AP: 4): A creature the Domovoi can see within 30 feet is cursed with a hindrance. All CRs will be made at a -1 PD penalty.

LORE

A Domovoi is often depicted as a household spirit or a guardian of a specific home. Domovoi are believed to be the spirits of the ancestors who once lived in the house they now protect. These spirits are said to be both protective and mischievous, playing pranks on the inhabitants to remind them to take care of their home.

Domovoi are believed to bring good fortune to those who treat them well, such as leaving offerings of food and milk. However, they can become vengeful and disruptive if the household neglects or disrespects them.

ADVENTURE HOOKS

- A family seeks the help of the party because their valuable ancestral heirloom has gone missing. They suspect that the domovoi, once friendly, has turned hostile due to their neglect. The party must appease the spirit and recover the heirloom.
- A desperate person seeks the party's help in making a pact with the domovoi to protect their home from bandits or other threats. However, they need the party to negotiate the terms of the pact and ensure it doesn't have unintended consequences.
- The party stumbles upon a hidden society of domovoi living in the forest. These spirits are facing a crisis, such as encroachment on their territory by loggers or pollution of nearby rivers. The party can choose to aid them or negotiate a peaceful coexistence with the local human population.

DOPPELGANGER

Medium Fey

MC: 2L

SL: 4 (2d10) AP: 8

P: 2d10

M: 2d10

S: 3d10

DEF: 3 (3d8)

TH: 6

Vitality: 32 (7d8)

Speed: 15

Villain Points: 1

TRAITS

Night Vision 100 feet.

ACTIONS

Shapechange (AP: 4): The doppelganger can change its shape to any small to large-sized humanoid it has previously touched.

LORE

Doppelgangers are enigmatic and shape-shifting creatures that originate from the darkest corners of the Prime Plane. Their true nature remains a mystery, but they are often associated with deceit, espionage, and infiltration.

Doppelgangers are masters of mimicry. They can assume the appearance, voice, and even the memories of their targets, making them virtually undetectable. They can also replicate the physical abilities of the creatures they impersonate.

LOOT

Doppelgangers will have the appropriate equipment and gear for a Tier 2 creature. Such equipment will help it pass off its deceit.

ADVENTURE HOOKS

- The king's court is in chaos as rumors of a doppelganger impersonating the queen spread like wildfire. The party is tasked with uncovering the impostor and thwarting any nefarious plot tied to the deception. Along the way, they may discover a deeper conspiracy that threatens the entire kingdom.
- A prominent merchant has suddenly vanished, leaving behind a wake of confusion and mistrust. The adventurers are hired to track down the missing individual and discover that a doppelganger has assumed their identity, leading to a trail of deceit and betrayal that spans multiple cities. In an unexpected turn of events, the party encounters a doppelganger who has grown tired of their life of deceit and seeks to break free from their past. They ask the adventurers for assistance in severing their ties to a dangerous organization while grappling with their own identity crisis. Will the party help this doppelganger find redemption, or is it all an elaborate ruse?

NOTE: Having a doppelganger impersonate a PC can drive an interesting and tense storyline. However, the player might not appreciate losing the agency by having a duplicate of them running around with its own malevolent motivations. Ensure you know your players before pulling this on them.

DRAGONS

Most dragons are solitary creatures who prefer to live in out-of-the-way lairs where they are not interrupted by the intrusions of mankind. There are many different variants of dragons found all over the world.

Regardless of the type of dragon, they all have similarities. They are huge winged reptilians, all are hatched from eggs, all have breath weapons, all have a love of treasure, and all are at least semi-intelligent and speak up to four languages.

OPTIONAL RULE, SPELL-CASTING VARIANTS

You may choose to have your dragons have limited spell-casting ability. After all, an intelligent creature that lives for a thousand years may have picked up some magical power. If you choose to grant your dragons spellcasting, use the following guidelines to determine the highest tier sorcery spells available by age and type. Spellcasting dragons can use vitality to boost spells.

Dragon Type	Wyrmling	Young	Adult	Ancient
Swamp	n/a	1	1	2
Desert	1	1	2	3
Forest	1	2	2	3
Volcano	1	2	3	4
Arctic	n/a	1	1	2
Brass	1	2	2	3
Cloud	1	2	3	3
City	1	2	3	4
Gold	1	2	3	4
Mountain	n/a	1	2	2

Example: An adult cloud dragon could cast up to Tier 3 spells.

Dragons are proud of their history (many live to be several centuries old), and thus tend to view shorter-lived creatures with a dismissive attitude. Each dragon will belong to an age category: wyrmling, young, adult, or ancient. The table below will tell you what immunities, types of breath weapons, and other traits the dragon may have depending on its type.

EVIL DRAGONS

Swamp: Immune to acid. Breath weapon is a 60-foot-long by 5-foot-wide line of acid. Agility ability check. Amphibious (breathe air and water).

Desert: Immune to lightning. Breath weapon is a 90-foot-long by 5-foot-wide arc of lightning. Agility ability check.

Forest: Immune to poison. Breath weapon is a 60-foot cone of poisonous gas. Endurance ability check. Amphibious (breathe air and water).

Volcano: Immune to fire. Breath weapon is a 60-foot cone of fire. Agility ability check.

Arctic: Immune to cold. Breath weapon is a 60-foot cone of frost. Agility ability check.

GOOD DRAGONS

Brass: Immune to fire. Breath weapon is either a 60-foot cone of fire (Agility ability check) or a 60-foot cone of sleep gas (Endurance ability check) that puts creatures to sleep for up to 1 minute on a failed check.

Cloud: Immune to lightning. Breath weapon is either a 90-foot-long by 5-foot-wide arc of lightning (Agility ability check) or a 30-foot cone of repulsive energy (Power ability check) that pushes creatures up to 60 feet away from dragon on failed check.

City: Immune to acid. Breath weapon is either a 60-foot-long by 5-foot-wide line of acid (Agility ability check) or a 60-foot cone of slowing breath (Endurance ability check) that reduces AP by half and prevents from using responses for up to 1 minute on a failed check.

Gold: Immune to fire. Amphibious (breathe air or water). Breath weapon is either a 60-foot cone of fire (Agility ability check) or a 60-foot cone of weakening breath (Power ability check) that reduces the die type by one category for all Physical Challenge rolls for up to 1 minute on a failed check.

Mountain: Immune to cold. Breath weapon is either a 60-foot cone of freezing cold (Endurance ability check) or a 60-foot cone of paralyzing breath (Endurance ability check) that paralyzes creatures for up to 1 minute on a failed check.

Dragon Lairs

Each type of dragon makes its lair in a different favored terrain. While each stat block provided is a template for all dragon types, you can differentiate the dragons and give them each a unique feel by incorporating their lair features into the game (See Home Field Advantage above). Feel free to create your own based on the earlier guidelines. Some examples are provided to you below. Each dragon would have at least three lair options available to them while in their lair.

Dragon Type	Lair Options
Swamp	Methane gas bubbles up from the swamp, bursting in a 5 feet radius. All creatures in the area must succeed on an Endurance ability check or be incapacitated from retching until the end of their next turn. A 10-foot-square area becomes thick sticky muck. Each creature in the area must succeed on a Power ability check or have their movement reduced to zero until the end of their next turn.
Desert	A whirlwind of sand in a 10 feet diameter forms, blinding all creatures until the end of their next turn if they fail an Agility ability check.
Forest	The thick forest closes in, creating a barrier of vines up to 20 feet wide by 10 feet tall. Vines reach up in a 10-foot-square area. Each creature in the area must succeed on an Agility ability check or be restrained until the end of their next turn.
Volcano	A jet of lava shoots out up to 15 feet away. A creature failing on an Agility ability check will suffer 11 (2d10) fire damage.
Arctic	A wall of ice 10 feet wide by 10 feet tall by 5 feet thick erupts from the floor/wall. A blast of frigid air hits a 5-foot-radius area. All creatures within the area who fail an Endurance ability check will be stunned until the end of their next turn.
Brass	A voice speaking in riddles fills a 20-foot Circle. All creatures in the area must succeed on an Intuition ability check or suffer a -2 PD penalty on all Challenge rolls until the end of their next turn.
Cloud	A mirage appears in a 10-foot-square area. All creatures must succeed on a Will ability check or be glamoured, entranced by the illusion.
City	A series of tripwires and traps fill a 10-foot-square area. Any creature failing an Agility ability check will fall prone and have their movement reduced to 0 until the end of their next turn.
Gold	A sense of awe fills every creature failing a Will ability check in a 20-foot-square area, causing them to be stunned until the end of their next turn.
Mountain	A frigid wind blows through a 5-foot-wide by 20-foot-long area. Any creature failing an Endurance ability check is stunned until the end of their next turn. A small rock slide forms in an area 5-foot-wide by 10-foot-long. All creatures in the area must succeed on an Agility ability check or suffer 11 (2d10) blunt damage.

Dragon Treasure

Nearly every type of dragon likes to acquire wealth. The larger the hoard, the more accomplished the dragon, so they think. Young dragons might not have acquired a large amount of treasure, but ancient dragons will amass some of the largest treasure hoards known.

These hoards are jealously and exceptionally guarded. Traps, mazes, and illusion are all utilized to protect a dragon's wealth.

DRAGON, WYRMLING

Medium Dragon

MC: 1H SL: 3 (2d8) AP: 7
P: 2d10 M: 1d8 S: 2d8
DEF: 4 (3d8) TH: 5 DR (all types): 1
Vitality: 27 (6d8) Detect: 4, 50
Speed: 15, swim 10, fly 30

TRAITS

Favored Maneuvers: Cleave (d8), rain of blows, shield (wing) push

Immunities: By dragon type

Blindsense 10 feet, **night vision** 60 feet.

ACTIONS

Exceptional Attack: The target takes an additional 3 (1d6) bleeding damage at the start of its next turn.

Bite (AP: 4): 1d10 piercing damage plus 1d6 BDP damage of dragon type (acid, fire, cold, etc.).

Breath (AP: 6, TCN 6 (3d8)). Each creature in the area must make an ability check, taking 1d8+1d8 damage on a failed check, or half as much damage on a successful one. This can be used once per minute.

ADVENTURE HOOKS

- A wyrmling dragon in the region has had its precious hoard stolen by a band of cunning thieves. The dragon is offering a handsome reward and protection from its wrath to anyone who can retrieve its stolen treasures. The adventurers must track down the thieves, navigate their hidden lair, and negotiate with them or face the wrath of the vengeful wyrmling.
- A local wizard seeks the scales of a wyrmling dragon for a potent magical ritual. These scales are rumored to imbue spells with incredible power. The party must find and capture a wyrmling dragon without killing it, as the wizard wants it alive. They need to use their wits and diplomacy to subdue the creature or devise a clever trap to secure the scales.
- A wyrmling dragon, abandoned by its parent, seeks companionship and guidance. It approaches the party with a plea for help in understanding its draconic heritage and mastering its innate powers. As the dragon's surrogate mentors, the adventurers must protect it from those who view it as a threat while assisting it in coming to terms with its identity.
- A fanatical dragon cult has captured a wyrmling dragon, intending to raise it as a weapon to further their nefarious goals. The party learns of the cult's activities and must infiltrate their ranks or storm their stronghold to rescue the dragon before it can be corrupted or unleashed upon the world. This adventure may lead to confrontations with cult leaders and the wyrmling's eventual freedom.

DRAGON, YOUNG

Large Dragon

MC: 2H SL: 6 (3d10) AP: 8
P: 2d12 M: 3d10 S: 3d10
DEF: 7 (2d12) TH: 6 DR (all types): 3
Vitality: 65 (12d10) Detect: 5, 50
Speed: 20, swim 15, fly 30

TRAITS

Favored Maneuvers: Any applicable

Immunities: By dragon type

Blindsense 30 feet, **night vision** 120 feet

Desperation Trait: Young dragons instantly recharge their breath weapon, if applicable. Usable once per encounter.

ACTIONS

Exceptional Attack: The target takes an additional 4 (1d8) bleeding damage at the start of its next turn.

Bite (AP: 4): 1d12 piercing damage plus 1d10 BDP damage of dragon type (acid, fire, etc.).

Claw (AP: 3): 1d10+1d10 slashing damage.

Breath (AP: 6, TCN: 8 (4d10)). Each creature in that area must make an ability check, taking 2d12+2d12 damage on a failed check, or half as much damage on a successful one. This can be used once per minute.

ADVENTURE HOOKS

- A young dragon has taken residence in an abandoned, ancient library perched atop a remote mountain. It's rumored that within the library lies a treasure trove of forgotten knowledge and valuable artifacts. The dragon has issued a challenge to all who wish to enter: solve a series of riddles, and you'll be granted access to the library's riches. Adventurers must decipher the riddles, navigate the dragon's cunning traps, and prove their wit to claim the treasures within.
- Once known for its fierce temper, a young dragon has fallen mysteriously ill. Its roars have become pitiful cries, and it's unable to guard its hoard. A local village, initially terrorized by the dragon, now fears the repercussions of its demise. The party is hired to investigate the dragon's illness and must journey to find a rare magical herb or artifact rumored to cure the ailment. Along the way, they may uncover the cause of the dragon's suffering and must decide whether to save or exploit the creature.
- A young dragon's parent has been slain, leaving it orphaned and vulnerable. Its grief-stricken cries echo through the wilderness, drawing the attention of hunters and treasure-seekers eager to claim its scales and heart as valuable trophies. The party encounters the orphaned dragon and must decide whether to protect it from those who seek to exploit its vulnerability or assist it in avenging its parent's death by uncovering the truth behind the attack.

DRAGON, ADULT

Huge Dragon

LVL: 3H SL: 9 (1d20) AP: 10
P: 2d20 M: 1d20 S: 1d20
DEF: 7 (2d12) TH: 8 DR (all types): 5
Vitality: 117 (18d12) Detect: 7, 100
Speed: 20, swim 15, fly 40 Villain Points: 3

TRAITS

Favored Maneuvers: Any applicable.

Blindsense 60 feet, **night vision** 120 feet

Immunities: By dragon type

Desperation Trait: Adult dragons instantly recharge their breath weapon, if applicable. Usable once per encounter.

ACTIONS

Exceptional Attack: The target takes an additional 7 (1d12) bleeding damage at the start of its next turn.

Bite (AP: 4): 1d20 piercing damage plus 1d12 BDP damage of the dragon type (acid, fire, etc.). Reach 10 feet.

Claw (AP: 3): 1d20+1d10 slashing damage. Reach 10 feet.

Tail (AP: 3): 1d20+1d10 blunt damage. Reach: 15 feet.

Breath (AP: 6, TCN: 14 (2d20)): All creatures within this area must succeed on an ability check or suffer 1d20+1d20 points of damage.

A successful ability check results in half damage. This can be used once per minute.

Frightening Aura Each creature of the dragon's choice within 120 feet of it must succeed on a TCN 11 (1d20) Will ability check or become frightened for 1 minute. A successful check results in the creature being immune to this ability for 24 hours.

ADVENTURE HOOKS

- Rumors circulate about a treasure hoard belonging to an adult dragon that contains a legendary artifact of great power. Adventurers are drawn to the quest to acquire this artifact, but the dragon fiercely guards its hoard. To reach the treasure, the party must solve intricate puzzles, overcome cunning traps, and outsmart the dragon's defenses. The artifact's power could be the key to saving their kingdom or unleashing untold chaos.
- A nearby kingdom is threatened by an adult dragon's presence, which causes strife and destruction. The king seeks a diplomatic solution rather than open conflict and tasks the adventurers with negotiating with the dragon. To succeed, they must learn about the dragon's motivations, discover a way to mitigate its threats, and perhaps even offer a valuable alliance or service in exchange for peace. But they must tread carefully, as missteps could provoke the dragon further.
- A long-standing truce between two powerful adult dragons is on the brink of collapse. The party becomes embroiled in the conflict when they discover that a powerful artifact capable of ending the truce is about to resurface. They must decide whether to intervene and prevent a catastrophic war between the dragons or exploit the situation for their own gain. To do so, they must navigate political intrigue, ancient rivalries, and the dangerous, fiery battlefield between the dragons.

DRAGON, ANCIENT

Gargantuan Dragon

LVL: 4H SL: 12 (4d20) AP: 12
P: 5d20 M: 3d20 S: 4d20
DEF: 11 (3d20) TH: 15 DR (all types): 7
Vitality: 252 (24d20) Detect: 12, 100
Speed: 25, swim 20, fly 50 Villain Points: 5

TRAITS

Favored Maneuvers: Any applicable.

Immunities: By dragon type

Blindsense 60 feet, **night vision** 120 feet

Desperation Trait: Ancient dragons instantly recharge their breath weapon, if applicable. Usable once per encounter. They also are resistant to non-magical attacks.

Combat Tactician: The ancient dragon cannot have its initiative order altered unwillingly.

ACTIONS

Exceptional Attack: The target takes an additional 14 (2d12) bleeding damage at the start of its next turn.

Bite (AP: 4): 2d20 piercing damage plus 1d20 BDP damage of the dragon type (acid, fire, etc.). Reach 15 feet.

Claw (AP: 3): 2d20+1d20 slashing damage. Reach 15 feet.

Tail (AP: 3): 2d20+1d20 blunt damage. Reach: 20 feet.

Frightening Aura. Each creature of the dragon's choice within 120 feet of it must succeed on a TCN 14 (2d20) Will ability check or become frightened for 1 minute. A successful check results in the creature being immune to this ability for 24 hours.

Breath Weapon (AP: 6, TCN: 16 (3d20)). Each creature in that area must make an ability check, taking 2d20+2d20+2d20 damage on a failed check, or half as much damage on a successful one. This can be used once per minute.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a level no higher than 20, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, vitality, ability to speak, home field advantage actions, and Mental scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form.

ADVENTURE HOOKS

- Legends speak of an ancient dragon that amassed a vast hoard of treasure over millennia. Many have tried to claim it but failed. Now, a group of treasure hunters, including the adventurers, believes they have a unique plan to infiltrate the dragon's lair and steal its riches. However, the dragon is more cunning than they anticipated, and the hoard holds more than just gold—it contains ancient artifacts and powerful magical items. The adventurers must navigate deadly traps, outsmart the dragon, and decide whether to take the treasure or return it to the world.
- A once-mighty ancient dragon is afflicted by a mysterious curse that has turned it into a threat to the surrounding lands. It begins to terrorize nearby villages and hoard dark power. The adventurers are approached by a desperate town seeking a way to lift the curse, which might involve finding a rare and powerful artifact or embarking on a quest to break the curse's source. Along the way, they must confront the dragon's minions and make difficult moral choices.
- A powerful ancient dragon is disturbed by the escalating conflicts among the various ancestries and factions in the region. It seeks to establish itself as a mediator and peacekeeper, but its intentions are met with skepticism and fear. The adventurers are tasked with convincing the dragon's potential allies that its motives are genuine. To do this, they must negotiate with leaders of different ancestries, uncover hidden threats to peace, and prove that the dragon can be trusted.
- An ancient dragon possesses knowledge of a world-altering prophecy that foretells a great cataclysm. The dragon believes that the adventurers are the key to preventing this disaster and urges them to embark on a quest to fulfill the prophecy. They must seek out ancient relics, decipher cryptic clues, and confront powerful adversaries aligned with the forces of destruction. Along the way, they'll need to decide whether to trust the dragon's wisdom or question its motives.

DRAGONHORSE

Large Monster

MC: 2M SL: 5 (3d10) AP: 9
P: 2d12 M: 2d8 S: 3d10
DEF: 4 (2d10) TH: 7 DR: 3
Vitality: 45 (10d8) Detect: 6, 50
Speed: 25

TRAITS

Night Vision 100 feet.

Damage Immunities: Choose one based on the type of dragonhorse: heat, cold, electrical, corrosion, toxin.

Desperation Trait: The dragonhorse automatically recovers its breath weapon.

ACTIONS

Hooves (AP: 4): 1d10 physical damage + 1d10 BDP damage of the type of dragonhorse it is.

Breath (AP: 6, TCN 7 (2d10)). 20-foot cone. Each creature in the area must make an ability check, taking 1d10+1d8 damage on a failed check, or half as much damage on a successful one of the type the dragonhorse is. This can be used once per minute.

LORE

These reptilian equines are exceptionally rare creatures. They are bound to an elemental type when born based on their parentage: heat, cold, electrical, corrosion, or acid. Every dragonhorse will be bound to this type, and have an appearance that reflects this. A heat dragonhorse would be red with wisps of smoke and flame. A toxin dragonhorse would be green with small noxious clouds emitted with every exhale.

Dragonhorses are reptiles, so they lay eggs rather than live births. Both the eggs and live creatures are highly sought after to be used as mounts in war.

LOOT

The egg of a dragonhorse can fetch more than 1000gp on the open market.

ADVENTURE HOOKS

- The party encounters a herd of dragonhorses while traveling the wilds. Finding a way to use these horses as mounts may mean the difference between life and death if the party wants to escape an encroaching disaster.
- A warlord is using a dragonhorse in battle. The party has never encountered such a beast before.
- A merchant is offering exceptional pay for a dragonhorse egg, and even more for a live mare.

DREAM DEVIL

Small Monster

MC: 1H SL: 3 (3d8) AP: 8
P: 2d6 M: 2d10 S: 3d10
DEF: 1 (2d6) TH: 5
Vitality: 21 (6d6)
Speed: 10, climb 10

TRAITS

Damage Immunities: Psychic.

True Sight: The dream devil can detect and see through all illusions.

Desperation Trait: The dream devil attempts to flee back to the Plane of Dreaming. The creature will then move on to easier prey.

Dream Invasion: This monster can enter the dreams of any sleeping creature. While not able to control the dreaming state, the dream devil can create illusions within the sleeper's dreams in much the same way as it does in the waking world.

ACTIONS

Bite (AP: 3): 1d6 physical damage + 1d10 BDP psychic damage.

Project Image (AP: 3): The dream devil can project an illusionary image of itself. This image can be of any humanoid and gender it wishes. The image can move at a rate of up to 15 feet per AP spent as long as it remains within 50 feet of the Dream Devil.

Invisibility (AP: 4): This monster can turn invisible and remain so until it chooses to end the affect or until it physically attacks.

Create Illusion (AP: 4): The dream devil can create an illusionary image to appear within 50 feet. This illusion must fit within a 10-foot cube, and can have visual, thermal, auditory, and olfactory features. The TCN to disbelieve this illusion is 7 (2d10).

Plane Travel (AP: 6, 1 time per rest): This creature can travel between the Dreaming Plane and the Prime Plane.

LORE

Dream devils are not true fiends but rather monsters native to the Plane of Dreaming. They are wholly malevolent, taking joy and gaining sustenance at the suffering and madness of others.

A dream devil will first infiltrate the dreams of a target, choosing to create illusions meant to fuel nightmares. Once a target has shown to be receptive to these dreaming illusions, the creature will cross over to the Prime Plane. Here it will remain invisible while it torments the target.

Once in the Prime Plane, the dream devil will begin creating illusions that only the target can see. These illusions will match the nightmare images it used while the creature was sleeping. They will be infrequent and minor at first; something at the corner of the vision, or an odd sound. Over days or even weeks, they will increase in frequency and severity.

The goal of the dream devil is to drive its target mad, coercing it into erratic and dangerous behavior. Eventually the creature will place itself in such a dangerous situation that results in its death. At this point the dream devil will consume the creature's energy, preventing it from returning to life, and shift back to the Plane of Dreaming where it will begin the hunting process anew.

LOOT

A potion made from the brain of a dream devil will grant the imbiber a permanent ability to detect illusions.

ADVENTURE HOOKS

- An influential, wealthy family suffers a tragic suicide. Shortly after, another family member suffers a tragic accident. The family is becoming desperate and is looking for help. A dream devil has been hunting the family.
- One of the PCs begins to suffer nightmares. After a few nights of this, they begin to see illusions that no other PC can see.

Note: Most encounters with this creature will be role-playing driven rather than the dice rolls of a typical combat encounter. Due to the nature of their powers, dream devils should be used with caution and planning. Ensure your players are OK with a horror element within the game.

DRUDE

Medium Fiend

MC: 2L SL: 4 (2d10) AP: 8
P: 1d12 M: 2d8 S: 1d10
DEF: 4 (2d10) TH: 7 DR: 3
Vitality: 38 (8d8)
Speed: 20

TRAITS

Night Vision 100 feet.

Damage Resistances: Toxin.

Favored Maneuvers: Cleave (1d10).

Frightening Aura: (TCN: 7, 2d10): Any creature that can see the drude within 50 feet must succeed on a Will check or be frightened for as long as they can see it. A successful check grants immunity to this aura for 24 hours.

ACTIONS

Claw (AP: 3): 2d12 physical damage.

LORE

Drude typically are solitary demons, roaming the Prime Plane looking for humanoids to hunt. They are most well-known for their inclusion into the Wild Hunt, relentlessly pursuing prey in a fervent and malevolent drive.

ADVENTURE HOOKS

- The party encounters a drude in the middle of the night while camping in a remote area of woodlands. The dark and foreboding forest has drawn drude to this location.
- The party hears the tale-tell sound of the Wild Hunt. Shortly after they see a pack of drude crashing through the forest towards them.
- A rift to the plane of Hell has opened, allowing drude to spill forth and wreck havoc among the local population. The party must decide to help the folk at their own risk, or let the people perish.

DRYAD

Medium Fey

MC: 1M SL: 2 (2d6) AP: 6

P: -1 M: 1 S: 2

DEF: 1 (2d6) TH: 4

Vitality: 18 (4d8)

Speed: 15

TRAITS

Night Vision 60 feet.

Magic Resistance. The dryad has a +1d12 bonus on ability checks against spells and other magical effects.

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they share a language.

Tree Stride. Once on its turn, the dryad can spend 1 AP to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be large-size or larger.

ACTIONS

Magic Staff (AP: 4): 8 (1d8 + 4) physical damage.

Fey Charm (AP: 4). The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a TCN 3d8 Will ability check or be magically glamourised. The glamourised creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the ability check, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a free action. If a target's ability check is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one humanoid and up to three beasts glamourised at a time.

Spellcasting (AP: 3) The dryad can cast the *druidspell* spell of the same name.

LORE

In the depths of ancient forests, where the trees whisper secrets and the leaves dance in the dappled sunlight, the enigmatic dryads dwell. These mystical beings are bound to the very trees they protect and nurture, forming an inseparable connection with the natural world. Dryads are the guardians of the woodlands, and their lore is steeped in nature's mysteries.

Dryads are believed to be the offspring of the forest itself, born when a tree reaches a certain age and becomes a nexus of natural energy. They are typically female in appearance and take on ethereal qualities that blend seamlessly with the forest. Their skin resembles the bark of the trees they inhabit, and their hair often flows like leaves in the wind.

Dryads are reclusive and prefer the solitude of their forest homes. They are wary of outsiders and rarely venture beyond their woodland realms. However, when the balance of nature is threatened, they may seek aid from adventurers who prove themselves as allies to the forest.

ADVENTURE HOOKS

- The heart tree of a dryad has fallen under a malevolent curse, causing the forest to wither and die. The dryad is desperate to save her home and seeks the aid of adventurers to break the curse, which may involve a perilous journey to locate a rare magical artifact or confront the being responsible for the curse.
- The dryad senses a great danger approaching her forest, but she cannot leave her heart tree. She beseeches a group of adventurers passing through the woods to investigate and thwart the impending threat, which could be a rampaging monster, a band of ruthless loggers, or a dark force corrupting the forest.
- While wandering through a dense forest, the adventurers stumble upon a lone dryad who seems distraught and in need of assistance. Her heart tree has been stolen or uprooted, and she implores the party to aid her in locating it and restoring her connection to the forest.

EAGLE, GIANT

Gargantuan Beast

MC: 4L SL: 10 (3d20) AP: 14
P: 4d20 M: 2d12 S: 3d20
DEF: 10 (3d20) TH: 14 DR: 5
Vitality: 110 (20d10) Detect: 10, 100 (sight based)
Speed: 15, fly 50

TRAITS

Communicative: Understands one language but cannot speak it.

Desperation Trait: The giant eagle can instantly move up to its movement rate. Once per encounter.

ACTIONS

Exceptional Attack: The target takes an additional 11 (1d20) bleeding damage at the start of its next turn.

Beak (AP: 4): 1d20+1d12 physical damage.

Talons (AP: 5): 2d20+1d12 physical damage.

LORE

The giant eagle, also known as a “roc”, is a legendary creature that captures the imagination of adventurers, scholars, and storytellers alike. The Roc is an enormous, mythical bird of prey that soars through the skies with a wingspan that can stretch up to hundreds of feet. Its feathers glisten in shades of deep blue, silver, and gold, giving it a regal and majestic appearance. Rocs are known for their immense strength, keen intelligence, and, above all, their insatiable appetite for large prey.

Rocs are often associated with remote, towering mountain peaks, which they fiercely guard. These birds are seen as protectors of the land and are viewed as symbols of untamed wilderness and danger.

LOOT

The feathers of a Roc are highly coveted for their beauty and magical properties. Craftsmen and wizards seek them for creating enchanted items or crafting potent potions.

ADVENTURE HOOKS

- Legends speak of a hidden valley where Rocs are said to dwell in great numbers. Explorers and treasure hunters seek to find this valley, hoping to obtain valuable Roc feathers or to tame and bond with these majestic creatures. The journey is perilous, with treacherous terrain and potential rival treasure hunters.
- A village at the foot of a sacred mountain is facing disaster as a rogue Roc, corrupted by dark magic, has taken residence on the peak. The party is tasked with venturing to the mountain’s summit and confronting the corrupted Roc to restore peace to the region.
- A powerful artifact is rumored to exist, containing the essence of a Roc’s spirit. Whoever possesses this artifact can command the loyalty of Rocs and gain the power to control the winds themselves. Various factions and individuals seek this artifact for their own purposes, and the party must decide who they can trust in their quest to find it.

EARTH ELEMENTAL

Large Elemental

MC: 3L SL: 7 (2d12) AP: 8
P: 3d12 M: 1d12 S: 2d12
DEF: 6 (3d10) TH: 7 DR: 2
Vitality: 91 (14d12)
Speed: 15, burrow 10

TRAITS

Favored Maneuvers: Cleave (d12), stunning blow

Damage Vulnerabilities Force

Resistances Physical from nonmagical attacks

Immunities Poison

Status Immunities Exhaustion, paralyzed, petrified, poisoned, unconscious

Night Vision 60 feet

Blindsense 60 feet

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

ACTIONS

Punch: (AP: 3): 1d20 physical damage. Once per round it may stun the target, reducing its AP by 1 until the end of its next turn.

LORE

Originating from the Elemental Plane of Earth, Earth Elementals are typically composed of solid rock, stone, or even precious minerals, and they are known for their immense strength, resilience, and connection to the land. Earth Elementals are often associated with geological phenomena such as earthquakes, landslides, and the creation of caverns and underground tunnels. They are revered by some cultures as guardians of the earth and feared by others as bringers of destruction.

Powerful spellcasters and elementalists may have the ability to summon and control Earth Elementals. This practice is often accompanied by elaborate rituals and offerings to gain the favor of these beings. However, controlling an Earth Elemental is not without risks, as their wild and unpredictable nature can be difficult to tame.

LOOT

Often an earth elemental will have gemstones embedded within its body. These gems can be worth up to 3,000 gp collectively.

ADVENTURE HOOKS

- Legends speak of a lost crown, said to be forged from a rare and precious gemstone that can only be found deep within the earth. The party is hired to retrieve this crown, but it lies in the heart of a cavern guarded by a powerful Earth Elemental. They must find a way to either pacify or defeat the guardian to claim the crown.
- The Stoneheart Dwarves, known for their powerful Earth Elemental magic, are in need of assistance. Their ancient stone citadel, deep within the mountains, has been overrun by a hostile force, and they are unable to control the Earth Elemental guardians who now run amok. The party must help the dwarves reclaim their home and restore order to the elemental guardians.
- A cult of elementalists has managed to imprison an Earth Elemental within a massive obsidian monolith. They plan to harness its power for nefarious purposes. The party must infiltrate the cult's stronghold, free the elemental, and prevent a catastrophe before the cult's plans come to fruition.

EFREETI

Large Elemental

MC: 4L SL: 10 (3d20) AP: 12
P: 3d20 M: 3d20 S: 3d20
DEF: 10 (3d20) TH: 14 DR: 3
Vitality: 90 (20d8) Detect: 7, 100
Speed: 15, fly 25 Villain Points: 3

TRAITS

Night Vision 100 feet.

Damage Immunities: Heat, toxin, corrosive, attacks from non-magical weapons.

Damage Resistances: Cold, electrical.

Status Immunities: Glamoured, confused, fatigued, frightened, poisoned, diseased, blinded, prone.

See Invisible 50 feet.

Desperation Trait: A flame shield envelopes the efreeti, inflicting 1d10 points of heat damage to any creature within 10 feet of the efreeti at the start of their turns or when they come within 10 feet for the first time.

Spellcasting: The efreeti has a pool of 30 vigor it can use to power its spells.

ACTIONS

Flame Sword (AP: 4): 2d10 physical + 2d12 BDP heat damage.

Ray of Fire (AP: 3): 2d20 heat damage. Range 100 feet.

Flame Storm (AP: 6, TCN: 14 (2d20)): Range: 150 feet, Duration: Instant. The efreeti creates a literal rain of fire in a 30-foot-radius within range. Any creature within this area of effect must succeed on an Agility check or suffer 3d12 heat damage.

When Boosted: For every 5 vigor you invest, the radius increases by 5 feet.

Smoke Wall (AP: 3): Range: 100 feet, Duration: 1 minute. The efreeti creates a thick wall of smoke to appear within range. The wall is 20 feet wide by 10 feet tall by 5 feet thick, obscuring all vision.

Flame Wall (AP: 5, TCN: 14 (2d20)): Range: 120 feet, Duration: 1 minute. This spell has two forms: a wall or a ring. A wall can be created up to 40 feet square, centered out to a 60-foot range, while a ring will have a radius of 15 feet and height of 20 feet centered on the caster. In both cases, the side facing the efreeti will emit warmth, while the opposing-facing side emits great heat. Any creature within 10 feet of the heated side will take 2d12 heat damage once per round. Any creature passing through the wall will instantly take additional 2d12 heat damage. Undead will take double this damage.

When Boosted: For every additional 5 vigor points invested, increase your BDP by 1d12.

Wish (AP: 8): The efreeti can grant a wish. This can only be done once per creature, and the efreeti will often twist the meaning of the wish to have the most adverse effect upon the wisher.

LORE

Efreeti are powerful and malevolent genies native to the Elemental Plane of Fire. They are known for their fiery and tempestuous nature, often associated with destructive forces and a desire for power and dominance.

Efreeti society is organized into a strict hierarchical system, with powerful noble efreeti at the top, ruling over lesser efreeti and enslaved creatures. These nobles often vie for power and control over their domains, which can be vast palaces within the Plane of Fire or other fiery realms.

Like all genies, efreeti possess the ability to grant wishes to those who summon and bind them. However, they are notorious for twisting wishes to their advantage or causing unintended consequences for the wisher.

Efreeti are known for their cruel treatment of other beings, often enslaving them and subjecting them to harsh conditions and labor. They are masters of fire magic and use it to subjugate those they rule over.

These creatures are very conceited and prideful, which may be used to exploit them. Often they are convinced they are the most powerful creature in existence, so they are quick to accept or issue challenges to duels with another creature, offering a wish if the efreeti loses in exchange for the opponent's perpetual servitude if the opponent loses.

LOOT

Efreeti are known to amass great wealth and treasure, which they hoard in their fiery palaces. These treasures often include valuable gemstones, enchanted items, and magical artifacts.

ADVENTURE HOOKS

- In a distant city on the Prime Plane, a group of enslaved creatures managed to escape the clutches of a malevolent efreeti ruler. The party is recruited to aid the liberated slaves in their struggle for freedom and justice, potentially forming an alliance with other elemental beings along the way.
- A desperate individual has foolishly summoned an efreeti to make a wish, unaware of the genie's reputation for twisting desires. The party must intervene to ensure that the wisher's request isn't manipulated into causing widespread chaos, all while dealing with the cunning efreeti.
- Legends speak of a legendary weapon forged in the heart of a volcano by an ancient and skilled efreeti blacksmith. The party embarks on a perilous journey to obtain this extraordinary weapon, but they must first navigate the challenges of the Plane of Fire and outwit or bargain with the efreeti guardians.

ELEPHANT

Huge Beast

MC: 1H SL: 3 (3d8) AP: 8

P: 2d12 M: 2d8 S: 3d8

DEF: 2 (3d8) TH: 5

Vitality: 39 (6d12)

Speed: 15

TRAITS

Charge: If the elephant moves at least 20 feet before making a tusk or stomp attack, that attack will inflict an additional 9 (2d8) physical damage.

ACTIONS

Tusks (AP: 4): 2d12 physical damage.

Stomp (AP: 3): 2d10 physical damage.

LORE

Elephants are known for their incredible size, strength, and complex social structures. In many cultures, elephants hold deep symbolic significance and are revered for their wisdom, loyalty, and connection to the natural world.

Elephants live in tight-knit family groups called herds. These herds are led by a matriarch, the oldest and most experienced female. They have a complex system of communication, using ultrasound to communicate over long distances. This communication helps them coordinate during migrations and protect each other from threats.

LOOT

The tusks of bull elephants typically go for upwards of 500 gp on the open market.

ADVENTURE HOOKS

- Rumors have surfaced about the discovery of a hidden cache of ivory with a unique, magical property. The players are approached by a group seeking to retrieve this ivory before it falls into the wrong hands. To do so, they must navigate treacherous terrain, outwit ruthless poachers, and ensure the safety of a family of elephants living in the area.
- A reclusive hermit is said to have a unique bond with a massive elephant, which serves as a guardian of a hidden temple deep within a dense jungle. The hermit seeks adventurers to accompany them on a perilous journey to the temple, where untold treasures and ancient secrets are rumored to be protected by the elephant.
- A notorious ivory poacher, thought to be long dead, returns with a vengeance and begins hunting elephants with a newfound ruthlessness. The players are hired by the local village that reveres elephants to track down and stop the poacher.

EOTIN

Huge Giant

MC: 2H SL: 6 (3d10) AP: 10
P: 2d12 M: 1d10 S: 2d10
DEF: 5 (2d10) TH: 6
Vitality: 65 (12d10)
Speed: 20

TRAITS

Desperation Trait: The Eotin instantly gets one free attack against an opponent within 10 feet. It can use this once per encounter.

ACTIONS

Exceptional Attack: The target takes an additional 1d10 bleeding damage at the start of its next turn.

Giant club (AP: 4): 1d12+1d12 physical damage.

Hurled Rock (AP: 5): 1d12+1d10 physical damage. Once per round it may stun the target, reducing its AP by 1 until the end of its next turn. Range: 60 feet.

LORE

Eotin tend to react in extremes. If threatened, they become violent quickly. If sad, they wallow in pity and tears. An eotin doesn't do anything subtly. In combat, they do not resort to or employ tactics but rely solely on brute strength.

Eotin are calmed by the sound of soft music. Someone who stops singing or playing such music before the eotin is ready for may send it into a rage.

Eotin are primarily solitary creatures, making their homes in remote caves. No one has ever seen a group of them, which leads to rumors that they result from an unholy union between a giant and a humanoid.

There was a great celebration up at the steading, which, much to the peril of the men attending, they all were passed out from drink when the eotin came. The Eotin burst its way through the door and began tearing the men apart before many of them had an opportunity to wake and take up arms.

LOOT

Like most giants, Eotin love to acquire wealth, especially shiny baubles and gems. Their hoards will contain up to 1,000 gp worth of treasure.

ADVENTURE HOOKS

- The PCs have been hired to fight off an eotin ravaging a local steading.
- The PCs come upon a large cave, taking shelter from a storm. The cave is home to an eotin who returns in the middle of the night.

ETTIN

Large Giant

MC: 2H SL: 6 (4d10) AP: 10
P: 2d12 M: 1d10 S: 2d10
DEF: 4 (2d10) TH: 7 DR: 2
Vitality: 77 (14d10)
Speed: 20

TRAITS

Night Vision 30 feet.

Favored Maneuvers: Cleave (1d12), Wear 'em Down (1d10).

Desperation Trait: The two heads begin to argue. The Ettin's attack CRs are reduced to 3d10.

ACTIONS

Great Club (AP: 4): 1d12+1d12 physical damage.

Huge Crossbow (AP: 6): 1d12+1d10 physical damage. Range 400 feet.

LORE

The ettin is a two-headed giant or ogre-like creature, known for its brutish nature and love for chaos and destruction. These creatures are usually depicted as immense, lumbering beings, with two heads atop a single massive body.

The most distinctive feature of an ettin is its two heads, each possessing its own personality and consciousness. These heads often have contrasting characteristics, leading to internal conflicts within the ettin. The two heads are said to argue incessantly, leading to erratic and unpredictable behavior. One head might be more intelligent and cunning, while the other is impulsive and violent.

Ettins are often portrayed as destructive beings, raiding villages, and causing havoc wherever they go. They are known for stealing livestock and kidnapping people.

LOOT

Ettins love to acquire wealth and treasure, of which they typically have gained from previous victims or would-be heroes. Like most giants, they view their treasure as a status symbol and a reflection of their power.

An ettin treasure hoard will consist of up to 1,000 gp in coins and jewels, and a few common and even an uncommon magical item.

ADVENTURE HOOKS

- A remote village has fallen victim to an ettin's recent attacks. The creature has not only stolen their livestock but also kidnapped several villagers. The adventurers are tasked with tracking down the ettin's lair, navigating its internal conflicts, and rescuing the captives before they meet a grisly fate.
- A nearby kingdom has received word that an ettin has taken up residence in a region that they intend to claim. The adventurers are sent as emissaries to negotiate with the ettin. They must find a way to appease both heads of the ettin and secure an agreement that benefits both parties, all while dealing with the constant bickering and unpredictability of the creature.
- Rumors speak of an ettin that has acquired an ancient artifact of great power, granting it control over the elements. This ettin poses a severe threat to the surrounding lands, and the adventurers are tasked with either retrieving the artifact or finding a way to neutralize the ettin's newfound magical abilities.

FAIRY DRAGON

Tiny Dragon

MC: 1H SL: 3 (3d8) AP: 8
P: 2d6 M: 3d8 S: 2d10
DEF: 2 (2d8) TH: 5
Vitality: 20 (6d6) Detect: 5, 50
Speed: 5, fly 20

TRAITS

Night Vision 60 feet.

Damage Immunities: Psychic.

Status Immunities: Glamoured.

Desperation Trait: The fairy dragon instantly turns invisible. It can use this once per rest.

Hold Breath: The dragon can hold its breath for up to 1 hour.

ACTIONS

Bite (AP: 3): 1d6 physical damage + 1d8 BDP psychic damage.

Poison Spray (AP: 4): Target takes 2d10 poison damage. Reach 50 feet.

Spellcasting, Invisibility (AP: 4): The Fairy Dragon magically turns invisible until it attacks or casts a spell. Any equipment the Fairy Dragon wears or carries is invisible with it.

Spellcasting, Illusion (AP: 3): The Fairy Dragon creates a visual and audible illusion up to a range of 100 feet away, filling no more than a 5-foot cube. This illusion will last as long as the Fairy Dragon maintains concentration and can move as long as it remains in the 5-foot cube area.

Spellcasting, Motes of Light (AP: 3): The Fairy Dragon creates several motes of multi-colored lights to appear in a 5 foot radius up to 100 feet away. The Fairy Dragon can control these lights, moving them as a bonus action up to 20 feet per round. This spell lasts for as long as the Fairy Dragon maintains concentration.

Spellcasting, Reveal (AP: 5, 2 times per day). Anything that is hidden, including invisibility or stealth, within 30 feet of the Fairy Dragon will take on an illuminating aura for up to one minute, or as long as the Fairy Dragon maintains concentration. Attacks against these creatures gain a +1 PD bonus to their Attacking CR.

LORE

Fairy dragons remain out of sight until they can accurately gauge the party's intentions. They often follow groups or individuals, playing pranks on them that consist of entanglement, illusions, and ghostly lights to lead them in circles. They have an intense hatred for those creatures that wreak wanton destruction to the forest.

In combat, these dragons rely on hit and run tactics, utilizing their invisibility, illusion magic, and ranged poison spray attacks to hit from a hidden distance, then meld back out of sight again.

Fairy dragons love sweet foodstuffs, and can be bribed with sweets, cakes, and candies. They live nearly anywhere there are other Fairy, but the vast majority live in temperate or jungle forests, deep in remote areas, far away from human settlements.

Occasionally a Fairy dragon can be encountered as a familiar for a powerful mage, as their love of magic has occasionally resulted in the odd dragon making a pact with said wizard.

Fairy dragons live in small groups of 10-20 creatures, led by a Fairy dragon queen. These clans are either in underground warrens or incorporated into great old trees.

LOOT

Fairy dragons like to collect shiny gems and jewelry, or magical items that have a quirky effect to them.

ADVENTURE HOOKS

- The PCs are in a Fairy wood and are frequently the target of pranks and illusions caused by a small group of Fairy dragons.
- A Fairy dragon approaches the PCs on behalf of a powerful wizard or druid wanting to enlist their help.

- Legends speak of a hidden treasure guarded by a reclusive fairy dragon in a mystical glade. Many adventurers have tried and failed to find it. The party can either compete with other treasure hunters or seek the guidance of the elusive fairy dragon to uncover the treasure's location.
- The party stumbles upon a forest in peril, with diseased trees, polluted rivers, and dying wildlife. They discover that the fairy dragons are distraught because their home is under threat from a logging operation led by unscrupulous individuals. The party must help the fairy dragons save their forest or seek justice for the harm done.

FAR DARRIG

Small Fey

MC: 1M

SL: 2 (2d8)

AP: 6

P: 2d6

M: 2d8

S: 2d8

DEF: 2 (2d8)

TH: 5

Vitality: 18 (4d8)

Detect: 5, 50

Speed: 10

TRAITS

Night Vision 60 feet.

Stealthy: When rolling for stealth checks, the Far Darrig rolls 2d10.

Desperation Trait: The Far Darrig increases its speed by 5 feet.

ACTIONS

Short Blade (AP: 3): 1d8 physical damage.

Short Bow (AP: 3): 1d8 physical damage. Reach 150 feet.

Toss Sack (AP: 4, TCN: 5 (2d8)): The far darrig tosses a magical sack over a target medium-sized or smaller creature within 10 feet. The creature must succeed on an Ability check or be restrained. At the of creature's turns, it may attempt another check to escape. The far darrig can only use this ability against one creature at any given time.

Spellcasting, Fadestep (AP: 2): The Far Darrig disappears in a misty cloud, reappearing in any unoccupied space up to 50 feet away.

LORE

These creatures take great pleasure in the pain and suffering of others, finding hilarity in the misfortune and actual harm a victim suffers. They stalk a victim, waiting for the opportunity to try to abduct them. Often this occurs at night. Once they seize them, they bring them back to some dark and remote place, where they relentlessly torment it until their fun is sated. This typically takes several hours but may take days.

Far darrig often carry small flasks of oil or ball bearings to throw down if they are attacked, as they prefer to flee open combat and attack from surprise and stealth instead.

Far darrig are enamored by the color red, and can be distracted by well-tailored red clothing. Any creature wearing such items are targeted first if appropriate.

Far darrig are solitary creatures for the most part, only occasionally partnering up, making their lairs in dark areas hidden from humans. They often have another location very similar to their lair in which they bring their abducted victims to.

LOOT

Far Darrig carry minimal personal wealth. They prefer lavish and well-tailored clothing (the aforementioned red leather or velvet a preference).

ADVENTURE HOOKS

- A far darrig attempts to kidnap a sleeping PC and take them back to an area for torment.
- Children are being kidnapped from a local village. They are returned a day later but they are highly distraught. The parents want the far darrig dealt with.
- A powerful evil creature has recruited several far darrig to its cause, using them to kidnap villagers for nefarious purposes.

FINDER

Small Fiend

MC: T SL: 0 (2d6) AP: 5
P: 1d6 M: 2d6 S: 2d6
DEF: 0 (2d6) TH: 3
Vitality: 5 (1d8) Detect: 5, 50 Speed: 5, fly 15

TRAITS

Night Vision 60 feet.

Detect Spore: When rolling for perception checks to detect hidden or invisible creatures, the Finder rolls 2d12. Once the Finder detects a creature, it can follow its scent unerringly.

Desperation Trait: The Far Darrig increases its fly speed by 5 feet.

ACTIONS

Claw (AP: 3): 1d6 physical damage.

LORE

Finders are small, winged devils known for their uncanny ability to track creatures with unerring accuracy. They are often summoned by more powerful devils or malevolent sorcerers to locate specific individuals or groups.

Finders possess a keen intellect and a cruel sense of enjoyment in the pursuit of their prey. While they are not particularly strong in combat, they excel in stealth and evasion. Finders are also known for their sly and manipulative nature, often making deals or forming alliances to further their own interests.

The most remarkable trait of a Finder is its supernatural tracking ability. They can detect the presence of a specific individual or creature by scent, even if they are miles away. This ability is virtually impossible to evade, as Finders can navigate through barriers and obstacles to reach their target. Once they've located their prey, they can either report back to their summoner or engage in a relentless pursuit.

LOOT

Finders are not known to collect treasure. However, they may carry small, valuable trinkets or tokens that they've taken from previous victims. These could include enchanted baubles, stolen jewelry, or rare gemstones.

ADVENTURE HOOKS

- The party finds themselves pursued by a relentless Finder for reasons unknown.
- A wealthy NPC made a regrettable deal with a devil, and now has Finders sent to find and bring him back. He is desperate for help and beseeches the party to assist.

FIRE BEETLE, GIANT

Large Beast

MC: 1H SL: 3 (3d8) AP: 9
P: 2d10 M: 1d8 S: 3d8
DEF: 2 (3d6) TH: 4
Vitality: 33 (6d10) Detect 5, 30
Speed: 20

TRAITS

Flame Gullet: The giant fire beetle has a reservoir of caustic chemicals just below its jaw. If this reservoir is pierced for any reason, it will mix the chemicals and cause a fiery explosion 15 feet in radius. Any creature within this area of effect will suffer 2d8 heat damage. This will kill the beetle.

Damage Immunities: Heat.

Actions

Horn (AP: 4): 2d10 physical damage.

Spit Fire (AP: 5, TCN: 6 (3d8)): The fire beetle shoots a stream of liquid fire from its mouth in a 30-foot line. Any creature struck by this stream must succeed on an Agility check or suffer 2d8 heat + 2d6 BDP caustic damage.

LORE

Fire beetles make their homes near great sources of heat, typically volcanoes or deep underground. Their hard shells have a metallic quality to them, almost like raw iron.

A nest of fire beetles usually consists of 2d6 creatures. They are not hostile unless attacked or threatened, preferring to graze on high-carbon rock and ore.

Within the creature's gullet are two sacs, each containing a different caustic chemical. If they are combined, they create an instant liquid fire, so caution must be taken when handling.

LOOT

If a treasure seeker is willing to brave the heat of a fire beetle's lair, the caustic chemicals located within the fire beetle's gullet are highly sought after. A skilled smith might even be able to craft armor out of the creature's shell, which would grant resistance to heat damage.

ADVENTURE HOOKS

- A group of fire beetles have been captured and are being used to guard a dungeon treasure room.
- A fleet commander seeks the fluid from fire beetles, as they are working on creating a flame thrower weapon for their ships.

FIRE ELEMENTAL

Large Elemental

MC: 2H SL: 6 (4d10) AP: 8
P: 3d10 M: 4d10 S: 4d10
DEF: 3 (3d8) TH: 5
Vitality: 54 (12d8)
Speed: fly 20

TRAITS

Favored Maneuvers: Rain of blows.

Damage Resistances: Attacks from non-magical weapons.

Damage Immunities: Heat, toxin.

Damage Vulnerabilities: Cold, water.

Status Immunities: Grappled, restrained, petrified, confused, glamour, frightened, poisoned, and diseased.

Night Vision 60 feet

Fire Form: A creature that touches the elemental or hits it with a melee attack, or is within 5 feet of it at the start of their turn takes 1d10 heat damage.

Illumination: The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility: For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 2d10 damage.

ACTIONS

Exceptional Attack: The victim burns, suffering 1d8 heat damage at the start of its next turn.

Punch (AP: 3): 1d12+1d12 heat damage. Flammable objects are set alight.

LORE

Fire Elementals are powerful, sentient beings born from the elemental plane of fire. They are composed entirely of flames, heat, and smoke, and they are often associated with destruction and chaos. Fire Elementals possess an insatiable hunger for fuel and can be extremely dangerous when provoked.

LOOT

The essence of a fire elemental is often used for magical experiments, and thus are highly sought after by wizards and alchemists willing to pay 5000 gp or more.

ADVENTURE HOOKS

- A raging Fire Elemental has been unleashed in a nearby forest, causing massive wildfires that threaten to engulf an entire region. The players must find a way to quell the elemental's fury before it consumes everything in its path.
- A legendary forge said to be capable of crafting the most powerful weapons in existence has been located deep within a volcano. The catch is that it is guarded by a Fire Elemental of immense power.
- A fire elemental spirit has manifested in the Prime Plane permanently due to a magical mishap from a sorcerer who tried to command it. The party must find a way to quell this elemental before it causes too much destruction.

FLESH GOLEM

Large Golem

MC: 3L SL: 7 (3d12) AP: 8
P: 4d12 M: 3d10 S: 3d12
DEF: 4 (2d10) TH: 7 DR: 3
Vitality: 63 (14d8)
Speed: 15

TRAITS

Favored Maneuvers: Cleave (1d12).

Damage Resistances: Attacks from non-magical weapons.

Damage Immunities: Toxin, electrical.

Status Immunities: Glamoured, confused, frightened, poisoned, diseased.

Enhanced Strength: Whenever the flesh golem is attempting a Power ability check, it rolls 2d20.

Energy Regeneration: Electrical damage heals the flesh golem rather than harms it.

ACTIONS

Exceptional Attack: The target creature is stunned, losing 2 AP until the end of its next turn.

Punch (AP: 3): 1d20 physical damage.

LORE

Flesh golems are constructs created by combining a patchwork of body parts together and performing a ritual to animate. This ritual typically is only known by Tier IV rune mages, costing upwards of 50,000 gp. The final step is being charged by a lightning bolt to “kick-start the heart”.

Once created, these monsters will unquestioningly follow the commands of its creator.

LOOT

Flesh golems do not keep treasure. They often are used to guard its master’s treasure or valuable artifacts.

ADVENTURE HOOKS

- A pair of flesh golems are guarding a wizard’s tower, preventing all entry from unwanted guests. The party needs to find audience with the wizard.
- Something unexpected happened during a ritual to create the golem, and it retained some of its memory. Madness is taking it as it struggles to come to terms with its existence, and it has escaped into the countryside.

FLYTRAP, LIVING

Large Plant

MC: 2L SL: 4 (2d10) AP: 9

P: 2d12 M: 1d10 S: 3d10

DEF: 2 (2d8) TH: 5 DR: 5

Vitality: 44 (8d10)

Speed: 5

TRAITS

Damage Resistances: Attacks from non-magical weapons.

Damage Immunities: Toxin.

Damage Vulnerabilities: Heat.

Status Immunities: Glamoured, confused, frightened.

ACTIONS

Exceptional Attack: The target creature, if large-sized or smaller, is grappled. If a target is grappled, it will suffer 2d12 physical damage automatically at the start of the flytrap's turns, but the flytrap cannot use the same head to bite a different target.

Bite (AP: 4): 2d12 physical damage. Reach 10 feet.

LORE

Believed to be created by a mad wizard to keep unwanted visitors out of his swamp, giant flytraps are semi-sentient plant creatures that attack nearly any living thing that comes within reach. They typically have two or three heads that are little more than giant maws at the end of stalks lined with razor sharp ridges. They typically bite and grapple a victim until it dies, at which point the flytrap will bury the corpse at its base, using the decaying matter to feed it.

LOOT

Any loot the creature has will be from victims buried beneath it.

ADVENTURE HOOKS

- While traversing a swamp, the party is ambushed by giant flytraps.
- The party enters a lush atrium filled with thick vegetation. Several plants have ripe fruit, but hidden in the foliage are giant flytraps.

FOO DOG

Medium Monster

MC: 2M SL: 5 (3d10) AP: 10
P: 3d12 M: 4d10 S: 4d10
DEF: 5 (3d10) TH: 7 DR: 3
Vitality: 44 (10d8)
Speed: 20

TRAITS

Damage Immunities: Necrotic.

Status Immunities: Glamoured, confused, frightened.

Divine Aura: Any undead or fiend within 10 feet of a Foo Dog suffers a -1 PD penalty to all of its CRs.

ACTIONS

Exceptional Attack: The target creature, if medium-sized or smaller, is knocked prone.

Bite (AP: 4): 1d10+1d10 physical damage.

LORE

Foo Dogs are guardian beasts believed to possess divine powers, serving as protectors of sacred places, temples, and homes.

They are fiercely loyal and protective, often found guarding important locations such as temples, shrines, and burial sites. Foo Dogs exhibit incredible strength, agility, and an otherworldly sense of duty. They are known to emit a powerful aura that wards off malevolent spirits and evil forces.

LOOT

In their duty as protectors, Foo Dogs safeguard ancient scrolls containing forgotten rituals, spells, or wisdom. These scrolls are sought after by scholars and adventurers alike, fetching hundreds of gold pieces in value.

ADVENTURE HOOKS

- Rumors abound of a long-forgotten temple guarded by a pair of living Foo Dogs. The temple is said to house an artifact of immeasurable power.
- A Foo Dog pup has been captured by fiendish black market traders. The party discovers this dog and must decide to leave it to its fate, or try to free it.

FOREST GUARDIAN

Large Monster

MC: 2M SL: 5 (3d10) AP: 9
P: 2d10 M: 4d10 S: 3d10
DEF: 6 (4d10) TH: 8
Vitality: 35 (10d6) Detect 5, 30
Speed: 20, fly 15 Heroic Points: 1

TRAITS

Night Vision 100 feet.

Status Immunities: Glamoured, confused, frightened.

See Invisible: The Forest Guardian can detect hidden and invisible objects and creatures within 30 feet.

One With The Forest. The Forest Guardian makes no sound when traveling through the forest. Difficult terrain in the forest does not hinder its movement.

Telepathy The Forest Guardian speaks several languages, and communicates telepathically.

ACTIONS

Horns (AP: 4): 1d10+1d8 physical damage.

Screech (AP: 5, TCN: 7 (3d10)): The Forest Guardian emits a loud screech. Any creature that can hear it within 50 feet must succeed on a Will ability check or be frightened for up to one hour.

Mind Needle (AP: 4, TCN: 8 (3d10)): The Forest Guardian chooses a creature it can see within 100 feet. That creature must succeed on an Intellect check or be wracked with pain in their brain, suffering 1d10 psychic damage and have their AP reduced by 1 until the end of their next round.

Purify (AP: 6): The Forest Guardian touches its horns to one withered or decaying plant, or one source of polluted water. The plant heals and the water becomes purified.

LORE

Forest Guardians are solitary intelligent creatures, roaming the wilds protecting them from incursions of evil or malevolent creatures. They are often found working with any local good fey in the area, and occasionally will allow themselves to be a mount for a bonded fairy or small elf.

They are often sought out for their wisdom, but will only show themselves to a creature that protects the forests.

LOOT

The antlers and feathers of the Forest Guardian have been known to be made into magical trinkets or charms.

ADVENTURE HOOKS

- A group of evil humanoids are polluting the forest and the local fey population has beseeched a Forest Guardian for help.
- The answer to a riddle can only be given by a Forest Guardian, and the party must find and convince one to help.

FROG, GIANT

Large Beast

MC: 1M SL: 2 (3d6) AP: 7
P: 2d8 M: 1d6 S: 3d6
DEF: 2 (3d6) TH: 4
Vitality: 11 (2d10) Detect 5, 30
Speed: 20

TRAITS

Night Vision 60 feet.

Amphibious. The frog can breathe air and water.

Standing Leap (1 AP). The frog's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Bite (AP: 4): 2d8 physical damage and the target is grappled if medium-sized or smaller. A grappled target is restrained. Only one target can be grappled at a time.

Swallow (AP: 5) If the target grappled is medium-sized or smaller, the frog may attempt to swallow them. The swallowed target is blinded and restrained, taking 1d6 corrosion damage at the start of the frog's turn. The frog can have only one target swallowed at a time.

LORE

Giant frogs, much like their mundane cousins, live in swampy areas, ponds, or lakes. They just so happen to be the size of a horse. Thankfully they are rare and aren't nearly as common as a typical frog or toad. Rather, they typically are only encountered deep within uninhabited areas.

LOOT

The frog doesn't care for treasure, but occasionally one may find valuables from previous victims. Part of the giant frog may have value for alchemists.

ADVENTURE HOOKS

- Rumors of a secretive cult that worships a giant frog have reached the ears of the party. The cult claims that the frog is an ancient deity capable of reshaping the world. The adventurers are drawn into the cult's web of intrigue and conspiracy, leading them to uncover hidden temples deep within the swamp.
- A clan of Bullgorts have domesticated giant frogs for their mounts and/or physical labor.
- While exploring a fetid and remote swamp, the party is ambushed by a handful of giant frogs.

FROST WORM

Large Beast

MC: 3L SL: 7 (3d12) AP: 10
P: 2d20 M: 2d10 S: 3d12
DEF: 4 (2d10) TH: 7 DR: 3
Vitality: 77 (14d10)
Speed: 20, burrow 10

TRAITS

Blindsight 100 feet.
Damage Immunities: Cold.

ACTIONS

Bite (AP: 4): 1d20 physical damage + 1d6 BDP cold damage. Against grappled targets, BDP increases by +1d10
Pincher (AP: 5) 1d10 physical damage and the target is grappled.

LORE

A terror of the frozen wastes, frost worms burrow through ice and snow, searching for any prey items. They will lie in wait under the snow, obscured from detection, until a suitable prey comes near, when the worm will attack from ambush.

LOOT

The lair of a frost worm will contain the equipment from previous victims. In addition, the glands of the frost worm are highly sought after by alchemists to craft cold protection potions.

ADVENTURE HOOKS

- The party is trudging through deep snow, battling fatigue and harsh weather. Just when things couldn't get worse, they unknowingly wander into a frost worm field.
- An alchemist has offered high pay for the glands of a frost worm but insists on accompanying the party. At the first opportunity after getting the glands, the alchemist will try to betray the party and/or lure them into a trap as they do not have the money to pay their end of the deal.

FUATH

Medium Monster

MC: 2L SL: 4 (2d10) AP: 7
P: 2d10 M: 2d10 S: 1d10
DEF: 2 (2d8) TH: 5
Vitality: 36 (8d8) Detect: 4, 30
Speed: 15, swim 15

TRAITS

Night Vision: 100 feet.

Amphibious: The fuath can hold its breath for up to 3 hours.

Damage Immunities: Cold.

ACTIONS

Illusionary Form (AP: 3): The fuath can create an illusion over themselves, appearing as any humanoid race. This is an illusion only, and physical examination would reveal the deception. The fuath can maintain this illusion for one hour per day.

Bite (AP: 4): 2d12 physical damage.

Claw (AP: 3) 2d10 physical damage.

LORE

Malevolent and hating all other species of humanoids, fuath funnel this hatred with their great hunger into a constant desire to kill those who come near its lair or haunting. Their preferred method of attack is to ambush their prey, dragging them back into the water where they are easier to kill and then begin feasting on their corpses.

They rarely leave their watery lair, unless it is to cast an illusion upon themselves and then either stalk prey or to escape from being hunted. They suffer fatigue if they spend more than one hour outside of water.

Fuath have a strong magical allergic reaction to iron and cold steel and avoids it at all costs. Thus, they never ambush or attack a person who is obviously carrying such an item. The mere touch of iron or cold steel to their body causes them to suffer a -1 PD penalty on all CRs for the next hour.

Fuath make their lairs in underwater caves or dens dug out just below the waterline of rivers and ponds. The entrance of these dens is often littered with the humanoid bones of previous victims.

LOOT

A fuath will greedily take the valuables from a victim back to its lair.

ADVENTURE HOOKS

- As the PCs are traveling through a swamp, the non-armored PCs are the targets of a fuath attack.
- Travelers and children have gone missing along the river road.
- A group of desperate goblins approaches the PCs, imploring for help to eliminate a fuath that is hunting their small tribe to extinction.

GAISHON

Medium Undead

MC: 2M SL: 5 (3d10) AP: 8
P: 2d10 M: 3d10 S: 3d8
DEF: 5 (2d10) TH: 6 DR: 3
Vitality: 50 (11d8)
Speed: 15

TRAITS

Favored Maneuvers: Debilitating strike

Resistances: Attacks from nonmagical attacks.

Immunities: Toxin, necrotic.

Status Immunities: Fatigue, diseased, and poisoned.

Night Vision 60 feet.

Sunlight Sensitivity: While in sunlight, the gaishon has a -1 PD penalty to all CRs.

Gibbering Madness: (TCN: 5 (3d8)): The gaishon constantly rambles in incoherent speech embedded with dark magic. Any creature starting its turn within 10 feet of the gaishon who can hear it must succeed on a Presence check or suffer a -1 PD penalty to all CRs for one hour. Once a successful check is made, the creature is immune to this effect for 24 hours.

ACTIONS

Claw (AP: 3): 2d10 physical damage and the victim must succeed on a TCN 5 (2d8) Endurance check or become diseased for up to 24 hours.

Bite (AP: 4): 1d10+1d10 physical damage.

LORE

All Gaishon have a supernatural hatred for all living things but it is not foolish. It won't sacrifice itself needlessly like most other lesser undead, but it is insane and thus doesn't rely on tactics or strategy. To an outsider, its attacks may seem random and illogical. However, it does retain its intelligence and therefore its tactics make an uncanny sort of sense, if only to itself. Gaishon are known to slay townsfolk, raise them as zombies, and then sending these newly created undead creatures into combat ahead of it.

The gaishon retains flickers of its previous life, including favorite hobbies, foods, or other things it may have once enjoyed. Insanity has amplified these feelings to irrational levels. Thus, a gaishon who loved music in life likely has an irresistible urge to seek out music and/or engages in playing music relentlessly.

Gaishon are solitary undead; the only creatures willing to share a lair with a gaishon are rats, insects, and other lesser undead. They reside in abandoned mausoleums, crypts, caves, or other dark areas protected from the sun and unwanted visitors.

LOOT

Gaishon are too insane to place any real value on treasure, but occasionally the valuables from previous victims may be found in its lair.

ADVENTURE HOOKS

- Rumors of an insane, babbling creature within the crypts are spreading. No one has returned from investigating.
- A gaishon has been stalking the PCs, sending waves of zombies against them.
- A gaishon is the only one with knowledge of a lost secret that must be found. Getting past the insanity and desire to kill the PCs is up to the players.

GARGOYLE

Medium Golem

MC: 2L	SL: 4 (3d8)	AP: 8
P: 2d10	M: 2d8	S: 2d8
DEF: 5 (2d10)	TH: 6	DR: 3
Vitality: 44 (8d10)		
Speed: 15, Fly 20		

TRAITS

Favored Maneuvers: Trip, debilitating strike.

Resistances: Blunt, piercing, and slashing from nonmagical attacks not made with adamantite weapons.

Immunities: Toxin.

Status Immunities: Fatigue, petrified, and poisoned.

Night Vision 60 feet.

Statue Form: While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS

Claw (AP: 3): 2d10 physical damage.

Bite (AP: 4): 2d12 physical damage.

LORE

Gargoyles are often depicted as grotesque, stone guardians adorning the facades of cathedrals, castles, and other ancient structures. In folklore, gargoyles are believed to come to life at night, patrolling the structures they adorn to protect them from evil spirits and intruders. Some tales suggest that they are created through a magical ritual that binds a guardian spirit to a stone form.

Gargoyles are often cursed to remain in their stone form during the day as punishment for some ancient transgression. They can only break free from their stony imprisonment during the night or when certain conditions are met.

LOOT

Gargoyles themselves do not keep treasure, but they are often used as guardians for their master's treasure.

ADVENTURE HOOKS

- The party is hired to investigate a series of disappearances near an ancient cathedral known for its eerie gargoyles. They discover that the gargoyles are cursed souls, seeking redemption. To lift the curse, the party must unravel a long-forgotten secret hidden within the cathedral's history.
- An evil sorcerer has found a way to control an army of gargoyles, using them to terrorize nearby villages. The party is tasked with stopping the sorcerer and freeing the gargoyles from their enchantment. To do so, they must seek out the mythical Gargoyle King who holds the key to breaking the control spell.
- A renowned sculptor who specializes in creating lifelike gargoyles has gone missing under mysterious circumstances. The party is hired to find the sculptor's workshop and discover the truth behind the lifelike statues that seem to move at night.

GAUEKO

Medium Undead

MC: 1H SL: 3 (3d8) AP: 7
P: 3d8 M: 3d8 S: 3d8
DEF: 3 (3d8) TH: 6 DR: 1
Vitality: 18 (4d8) Detect: 6, 50
Speed: 20

TRAITS

Damage Resistances: Attacks from nonmagical attacks.

Damage Immunities: Toxin, necrotic.

Night Vision 60 feet.

ACTIONS

Claw (AP: 3): 2d8 physical damage.

Bite (AP: 4): 2d10 physical damage.

LORE

Gaueko only appear at night, roaming the area, looking for any creature that has not taken shelter. They hunt in small packs to gain an advantage in combat. A gaueko never attacks a creature within a home or other shelter during the night unless it was attacked first. In fact, they often patrol around campsites, protecting travelers from other creatures that do not take such shelter. To a gaueko, it's a matter of principle and rule adherence.

Gaueko have a rigid sense of order and lawful behavior and unwaveringly protect those who took shelter while attacking those who do not or brag about their courage by traveling at night.

Gaueko are spirits and do not have lairs as such. They do not appear during the day at all, and at night they wander the land patrolling for violators.

LOOT

Gaueko do not keep any treasure.

ADVENTURE HOOKS

- As night falls, the PCs hear a chilling howl in the cold night air. It's a pack of gaueko giving their warning.
- The PCs have set up camp and detected harmful creatures that are likely to attack at night. However, before that happens, a group of gaueko intercepts the creatures, and a battle ensues just outside the camp.

GAZADOR

Gargantuan Elemental

MC: 4H SL: 12 (5d20) AP: 14
P: 5d20 M: 3d20 S: 5d20
DEF: 12 (5d20) TH: 17 DR: 6
Vitality: 163 (25d12) Detect: 11, 150
Speed: 35 Villain Points: 4

TRAITS

Damage Immunities: Attacks from non-magical weapons, toxin, corrosion, cold, necrotic.

Status Immunities: Confusion, glamoured, fatigued, poisoned, diseased, grappled, restrained, petrified.

Night Vision 60 feet.

One With Earth: As long as Gazador is in contact with the earth, it regenerates 10 vitality at the start of its turn, even if it is below zero vitality.

Spell Resistance: Gazador is immune to tier III or lower spells.

Desperation Trait: Gazador forms a hardened shell of granite, increasing its DR to 10.

ACTIONS

Claw (AP: 3): 1d20+1d20 physical damage and the creature is knocked prone if it fails a TCN 16 (3d20) Power check.

Bite (AP: 4): 2d20+2d20 physical damage and if the target creature is large-sized or smaller, it is swallowed. A swallowed creature will automatically suffer 2d20 physical damage at the start of each of its turns.

Earthquake (AP: 8, TCN: 15 (4d20)): An area 100 feet radius up to one mile away will shake violently. Creatures must succeed on a Power ability check or be knocked prone. Buildings will suffer 2d20+2d20 physical damage.

Chasm (AP: 10, TCN: 15 (4d20)): A chasm 10 feet wide by 30 feet long by 30 feet deep will open up in the earth. Any creature in the area must succeed on an Agility check or fall into the chasm, suffering 2d10+2d10 physical damage. If the creature is still in the chasm by the end of Gazador's next turn, the chasm will close, crushing the creatures for 100 physical damage.

Pounce (AP: 6, TCN: 15 (4d20)): Gazador can leap up to 100 feet high and 300 feet in distance. Upon landing, any creature not succeeding on a Power ability check will suffer 2d20 physical damage and fall prone.

Plane Shift (AP: 4): Gazador can freely move between the Elemental Plane of Earth and the Prime Plane.

LORE

Gazador is an ancient primordial force of earth. It is a unique creature, the most powerful of all elementals from the Elemental Plane of Earth. Many mountain and underground societies worship Gazador as a god.

Gazador rarely makes an appearance on the Prime Plane. When it does, it's usually in response to a great calamity or global threat to the earth. Caution to any who witnesses such an event, as typically great destruction follows. Entire landscapes may be reshaped when Gazador is on the warpath.

When not active, Gazador makes the Elemental Plane of Earth its home, where it sleep for years at a time. Many mistake it for a mountain or hill.

LOOT

Gazador's body is made completely of earth and minerals, and as such, will contain up to 100,000 gp of raw gemstones and ore.

ADVENTURE HOOKS

- A powerful undead has created a blight that is causing decay and withering of all living things, both animal and plant alike. This blight is spreading for miles. The party needs to find and wake Gazador to protect the land.
- Gazador has been awakened and is on the rampage. The party must discover why and stop it however they can.

GHOST

Medium Undead

MC: 3H SL: 9 (5d12) AP: 9
P: n/a M: 5d12 S: 2d12
DEF: 6 (4d10) TH: 8
Vitality: 63 (18d6) Detect: 5, 30
Speed: fly 15

TRAITS

Incorporeal: Ghosts have no physical form, and can move through objects or creatures as if they were not there. A ghost cannot stop in the same space as a creature, however.

Damage Immunities: Toxin, attacks from non-magical weapons, cold, necrotic, corrosive.

Status Immunities: Glamoured, fatigued, frightened, prone, restrained, grappled, poisoned, diseased, prone.

Night Vision 100 feet.

ACTIONS

Withering Touch (AP: 4): 1d20+1d10 necrotic damage.

Possession (AP: 7, TCN: 11 (5d12)): One humanoid that the ghost can see within five feet of it must succeed on a Presence ability check or be possessed by the ghost; the ghost then appears as an apparition “piggy backing” on the body of the possessed creature. The creature is compelled to bring the ghost to where its bones are located, performing no other action. For every hour that passes, the possessed creature can attempt a ability check to expel the Ghost.

The possession lasts until the body drops to zero vitality, the ghost ends it as an action, or the ghost is turned or forced out by an effect like the *banish* spell. When the possession ends, the ghost reappears in an unoccupied space within five feet of the body. The target is immune to this ghost’s Possession for 24 hours after succeeding on the ability check or after the possession ends.

LORE

Ghosts do not have a complete recollection of their past life. They only know betrayal and grief. They are desperate to have their bones buried appropriately, and they attempt to possess any creature they come across to accomplish this. Those creatures who can avoid the possession of a ghost are met with the furious wrath of the spirit.

During the night, ghosts wail loudly in despair near the area where it was killed. If a ghost is put to rest, it fades away in peace.

Most ghosts inhabit populated areas, usually where the murder and disposal of a body would go unnoticed, such as depressed slums, dark woods, or cemeteries.

LOOT

Ghosts do not keep treasure.

ADVENTURE HOOKS

- The PCs encounter a myling or group of ghosts in the slums of a city, attempting to possess them.
- An NPC is possessed by a ghost. After the bones are buried, the PCs discover that ghost’s murderer is a well-off or influential personality who has been kidnapping children to replace the one she murdered that became the myling.

GHOUL

Medium Fiend

MC: 1H SL: 3 (2d8) AP: 7
P: 3d8 M: 2d8 S: 2d8
DEF: 2 (3d6) TH: 4 DR: 1
Vitality: 26 (6d8) Detect: 5, 30
Speed: 15

TRAITS

Favored Maneuvers: Flurry attack

Damage **Immunities:** Toxin.

Status Immunities: Fatigue, glamourous.

Night Vision 60 feet.

Stench (TCN: 5, 2d8). A constant aura of a deathly odor surrounds the ghoul in a 5-foot radius. Any creature entering this area for the first time, or starting their turn in it, needs to succeed on an Endurance check or the stench overwhelms them, imparting a -1 PD penalty to all of their CRs until the end of their next turn.

ACTIONS

Claw (AP: 3, TCN: 5 (2d8)): 2d8 physical damage, and the target must succeed on an Endurance check or become fatigued for up to 24 hours. A successful check grants immunity to this for 24 hours.

LORE

Ghouls are mindless undead whose only goal is to protect treasure or the burial mounds they inhabit. They loath the living and attack any non-creature without thought or tactics.

If a creature slain and bitten by a ghoul is not buried horizontally with a pair of scissors on its chest and its toes tied together, it will rise as a ghoul.

Ghouls lair in tombs, burial mounds, cairns, and other areas where dead are buried.

LOOT

The only treasure a ghoul will have is whatever was buried with it.

ADVENTURE HOOKS

- A local graveyard is suffering from a rash of grave desecrations and missing corpses. The players are asked to solve the mystery, and their investigation leads them to a ghoul who has made the graveyard its hunting ground. The ghoul may be under the influence of a dark sorcerer, and the players must uncover the truth behind this sinister partnership.
- A series of catacombs beneath a haunted mansion are rumored to be infested with ghouls. The players are hired to explore the catacombs and either eliminate the ghoul threat.
- An ancient, cursed artifact said to be tied to the creation of ghouls has resurfaced. The players are tasked with retrieving the artifact and ensuring it doesn't fall into the wrong hands. Little do they know that a powerful ghoul seeks the relic as well, believing it can reverse their curse and make them human once more.

GLACIAL BEAST

Large Beast

MC: 2H SL: 6 (4d10) AP: 8
P: 3d12 M: 2d10 S: 3d10
DEF: 3 (2d8) TH: 5
Vitality: 66 (12d10) Detect: 4, 30
Speed: 20

TRAITS

Damage Immunities: Cold.

Desperation Trait: The glacial beast gains a DR of 2.

Sure Footing: The glacial beast does not lose footing on slippery surfaces.

ACTIONS

Horns (AP: 4): 1d12+1d12 physical damage.

LORE

Glacial beasts naturally make their habitat in small herds deep in the frozen territory. They push aside deep snow, “plowing” furrows that expose the fragile lichen and moss that still grows underneath it.

LOOT

Glacial beasts are prized by northern clans as pack animals, as they are extremely robust and tough in the cold climates.

ADVENTURE HOOKS

- The PCs encounter a herd of glacial beasts while trekking through the tundra. Low on food, they can attempt to hunt these great creatures.
- While entering a mountain pass, the party is confronted by a group of arctic goblins riding glacial beasts as mounts.

GOBLIN

Small Humanoid

MC: 1L SL: 1 (2d6) AP: 6
P: 1d6 M: 1d6 S: 2d6
DEF: 1 (3d6) TH: 4
Vitality: 9 (2d8)
Speed: 10

TRAITS

Favored Maneuvers: Aim, trip.

Cowardly: The goblin increases its speed by 5 when fleeing.

Night Vision 60 feet.

ACTIONS

Short sword (AP: 3): 1d8 physical damage.

Javelin (AP: 4): 1d8 physical damage. Range 60 feet.

LORE

Goblins are said to have originated from fey heritage, creatures that embraced malevolence and were primed to be twisted by the corrupting energies. Most, but not all, goblins are therefore sadistic and evil creatures.

Goblins are known for their tight-knit, secretive communities. They have their own rules and hierarchies, with a chieftain or leader at the helm. Goblins are usually distrustful of outsiders and rarely allow humans into their midst. A goblin clan will number between 2d10x10 goblins.

LOOT

Many goblins are avid collectors of shiny objects and treasures. They are known to raid human settlements and steal valuable items to add to their hoards, which are often hidden in secret places.

ADVENTURE HOOKS

- A nearby human settlement seeks to establish peaceful relations with a nearby goblin clan to access valuable resources in the goblin-controlled territory. The players are tasked with acting as intermediaries and must navigate the complex negotiations between the two groups while dealing with deep-seated mistrust and animosity.
- Normally unorganized and rife with infighting, goblin clans have banded together for some reason and have begun to raid the civilized settlements. The party is tasked with confronting this threat and discovering the cause.
- Years ago, a group of adventurers raided a goblin clan, stealing a powerful artifact and killing their chieftain. Now, the goblins are seeking revenge. The players must uncover the artifact's location, decide whether to return it or keep it for themselves, and ultimately face the vengeful goblin horde in a climactic battle.

GOBLIN, AQUATIC

Small Humanoid

MC: 1L SL: 1 (3d6) AP: 6
P: 2d6 M: 1d6 S: 2d6
DEF: 1 (3d6) TH: 4
Vitality: 9 (2d8)
Speed: 5, swim 20

TRAITS

Favored Maneuvers: aim, trip

Night Vision 60 feet.

Amphibious: The aquatic goblin can breathe both underwater and in air.

Master Grappler: The aquatic goblin rolls 2d10 when making grappling ability checks.

ACTIONS

Claw (AP: 3): 1d6 physical damage.

Bite (AP: 4): 1d8 physical damage.

LORE

Aquatic goblins have undergone evolutions caused by corruption to allow them to thrive underwater. They live in clans of 2d10x10 creatures in large bodies of water, making their lairs in underwater caves or goblin-made shelters.

The preferred attack method of aquatic goblins is to swarm the creature, grapple it, and keep it underwater until it drowns, all the while being shredded by razor sharp teeth and claws.

LOOT

An aquatic goblin lair will contain a fair amount of treasure that had been collected by victims.

ADVENTURE HOOKS

- While traversing a large lake, a boat with the party is suddenly attacked by a group of aquatic goblins. They first attempt to capsize the boat, then drag the PCs underwater.
- A local waterborne trade route has been losing many boats and goods. A clan of aquatic goblins are behind this.

GOBLIN, ARCTIC

Small Humanoid

MC: 1M SL: 2 (2d8) AP: 6
P: 1d8 M: 1d8 S: 2d8
DEF: 1 (3d6) TH: 4
Vitality: 14 (3d8)
Speed: 10

TRAITS

Favored Maneuvers: Aim, trip

Cowardly: The goblin increases its speed by 5 when fleeing.

Night Vision 60 feet.

Damage Resistances: Cold.

ACTIONS

Spiked Club (AP: 3): 2d8 physical damage.

Javelin (AP: 4): 2d8 physical damage. Range 60 feet.

LORE

Arctic goblins are much like their normal goblin cousins, but live in small clans of 3d10 creatures in the cold, snowy climates. This harsh lifestyle has made them a bit tougher than a normal goblin. It has also made them even more covetous of food and supplies, as these things are hard fought for and rare in the arctic.

Arctic goblins have been known to domesticate glacial beasts and other creatures to their own benefit.

LOOT

An individual arctic goblin might carry a few precious baubles, such as common gemstones. A clan of arctic goblins will possess greater treasure, largely collected from those raids and attacks they have carried out on others.

ADVENTURE HOOKS

- Weary and exhausted while traversing a snowy landscape, the party finds themselves confronted with a group of arctic goblins. They party can choose to give up their supplies, or be attacked outright.
- The party discovers a lone arctic goblin animist in the frozen wilds. The creature is on a quest to find a glacial beast it was meant to bond with.

GOBLIN, BRUTE

Medium Humanoid

MC: 1M SL: 2 (2d8) AP: 6
P: 3d8 M: 1d8 S: 1d8
DEF: 1 (3d6) TH: 4 DR: 1
Vitality: 17 (3d10)
Speed: 10

TRAITS

Favored Maneuvers: Cleave (d8).

Night Vision 60 feet.

Desperation Trait: The brute increases its DR by 1.

ACTIONS

Spiked Fist (AP: 3): 2d8 physical damage.

LORE

Goblin brutes are unnaturally larger and more muscled than their normal cousins. They are rare, living in small groups within normal goblin clans. Their exceptional size and strength, at the cost of lower intelligence, have placed their role in goblin society as manual labor and brute force in battle.

LOOT

Unless equipped with an item, a goblin brute does not care much for treasure. It may have a precious stone it had found that appeals to it, but nothing more.

ADVENTURE HOOKS

- After dealing with goblin ambush skirmishes, the party is surprised to see a frontal assault led by goblin brutes.
- A small group of brutes are left to guard an important NPC that the party must rescue.

GOBLIN, FIENDISH

Small Fiend

MC: 1H SL: 3 (3d8) AP: 7
P: 2d8 M: 3d8 S: 3d8
DEF: 2 (2d8) TH: 5
Vitality: 23 (5d8)
Speed: 10

TRAITS

Night Vision 60 feet.

Damage Resistances: Heat, toxin.

Status Immunities: Poisoned.

ACTIONS

Exceptional Attack: The fiendish goblin adds +1d8 BDP heat damage to its attacks.

Spiked Club (AP: 3): 2d10 physical damage.

Flame Ray (AP: 4): 2d10 heat damage. Range 60 feet.

Infernal Fury (AP: 3, TCN: 5 (2d8)): The fiendish goblin emits an aura of fiendish power. Any creature within 50 feet of the goblin must succeed on a Will check or be frightened for up to 1 minute.

LORE

Fiendish goblins are not true goblins, but are creatures that originate from the Plane of Hell, having crossed over to the Prime Plane where they integrate themselves into goblin clans, taking over leadership of that clan.

These creatures are wholly evil and will corrupt goblin clans even moreso than they may have been originally. They seek to cause death and destruction wherever they go. Rather than outright attacks, a goblin clan led by a fiendish goblin will first set fire to fields, kill livestock, and other attacks meant to break the will of those they wish to eventually kill.

LOOT

Fiendish goblins will typically keep the most powerful or valuable items of the clan for themselves. Often they will carry a minor magical item that it uses to enhance its power.

ADVENTURE HOOKS

- First the fields were set alight. Then the livestock began to disappear. Then outlying farmsteads were attacked and burned to the ground. The party must investigate what is happening. A rogue goblin clan led by a fiendish goblin are responsible.
- A fiendish goblin has recruited a handful of goblins to its side. It's on the path to recruit neighboring clans in surrounding caves, hoping to unite them all under its power. The party must deal with this threat before it happens, as a united goblin army would be impossible to stop.

GOTHAR

Large Monster

MC: 2H SL: 6 (4d10) AP: 9
P: 3d12 M: 1d10 S: 2d10
DEF: 5 (3d10) TH: 7 DR: 2
Vitality: 41 (9d8) Detect: 6, 30
Speed: 20, fly 20

TRAITS

Favored Maneuvers: Flurry attack.

Night Vision 100 feet.

Damage Resistances: Toxin, necrotic.

Desperation Trait: The gothar enters a frenzy, increasing its damage for attacks by +1d10 BDP physical damage.

Dive (TCN: 7 (3d10)): If the gothar flies at least 30 feet before landing a claw attack, the target must succeed on a Power ability check or be knocked prone.

ACTIONS

Exceptional Attack: The victim is sickened by the creature's toxin, suffering a -1 PD penalty to all CRs for up to 1 minute.

Claw (AP: 3): 2d12 physical damage.

Bite (AP: 4): 1d12+1d10 physical damage.

LORE

Some believe that gothar were once sphinxes that succumbed to the power of corruption. Others swear that they were griffons twisted by fiendish energy. While no one really knows the origin, what is known is that these monsters have an insatiable hunger for flesh, particularly that of horses.

Gothar will perch themselves in nests and roosts that overlook a wide swath of land below. They have excellent eyesight, and will look for any potential prey that moves below. The creature will then take to the air and attack their prey from above, ideally by surprise.

When engaged in combat, the gothar will often attack and take back to the air until their victim is knocked to the ground. When that happens, the gothar will land on it, rending it with tooth and claw.

Thankfully these creatures are solitary unless in a mated pair. If such a pair is encountered, each will gain a +1d10 bonus to all CRs as they are inspired by each other.

LOOT

A gothar lair will contain the valuables of any victims that were carried back to the nest. A gothar cub will fetch a hefty sum on the black market, but many governments have outlawed the sell of them due to their malicious and corrupted nature.

ADVENTURE HOOKS

- While traveling through a forest road, the party is ambushed by a gothar from above.
- The party is attacked by a gothar pair while crossing a mountain pass. Unbeknown to the PCs, they have stumbled upon a gothar nest.
- The party comes upon a slain gothar next to an orphaned gothar cub.

GRIFFON

Large Monster

MC: 2L SL: 4 (2d10) AP: 9
P: 3d10 M: 2d8 S: 2d10
DEF: 4 (3d8) TH: 5
Vitality: 44 (8d10)
Speed: 20, Fly 25

TRAITS

Favored Maneuvers: Rain of blows, flurry attack (4 physical damage)

Desperation Trait: The griffon will forgo flight as it relies on an instinctual rage. While this trait is active, the Griffon gains a +3 bonus to all damage rolls.

ACTIONS

Exceptional Attack: The target takes an additional 1d8 bleeding damage at the start of its next turn.

Claw (AP: 3): 2d10 physical damage.

Beak (AP: 4): 2d12 physical damage.

LORE

Griffons are often seen as symbols of nobility, strength, and valor. In many societies, they are revered as guardians of the skies and protectors of important places like castles, temples, or treasures hidden in remote mountain ranges.

These creatures are known for their high intelligence and unwavering loyalty. They are often depicted as companions to heroes and warriors, forming unbreakable bonds with those they choose to serve.

LOOT

Griffon feathers are believed to possess magical properties. These feathers are highly sought after by alchemists, wizards, and those who seek to harness their mystical abilities for various purposes, such as crafting potent potions or powerful spells.

Additionally, griffon eggs are highly prized, fetching nearly 500 gp on the open market.

ADVENTURE HOOKS

- Legends speak of an ancient griffon aerie hidden deep within a treacherous mountain range. Many have searched for it, but none have returned.
- A series of cryptic riddles, rumored to be the keys to a griffon's hidden hoard, have surfaced in a nearby town. Adventurers are flocking to the area, hoping to solve the riddles and claim the riches. But the riddles are far from ordinary, and solving them requires not just wit but a deep understanding of griffon lore.
- A prestigious group of griffon riders is holding a tournament to select a new member. Competitors from all over the realm are converging to prove their worth.

GROUND LEVIATHAN

Gargantuan Monster

MC: 4L SL: 10 (3d20) AP: 10
P: 5d20 M: 2d12 S: 2d20
DEF: 10 (3d20) TH: 14 DR: 5
Vitality: 150 (20d12) Detect: 10, 100
Speed: 30, burrow 20

TRAITS

Sense Vibration: The Leviathan can detect any moving creature on the ground within 50 feet.

Damage Resistances: Cold, attacks from non-magical weapons.

Status Immunities: Confused, glamoured, frightened, grappled, restrained, prone.

Desperation Trait: (TCN: 14, 3d20)): The Leviathan thrashes the ground around it in a 50-foot radius. Any creature in this area must succeed on an Agility check or fall prone. It then begins to burrow into the earth to flee. It's DR is increased to 8.

Digestion: Any creature swallowed by the Leviathan will automatically suffer 1d20 physical +1d10 BDP corrosive damage at the start of their turn.

ACTIONS

Exceptional Attack: If the target is large-sized or smaller, it is swallowed.

Bite (AP: 4): 1d20+1d12 physical damage. Reach 15 feet.

Crushing Tail (AP: 5): 1d20+1d20 physical damage and the creature is knocked backward 15 feet and falls prone.

LORE

Ground Leviathans are massive worms, burrowing deep underground searching for valuable minerals and ores to eat. If they detect movement, they will always go to investigate, hoping to find a fleshy meal to supplement its mineral one.

These are extremely rare, but legendary monsters. There are stories where a single leviathan has destroyed an entire town by burrowing underneath it and thrashing its tail, sending stone buildings flying in shattered debris.

LOOT

Due to its rarity, various glands and organs of the Leviathan are highly sought after, and alchemists and wizards will pay a steep price to acquire them.

ADVENTURE HOOKS

- A town seems to be suffering from minor earthquakes. Suddenly a Leviathan emerges from the earth in a rage. Something has caused it pain, and it emerges, destroying buildings and smashing the citizens into paste.
- The party is quested in retrieving the heart of a Leviathan from a powerful wizard. The use of this heart is unspecified.

GUARD

Medium Humanoid

MC: 1L SL: 2 (3d6) AP: 6
P: 1d8 M: 2d6 S: 2d6
DEF: 3 (2d8) TH: 5 DR: 2
Vitality: 11 (2d10)
Speed: 15

TRAITS

Favored Maneuvers: Armor piercing (3 physical), covering attack (up to 2 missiles), disarm, trip, shield bash (d6), taunt

Outfitted: Guards typically are equipped with medium or better armor and shields.

Allies: If the guard has an ally within 10 feet of them, their attacking Challenge Rolls will use 2d8 rather than 3d6.

ACTIONS

Medium Weapon (AP: 4): 2d8 physical damage.

Spear (AP: 4): 2d8 physical damage. Range 60 feet.

LORE

This statblock represents the typical guard one might encounter...well...guarding something. A gatehouse, vault, etc. This entry can also be used as a stand-in for a front-line infantry soldier.

There are multiple factions or organizations responsible for guarding different regions or interests. These factions might have unique uniforms, training, and codes of conduct. Some could be loyal to a kingdom or city, while others might serve powerful guilds, religious orders, or criminal syndicates.

LOOT

Most guards are outfitted in light armor and shields, with medium weapons. Some may be geared with heavier armor if their employer has the funds.

ADVENTURE HOOKS

- The players discover evidence of a conspiracy within the city guard. Some high-ranking guards are secretly collaborating with a criminal syndicate, endangering the city's security. The players must investigate, expose the traitors, and prevent a major crime wave.
- Guards on the night shift have been mysteriously disappearing one by one. The party is hired to infiltrate the guard ranks and discover the cause.
- The players are approached by a guard captain in desperate need of recruits. An impending threat, such as a goblin horde or a looming invasion, requires bolstering the city's defenses. The players are asked to help with recruitment, training, and fortifying the city's defenses.

GUIVRE

Huge Monster

MC: 3H SL: 9 (5d12) AP: 11
P: 3d20 M: 2d12 S: 4d12
DEF: 8 (4d12) TH: 9 DR: 5
Vitality: 99 (18d10)
Speed: 10, swim 25

TRAITS

Damage Immunities: Toxin.

Status Immunities: Poisoned, diseased.

Toxic Cloud: Any creature entering for the first time, or starting their turn within ten feet of the guivre, will be exposed to a persistent toxic cloud, suffering a -1 PD penalty on all CRs.

Wilting Breath: The breath of the guivre will wilt and kill any mundane plant life within 10 feet of it. This includes plants like grass, bushes, flowers, etc, but excludes large trees or sentient plant creatures.

Language: The guivre can speak up to three languages.

ACTIONS

Exceptional Attack: The target will need to succeed on a TCN 11 (2d20) Endurance check or become diseased for up to 24 hours.

Spines (AP: 3): 1d20 physical damage.

Bite (AP: 4): 1d20 physical +1d12 toxin damage.

Poison Breath (AP: 6, TCN: 11 (4d12)): The guivre exhales a cloud 10 feet in radius of toxic poison. Any creature in this cloud will suffer 1d20 toxin damage and needs to succeed on an Endurance check or become poisoned for up to 1 minute.

LORE

These serpentine creatures are single-minded when hunting and attacking, as they attack nearly anything they see unless they are obviously outmatched. They focus on a target and charge in battle, then rely on their mundane attacks and poisonous breath to defeat enemies.

If the guivre sees a naked humanoid, it becomes confused and is considered surprised during the first round of combat.

These creatures make their lairs within shallow bodies of water and other moist and damp areas, such as marshes and swamps. Being intelligent, they often enlist the services of other less powerful creatures in the area to act as enslaved people or servants.

LOOT

A guivre lair will contain the treasure of its victims and whatever else it may be able to hoard. The reptilian hide of the creature can be fashioned into light armor, granting the wearer resistance to toxin damage.

ADVENTURE HOOKS

- A guivre has taken up residence in a nearby lake, preying on townsfolk and fishermen.
- An ancient guivre has established a large lair deep within the swamp and has more than a dozen trolls and a young swamp dragons sworn to its service. Its goal is to establish ruler-ship over the entire marsh.

GULON

Medium Monster

MC: 2L SL: 4 (2d10) AP: 8
P: 3d10 M: 2d8 S: 2d10
DEF: 4 (2d10) TH: 7 DR: 1
Vitality: 27 (5d10) Detect: 5, 50
Speed: 20

TRAITS

Desperation Trait: The Gulon will enter a blood rage, gaining resistance to all non-magical attacks and inflicting an additional +1d4 BDP points of physical damage to each attack.

ACTIONS

Exceptional Attack: The target suffers +1d6 bleeding damage at the start of its next turn.

Bite (AP: 4): 2d12 physical damage.

Claw (AP: 5): 2d10 physical damage.

Frightening Roar (AP: 5, TCN: 6 (3d8)): All creatures within 30 feet that can hear the Gulon must succeed on a Presence check or become frightened until the end of their next turn.

LORE

Excellent hunters, a gulon tracks down and attack nearly any creature it considers edible. Outside of undead, that includes almost every Large-sized or smaller creature. Rarely does it attack a group of creatures, preferring one targets instead.

When it attacks, it lets out a fierce roar and then charges, not stopping until either it or the prey dies. When the victim is slain, the gulon must succeed on a TCN 5 Mental check or it ignores anyone attacking it and starts feeding on the corpse. It can attempt this check at the start of each of its turns as long as it is being attacked.

After gorging, the gulon seeks out two trees to squeeze between, forcing the food through its body. The gulon returns to the corpse of its slain prey to repeat the gorging process over again.

Gulon live in caves or burrows in any forested region. They are solitary creatures when they are not mating.

LOOT

Due to its rarity, various glands and organs of the Leviathan are highly sought after, and alchemists and wizards will pay a steep price to acquire them.

ADVENTURE HOOKS

- The party is stalked by a gulon and attacked just before sunset while traveling.
- A dungeon/keep master has captured and is using gulons as guards.
- Local livestock are being eradicated at an unnatural and alarming level. Nothing is left except pieces of bones and piles of rotted excrement.

HARPY

Medium Monster

MC: 1H SL: 3 (2d8) AP: 8
P: 2d8 M: 2d8 S: 3d8
DEF: 1 (2d6) TH: 4
Vitality: 28 (6d8)
Speed: 10, fly 20

TRAITS

Favored Maneuvers: Combat awareness, aim

Desperation Trait. (TCN: 7 (2d10)): The harpy begins screeching in rage and fear. Any creature within 30 feet that can hear the harpy must succeed on a Will check at the start of their turn or be frightened until the end of their next turn.

ACTIONS

Claw (AP: 3): 1d8 physical damage.

Harpy's Song (AP: 4, TCN: 5 (2d8)): Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a Will check or be glamourised until the song ends. The harpy must spend 4 AP each round to keep this going. While glamourised by the harpy, a target is incapacitated and ignores the songs of other harpies. If the glamourised target is more than 5 feet away from the harpy, it must move on its turn toward the harpy by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrains, such as lava or a pit, or whenever it takes damage from a source other than the harpy, a target can repeat the ability check. If a creature's ability check is successful, the effect ends on it.

A target that successfully makes its check is immune to this harpy's song for the next 24 hours.

LORE

These winged beings are depicted as female, with the upper body of a woman and the lower body of a bird, typically with sharp talons and wings. While their appearance may vary slightly in different traditions, harpies are universally known for their captivating and haunting songs, which they use to lure unsuspecting travelers to their doom.

Harpies are malevolent creatures that enjoy causing harm and suffering to humans. They are known to steal food, torment travelers, and sometimes even abduct children.

LOOT

A harpy nest will contain the treasure of those who met their fate in the gullet of the creature. This typically includes up to 50 gp of valuables and perhaps a common magical item or two.

ADVENTURE HOOKS

- A village in a remote mountain region has been plagued by harpy attacks. The harpies have abducted several children, and the villagers are desperate for heroes to rescue them.
- Legends speak of a powerful Harpy Queen who resides atop a perilous mountain peak. It is said that she possesses a cursed item that could bring untold misfortune to the land.

HAWK

Tiny Beast

MC: T	SL: 1 (2d6)	AP: 6
P: 1d6	M: 2d6	S: 3d6
DEF: 1 (2d6)	TH: 4	
Vitality: 4 (1d6)		
Speed: 5, fly 25		

TRAITS

Excellent Sight. The hawk rolls 2d12 when making perception checks that rely on sight.

Dive: If the hawk dives at least 30 feet and succeeds on a claw attack, the target will suffer an additional +1d6 BDP physical damage.

ACTIONS

Claw (AP: 3): 1d6 physical damage.

LORE

Hawks are often a representation of royalty, or used in heraldry due to their majestic stature and regal countenance. They are found in many different climates, and are a favorite pet of wealthy nobles and hunters. A trained hawk is a significant boon to those who hunt small prey.

LOOT

Hawk feathers are often incorporated into tokens and trinkets, believing they grant a small portion of the hawk's ability to the wearer of such items.

ADVENTURE HOOKS

- A wild ranger has a hawk as a trained pet. The pair are formidable in battle, working together well.
- One of the PCs seeks a hawk companion, but must rescue it from a clan of goblins.

HELLHEST

Large Undead

MC: 2M SL: 5 (3d10) AP: 8
P: 4d10 M: 2d10 S: 2d10
DEF: 4 (2d10) TH: 7 DR: 2
Vitality: 45 (10d8)
Speed: 25

TRAITS

Damage Immunities: Toxin, necrotic.

Damage Vulnerabilities: Divine.

Status Immunities: Poisoned, diseased, fatigued, glamourous.

Intelligent: Understands several languages, but cannot speak it.

ACTIONS

Hooves (AP: 4): 1d10+10 physical damage.

Ethereal Stride (AP: 5): The hellhest and its rider can move between the Underworld and Prime Plane.

LORE

The helhest is a three-legged horse, almost always ebony in color, which is strongly associated with death. It is often ridden by powerful undead or necromancers in their quest to bring about the demise of the living.

This creature behaves as any well-trained warhorse, obeying its rider's commands without question. A helhest without a rider is intelligent and can make appropriate decisions when reacting to threats. They consider themselves above most mortals and anger quickly.

Helhest naturally reside in the Underworld, but occasionally have managed to make their lairs within the Prime Plane. These lairs are almost always in dark, foreboding woods or forsaken graveyards.

LOOT

Hellhests have no treasure.

ADVENTURE HOOKS

- A powerful undead roaming the region has a helhest as a mount, using it to travel between planes to raise an army.
- A necromancer PC is on a quest to capture and obtain a helhest for their personal mount.

HIPPOGRIFF

Large Monster

MC: 1H SL: 3 (3d8) AP: 7
P: 2d10 M: 2d6 S: 3d8
DEF: 3 (3d8) TH: 6
Vitality: 38 (7d10)
Speed: 20, fly 25

TRAITS

Excellent Sight. The hippogriff rolls 2d12 when making perception checks that rely on sight.

Dive: If the hippogriff dives at least 30 feet and succeeds on a claw attack, the target will suffer an additional +1d8 BDP physical damage.

ACTIONS

Claw (AP: 3): 2d8 physical damage.

Beak (AP: 4): 2d10 physical damage.

LORE

Hippogriffs are majestic and rare creatures born from the union of a griffin and a mare. Their existence is often shrouded in myth and legend, and inhabit remote and pristine wilderness areas, far from the reach of civilization. Hippogriffs are considered symbols of freedom, courage, and the untamed spirit of nature.

Hippogriffs are fiercely loyal to those they form bonds with. These bonds are often established through acts of bravery or shared experiences. Once a bond is formed, a hippogriff becomes a steadfast companion, protecting its chosen rider or friend with unwavering devotion.

These creatures are known to be territorial and will defend their nesting sites and chosen territories vigorously. They are especially protective of their young, and intruders should approach with caution.

LOOT

Hippogriff foals are highly sought after by exotic animal trainers, fetching upwards of 1000gp on the market. They are attracted to the reflective glimmer of gemstones and may incorporate them into their nests, hoping it helps attract a mate.

ADVENTURE HOOKS

- Rumors circulate of a hippogriff nest hidden in a remote mountain range. Adventurers are enticed by the treasure said to be guarded there but must first navigate treacherous terrain and win the trust of the elusive creatures.
- The party is asked to retrieve baby hippogriffs and return them to a noble collector.
- The party comes upon an abandon hippogriff nest. The foal within is on the verge of emaciation and death. Its parent died and the poor young one is abandoned.

HOBERDIDANCE

Tiny Fiend

MC: T	SL: 1 (2d6)	AP: 6
P: 1d6	M: 2d6	S: 3d6
DEF: 1 (2d6)	TH: 4	
Vitality: 4 (1d6)		
Speed: 15		

TRAITS

Damage Resistances: Heat.

Night Vision 50 feet.

ACTIONS

Claw (AP: 3): 1d6 physical damage.

Possession (AP: 4, TCN: 3 (2d6)): The hoberdidance targets one creature up to 50 feet away. The target must succeed on an Intellect check. Failure results in the hoberdidance's body becoming ghostly, entering the ethereal plane while its mind flows to that of the target. The hoberdidance will effectively control the actions of the target. At the start of the victim's turns, they may attempt another check to force the hoberdidance out. A successful check results in being immune to this ability for 24 hours.

LORE

Hoberdidances are cruel to their very core, taking great pleasure in insulting and mocking mortal beings. These creatures attempt to take over a target's mind and then force the target into embarrassing and idiotic public behavior.

These fiends love the taste of warm fresh milk and can be swayed to behave if bribed.

Hoberdidance primarily live near communities of people it can possess and taunt. They live in old animal burrows, sewers, attics, or other dark places.

LOOT

These fiends often keep a few small coins or baubles that catch its eye.

ADVENTURE HOOKS

- A town is besieged by a hoberdidance, and the townsfolk are desperate to exterminate the creature.
- A well-respected person acts extremely odd, acting mad in public, resulting in extreme embarrassment for them and their family.

HOBGOBLIN

Small or Medium Humanoid

MC: T SL: 1 (2d6) AP: 6
P: 1d6 M: 2d6 S: 3d6
DEF: 1 (2d6) TH: 4
Vitality: 4 (1d6)
Speed: 15

TRAITS

Full Belly. If the hobgoblin eats a full meal, for the next hour they will gain a +1d8 bonus die to their Challenge rolls.

ACTIONS

Trip (AP: 3, TCN 4 (1d8)): The hobgoblin can attempt to trip a creature within 5 feet of it. That creature must succeed on an Agility check or fall prone and have their movement reduced to zero.

Dagger (AP: 3): 1d8 physical damage.

Invisibility (AP: 2): The hobgoblin and everything it is wearing and carrying magically turns invisible until it attacks or casts a spell.

LORE

In general, hobgoblins are good-natured beings, more than willing to help with various chores around the home at night while the people sleep. Unlike brownies, they have a greater fondness for pranks, and many homeowners feel that is the price to pay in exchange for the help they receive. Like most fey, they love it when food is left out for them at night, and if done, they are exceptionally efficient in their help.

However, if mistreated, they engage in annoying and destructive pranks, destroying items and creating large messes. They are more than capable of defending themselves if necessary, preferring hit and run tactics in combat.

Honey and milk are like a drug to hobgoblins, and they agree to nearly any task for that reward. They also have a strong compulsion to always wear clothing of the same color. Each hobgoblin has its own preference of color but never deviate from that.

Outside of the Fey Realm, hobgoblins live in hidden and dark areas of farms and homes. Typically, they are solitary creatures, but every hobgoblin in a town or area knows and frequently speaks with the other hobgoblins.

LOOT

Hobgoblins will carry a small amount of valuables, typically a favorite semi-precious gemstone.

ADVENTURE HOOKS

- The PCs come upon a hobgoblin trapped by a monster/creature/trap. Upon being saved, it pledges its assistance to them.
- There is a deep mystery of missing people or items in town, and it is rumored that a hobgoblin knows what's happening. The PCs must find the hobgoblin and convince it to help them.
- While wandering the Fey Realm, the PCs see groups of hobgoblins shadow them.

HODAG

Medium Monster

MC: 2M SL: 5 (3d10) AP: 8

P: 2d12 M: 2d10 S: 3d10

DEF: 4 (2d10) TH: 7 DR: 2

Vitality: 50 (11d8) Detect: 6, 50

Speed: 20

TRAITS

Night Vision 100 feet.

Charge: If the hodag moves at least 20 feet in a straight line and hits with an attack, and additional +1d10 BDP is added to damage.

ACTIONS

Bite (AP: 3): 1d10+1d6 physical damage.

Horns (AP: 4): 1d10+1d10 physical damage.

LORE

The hodag is a fearsome and enigmatic creature that inhabits dense, remote forests. It is said to be a creation of dark magic or the result of an ancient curse. Hodags are associated with the wrath of vengeful nature spirits or the lingering malevolence of a corrupted druid.

Hodags are solitary and territorial creatures known for their cunning and aggression. They are large beasts with thick, furry hides and deadly horns. Hodags are carnivorous and fiercely protect their territory from intruders. They often employ ambush tactics, lying in wait for prey before launching a devastating charge. Despite their beastly appearance, hodags are not mindless killers; they exhibit a degree of intelligence and employ strategy and tactics when hunting.

LOOT

Hodags are known to hoard valuable treasures in their lairs, which are typically hidden deep within the wilderness. These hoards often contain a mix of natural gems, rare herbs, and the remains of their unfortunate prey.

ADVENTURE HOOKS

- A renowned naturalist has gone missing while studying the hodags. Their last correspondence hinted at a significant discovery related to the creature's behavior and potential vulnerabilities.
- A remote village has long worshiped a hodag as a guardian spirit, offering it sacrifices and protection in exchange for safety from external threats. A band of treasure hunters threatens the hodag's lair and the villagers are taking steps to hinder them. Which side does the party align themselves with?

HORSE, CORRUPTED

Large Monster

MC: 1H SL: 3 (3d8) AP: 6
P: 2d10 M: 2d6 S: 3d8
DEF: 2 (2d8) TH: 5 DR: 2
Vitality: 27 (6d8) Detect: 6, 50
Speed: 25

TRAITS

Night Vision 100 feet.

Damage Resistances: Necrotic, toxin.

Corrupted Endurance: The corrupted horse is immune to the fatigued status.

ACTIONS

Exceptional Attack: The attacks are infused with corrupted energy. For each additional success, the target suffers reduces their current vigor by 1d8 points.

Bite (AP: 3): 2d8 physical damage.

Hooves (AP: 4): 2d10 physical damage.

LORE

Deep within the most corrupted badlands and plains, what were once normal nomadic herds of horses have been twisted to become the nightmares they are now. These beasts are not only disfigured physically, they are infused with corruption to their core, and have taken a malevolent demeanor.

LOOT

Corrupted horses are favored steeds among evil warlords and humanoids.

ADVENTURE HOOKS

- The party sees a herd of corrupted horses in the distance. Thinking they are a normal herd, once they get close they notice that instead of fleeing like a normal herd would do, this herd seems to be charging at the party!
- An evil warlord charges into battle riding a corrupted horse, which is the first time the party has seen such a monster.

ICLAHAL

Large Monster

MC: 2M SL: 5 (3d10) AP: 8
P: 3d10 M: 4d10 S: 3d10
DEF: 4 (2d10) TH: 7
Vitality: 45 (10d8) Detect: 6, 50
Speed: 20

TRAITS

Night Vision 100 feet.

Damage Resistances: Psychic.

Status Immunities: Glamoured, confused, paralyzed.

ACTIONS

Exceptional Attack: The duration for a paralytic attack increases to one hour.

Paralytic Tentacle (AP: 4, TCN: 7 (3d10)): The target must succeed on an Intellect check or be paralyzed for up to 1 minute.

Mind Wipe (AP: 4): 1d10 psychic damage. Range 50 feet. The victim also reduces its AP pool by 4 until the end of its next turn. If a creature's vitality is brought to zero by this attack, their brains will melt and seep out of the ears and nose.

LORE

Patrolling the wild plains and forests of corrupted areas, this terrifying beasts is on the constant search for living creatures to hunt. A Iclahal will paralyze its prey, then bombard it with mind wipes until the brain becomes a consistency that the creature can lap up.

These creature can detect the intelligence of creatures within 100 feet, and will also target the creatures with the highest Mental scores first.

LOOT

The brains of these creatures are highly sought after by hopeful wizards and alchemists, looking to find a way to enact mind control over others.

ADVENTURE HOOKS

- A long forgotten temple deep within the forest home to an Iclahal. The party must investigate this temple, and are beset up by a terror they've never faced before.
- A wizard is offering a vast reward for an intact brain of this creature. Rumor is that one haunts the desolate badlands.

IMP

Tiny Fiend

MC: 1H SL: 3 (2d8) AP: 6
P: 1d6 M: 2d8 S: 2d8
DEF: 1 (2d6) TH: 4
Vitality: 28 (6d8)
Speed: 5, fly 15

TRAITS

Favored Maneuvers: Combat awareness, trip.

Resistances Cold; physical damage from nonmagical/non-silver weapons.

Immunities Heat, toxin.

Night Vision 120 ft.

Magic Resistance. The imp has a +2 PD bonus on ability checks against spells and other magical effects.

ACTIONS

Claw (AP: 3): 1d8 physical damage.

Tail Sting (AP: 4): 1d6 physical damage + 2d6 BPD poison damage.

Invisibility (AP: 2): The imp and everything it is wearing and carrying magically turns invisible until it attacks or casts a spell.

Spellcasting, Illusionary Appearance (AP: 5). The imp creates an illusion to appear as any other tiny-sized creature.

LORE

Imps are among the lowest-ranking devils but possess a cunning intellect and a knack for causing chaos. They are typically servitors of more powerful devils or demon lords. They perform various tasks for their masters, such as gathering information, tempting mortals, or carrying out small acts of evil.

LOOT

Fiendish imps are often drawn to valuable and corruptible items, which they may steal or acquire through cunning means.

ADVENTURE HOOKS

- A desperate NPC has made a dangerous pact with a fiendish imp and is now seeking the party's help to break the infernal contract.
- The party stumbles upon evidence of an imp's involvement in a series of mysterious and sinister events. As they investigate further, they discover that the imp serves a powerful devil, and defeating the imp may lead to a confrontation with its master.

INDRIK

Medium Monster

MC: 2H SL: 6 (4d10) AP: 9
P: 2d12 M: 2d10 S: 3d10
DEF: 5 (3d10) TH: 7
Vitality: 54 (12d8) Detect: 6, 50
Speed: 25

TRAITS

Damage Immunities: Toxin.

Status Immunities: Poisoned.

Magic Resistance: The Indrik rolls an additional +1d12 when resisting magical effects or attacks.

Magical Attacks: The Indrik's attacks are considered magical.

ACTIONS

Exceptional Attack: The attacks are infused with corrupted energy. For each additional success, the target suffers reduces their current vigor by 1d8 points.

Horn (AP: 4): 1d12+1d10 physical damage.

Create Water (AP: 4): The indrik creates up to ten gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area.

Step of the Springs (AP: 4): Every step that the indrik takes, a small puddle lies in its wake. The indrik chooses an area of water that it can see within range and that fits within a five-foot cube. The indrik can manipulate it in one of the following ways:

Instantaneously move or otherwise change the flow of the water as directed, up to five feet in any direction. This movement doesn't have enough force to cause damage.

Cause the water to form into simple shapes and animate at the indrik's direction. This change lasts for one hour.

Change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for one hour.

Freeze the water, provided that there are no creatures in it. The water unfreezes in one hour.

LORE

Indriks are incredibly reclusive and wary of humanoids, but they are not evil. In fact, they tend to be benevolent, they avoid fights, and prefer to be left alone. While they can defend themselves, they prefer to avoid combat, and other creatures altogether.

Indriks are attracted to bright colors, particularly the color red. High, remote, lonely mountains are where these creatures make their lairs. They are solitary, not only avoiding each other, but all other creatures as well.

LOOT

The horns of the Indrik are considered to have magical properties, and thus are sought after by alchemists.

ADVENTURE HOOKS

- A mysterious trail of puddles leads to a mountain crevasse where an indrik makes its lair.
- A desert nation is in dire need of water, and an envoy representing them has traveled far in hopes of capturing an indrik.

INDRIZZI

Small Monster

MC: 1H SL: 3 (3d8) AP: 6
P: 2d8 M: 2d10 S: 3d8
DEF: 2 (2d8) TH: 5
Vitality: 27 (6d8) Detect: 4, 50
Speed: 10, fly 20

TRAITS

Desperation Trait: The Indrizzi begins to hoot and squeal very loudly. This causes all other Indrizzi to act in the same way. If more than five Indrizzi are engaged in this behavior, the sound is disorientating, increasing the TCN of spells by 2.

ACTIONS

Exceptional Attack: The victim is disorientated, suffering a -1 PD penalty to all Mental ability checks and spellcasting rolls until the end of their next turn.

Bite (AP: 4): 1d10 physical damage.

Rainbow Spray (AP: 4, TCN: 5 (2d8)): The Indrizzi creates a magical cone of rainbow energy out to a distance of 15 feet. All creatures within this cone must succeed on an Intellect check or be disorientated, unable to spend AP until the end of their next turn.

LORE

Legend has it that Indrizzi were a species of mundane simians who were blessed by a nature goddess, and soon became her favorite pet. Regardless of the legend, Indrizzi live in the canopy of the largest trees in a forest, flying from tree to tree to partake in fruit that they love so much. A clan of Indrizzi can number more than two dozen creatures.

When threatened, they emit a shrill warning to others in the area. They prefer to flee rather than fight, relying on their Rainbow Spray to stun potential predators while they flee.

LOOT

The feathers of an Indrizzi are sought after by mages and alchemists, brining up to 5 gp per feather collected. An Indrizzi cub can fetch up to 100 gp on the black market.

ADVENTURE HOOKS

- A group of Indrizzi live in a wizard's tower. The wizard uses these creatures to disrupt enemy spellcasters who might be invading their tower.
- The party hears wild and shrill shrieks coming from the forest ahead of them. Upon investigating, they see a group of poachers trying to capture Indrizzi.

IRON GOLEM

Huge Golem

MC: 3H SL: 9 (5d12) AP: 10
P: 3d20 M: 2d12 S: 3d12
DEF: 8 (4d12) TH: 9 DR: 5
Vitality: 99 (18d10)
Speed: 20

TRAITS

Damage Immunities: Toxin, necrotic, attacks from non-magical weapons.

Damage Vulnerabilities: Corrosive.

Status Immunities: Glamoured, frightened, confused, poisoned, diseased, fatigued.

ACTIONS

Exceptional Attack: The victim is knocked prone and suffers 1d10 vigor damage (if applicable).

Iron Weapon (AP: 4): 1d20+1d10 physical damage.

Steam Spray (AP: 5, TCN: 8 (3d12)): A cloud of steam 10-foot radius emits from the iron golem's helm. Any creature within this radius must succeed on an Endurance check or suffer 1d20 heat damage. A successful check still results in half damage.

LORE

Iron golems are massive mechanical constructs cherished by those powerful (or rich) enough to obtain one. They are mindless automatons, obeying their master's orders without question.

The construction of an iron golem typically costs upwards of 100,000 gp in costs and a month of time. Finally a magical ritual by a 4th Circle spellcaster is needed to complete the process.

LOOT

Some iron golems are adorned with gems, filigree, or other aesthetic enhancements that may have value.

ADVENTURE HOOKS

- An iron golem from ages ago still guards the treasure room of an ancient and long-lost wizard.
- A powerful noble has commissioned two iron golems to act as enforcers for their private security force. These golems have gone rogue for some reason while the noble has disappeared. The party must investigate before the golems cause too much damage.

IRON HORSE

Large Golem

MC: 2H SL: 6 (4d10) AP: 8
P: 3d12 M: 2d10 S: 3d10
DEF: 5 (3d10) TH: 7 DR: 3
Vitality: 66 (12d10)
Speed: 25

TRAITS

Damage Immunities: Toxin, necrotic.

Damage Vulnerabilities: Corrosive.

Status Immunities: Glamoured, frightened, confused, poisoned, diseased, fatigued.

ACTIONS

Exceptional Attack: The victim is knocked prone if large-sized or smaller.

Hooves (AP: 4): 1d12+1d12 physical damage.

LORE

Extremely sought after by knights and other mounted warriors, and equally expensive, iron horses are like other golems in that they unquestionably follow the commands of their masters. They are the perfect war mount, as they never get tired, and they never suffer fear.

Crafting one of these horses costs more than 25,000 gp and a month's worth of effort. Finally a 3rd Circle or higher magic user must perform a ritual to imbue the golem with magic.

LOOT

Like iron golems, iron horses are often adorned with gems, filigree, or other aesthetic enhancements that may have value.

ADVENTURE HOOKS

- After performing a truly heroic deed (saving the kingdom from a dragon), a knight (or party member) is rewarded with an iron horse.

IZZOID

Medium Fiend

MC: 2M SL: 5 (3d10) AP: 8
P: 3d10 M: 2d10 S: 3d10
DEF: 5 (3d10) TH: 7
Vitality: 45 (10d8)
Speed: 15, fly 20

TRAITS

Damage Immunities: Necrotic, toxin.

Damage Vulnerabilities: Divine.

Status Immunities: Poisoned, diseased.

Favored Maneuvers: Flurry Attack, Hinder.

ACTIONS

Exceptional Attack: The victim suffers 1d8 bleeding damage at the start of their next turn for each additional success.

Bone Club (AP: 4): 1d10+1d10 physical damage.

Tail Stinger (AP: 5, TCN: 7 (2d10)): 1d10 physical damage and the target must succeed on a Presence check or be unable to perform any maneuvers or specialty traits for up to 1 minute.

LORE

Crawling from the pits of the lowest parts of Hell, Izzoids are insect-like demons that seem to have no other purpose other than to destroy mortal life and send souls down to their arch-fiend masters.

In battle they fight with a chaotic fury, not caring about tactics, strategy, or the well-being of their allies. When a target is chosen, the Izzoid will pursue that target with a fierce abandon.

LOOT

The value of an Izzoid is within the creature itself, as its unique toxin is highly valued, fetching nearly 1000 gp on the market.

ADVENTURE HOOKS

- A demon lord surrounds itself with a group of Izzoid, using them to nullify the fighting capability of its opponents so it can easily crush them.
- A cult has summoned an Izzoid, but carelessness has caused the fiend to break its bonds and escape. The PCs must deal with it before it slaughters the entire town.

JÖTUNN

Medium Giant

MC: 2L SL: 4 (2d10) AP: 9
P: 3d10 M: 2d10 S: 3d10
DEF: 4 (2d10) TH: 7 DR: 2
Vitality: 44 (8d10)
Speed: 15

TRAITS

Favored Maneuvers: Cleave (d10).

Desperation Trait: The Jötnar is overcome with determined fury, increasing its attacks by +1d10 BDP.

ACTIONS

Exceptional Attack: The target loses 1d8 vigor for each additional success.

Medium Weapon (AP: 4): 2d12 physical damage.

Heavy Weapon (AP: 5): 3d12 physical damage.

Invoke Rune (AP: 5): The jötunn calls forth the power of one of the following runes:

gains immunity to toxin damage and the poisoned condition for one minute.

grows to twice its size for one minute. Damage is increased by +1d10 BDP for each attack.

understands and speaks all languages.

gains damage resistance against cold, lightning, corrosive, and heat damage.

LORE

Contrary to popular belief, most jötnar are not actually giant-sized compared to most humanoids, despite being referred to as “giants.” Some are significantly larger in size, but those are almost universally unique individuals rather than applying to giants as a whole. Additionally, they have many different variations in appearance, with some even having two heads or other monstrous features. Typically however, most Jötnar could pass as humans.

Jötnar, as presented here in this general stat block, reflect the typical giant and not one of the unique personalities found in lore.

Because Jötnar are a very diverse group, they don’t have any singular or typical behavior. Their attitudes and behaviors are as varied as any humanoid clans. However, the jötnar clans are similar to one-another in that they model Viking culture closely. That is, they typically revel in drinking and fighting, and they value bravery in battle as the ultimate ideal to strive toward.

Jötnar have a hard time turning down good mead or a challenge to a fight.

Mythologically, jötnar live in their own realm of Jötunheimr, a different world than the realm of man (Midgard). For ease of game play incorporation, you can place jötnar in areas of colder temperate climates, from coastal fishing areas to high in the mountains. A typical jötnar steading consists of a single large feasting hall where the jarl lives, and a few other buildings where the rest of the clan lives. All are made from stone or wood.

LOOT

Jötnar are often equipped with well-made or even magical weapons and armor. They are excellent crafters, and have a fondness for wearing valuable jewelry.

ADVENTURE HOOKS

- A clan of barbarian warriors are at war with a clan of jötnar, and have implored the PCs to join in the fight for the glory of battle.
- A powerful jötunn has stolen a valuable item, and the PCs must journey to distant lands to recover it.

KERGRIM

Medium Undead

MC: 1H SL: 3 (3d8) AP: 7
P: 3d8 M: 2d8 S: 2d6
DEF: 3 (3d8) TH: 5 DR: 1
Vitality: 23 (5d8)
Speed: 15

TRAITS

Night Vision 50 feet.

Damage Immunities: Toxin.

Status Immunities: Poisoned, fatigued, diseased.

Sense Living: The Kergrim can sense living creatures within 50 feet.

ACTIONS

Exceptional Attack: The target becomes diseased for 24 hours.

Claw (AP: 4): 2d8 physical damage. If the target is a creature other than fey or undead, it must succeed on a TCN 4 (3d6) Endurance check or be paralyzed for 1 minute. A successful check will render the creature immune to this paralysis for 24 hours.

LORE

Kergrim have an intense hatred of all living creatures, and as soon as it detects a living creature within its lair, it attacks relentlessly until one of the two combatants is destroyed. If the kergrim brings a PC to zero or fewer vitality, it continues to attack that creature for the next two rounds and ignores all others as it tries to consume it. Any creature that continues to suffer damage from a Kergrim for these two rounds cannot be raised from the dead, and will rise as a Kergrim themselves after 24 hours.

Kergrim are cursed, and cannot willingly move more than 300 feet away from where their bodies were buried. Because of their curse, kergrim typically are found in churchyards and other burial grounds.

LOOT

A Kergrim lair will often have the treasure of those who it had killed.

ADVENTURE HOOKS

- Kergrim are guarding the entrance to a mausoleum that the PCs must gain entry to.
- Rumors of undead monsters eating people near a hill (actually a burial mound from long ago) are spreading.

KNIGHT

Medium Humanoid

MC: 2M SL: 4 (2d10) AP: 9
P: 3d10 M: 2d10 S: 3d10
DEF: 8 (3d12) TH: 9 DR: 4
Vitality: 55 (10d10)
Speed: 15

TRAITS

Favored Maneuvers: Any applicable

Battle Stance (AP: 1): By maintaining the upkeep of this stance, the knight adds +1d8 to their BDP when attacking with weapons.

Brave: The knight is immune to being frightened.

Desperation Trait: The knight calls upon reserves of will, gaining a DR of 6.

ACTIONS

Exceptional Attack: The target takes an additional 1d8 bleeding damage at the start of its next turn.

Long Sword (AP: 4): 2d10 physical damage.

Heavy Crossbow (AP: 5): 2d12 physical damage.

Leadership (Recharges after a breather). For 1 minute, the knight can utter a special command or warning whenever a non-hostile creature that it can see within 30 feet of it makes an attack roll or an ability check. The creature can add a d12 to its Challenge roll, provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

LORE

Knights are renowned for their unwavering dedication to a code of conduct, often referred to as chivalry, which emphasizes virtues like courage, loyalty, and courtesy. These knights are often part of noble orders, sworn to protect their liege lords, defend the realm from threats, and uphold justice.

LOOT

Knights have well-cared for armor and arms, occasionally magical in nature. They also typically have a fine specimen of a war horse that is also often barded in armor.

ADVENTURE HOOKS

- The kingdom is in peril, and a trusted knight, a mentor to the player character, has been mortally wounded. Before passing away, the mentor reveals the existence of the Sword of Valor and tasks the player with retrieving it to save the realm from an impending dark force.
- A mysterious noblewoman arrives in the kingdom, seeking a champion to undertake a series of chivalric challenges to prove their worthiness. The reward is rumored to be the Armor of the Grail, but the challenges are perilous, and the noblewoman's motives are shrouded in mystery.
- The party happenstances upon a failed knight, desperate to recover their honor and station.

KOBOLD

Small Humanoid

MC: 1M SL: 2 (3d6) AP: 6
P: 2d6 M: 3d6 S: 2d6
DEF: 1 (2d6) TH: 4
Vitality: 18 (4d8) Detect: 4, 50
Speed: 15

TRAITS

Night Vision 120 feet.

Sunlight Sensitivity. While in sunlight, the kobold has reduces its dice pool to d4 on all attack rolls and ability checks.

Expert Digger. Kobolds are exceptional miners and workers of stone, and thus any trap they craft will impose a -1 PD penalty to the creature trying to detect, disable, or avoid the effects of it.

Cobalt Trait. The kobold is immune to disease.

Desperation Trait. The kobold increases its movement by 5 feet.

ACTIONS

Dagger (AP: 3): 1d8 physical damage.

Sling (AP: 4): 1d8 physical damage.

LORE

If treated well, kobolds can be friendly but otherwise are generally very suspicious of outsiders, and go to great lengths to build traps and pitfalls to keep any unwanted creatures out of their mines. They use hit and run techniques in combat, luring people into trapped areas.

Despite their lower intelligence, Kobolds are highly curious and have an unusual knack for mechanical engineering. They love the color blue, leading one to the supposition that it is because cobalt is their preferred ore to mine.

Kobolds make their lairs deep within mines and other underground habitats. Clan sizes can range from as small as a dozen or so creatures to as large as a hundred or more. Their dwellings are rudimentary and basic; however, a keen eye notices how while the dwellings are made from crude material, several engineering aspects would be unexpected, such as lifts, pivoting platforms, etc.

Clans of a few dozen or more kobolds have a chieftain/tess, and those of more than 50 have a divine speaker—a kobold who derives their powers divinely from kobold gods and other powerful creatures they worship.

LOOT

Most of the treasure a kobold will have is in the form of gemstones or lumps of precious metal ore.

ADVENTURE HOOKS

- A kobold clan has taken over a mine the local ruler wants reclaimed, and has quested the PCs to complete the task.
- While exploring a deep underground cavern, the PCs encounter one trap after another. They have stumbled upon a kobold clan.
- A group of kobolds approaches the PCs in hopes of establishing a trading arrangement with a nearby dwarven community.
- A group of kobolds have been enslaved by a powerful creature, such as a dragon. The town population assumes the kobolds are willing minions, but they are not.

LAVELLAN

Small Monster

MC: 1M SL: 2 (2d8) AP: 6
P: 3d8 M: 1d8 S: 2d8
DEF: 2 (2d8) TH: 5
Vitality: 18 (4d8)
Speed: 15

TRAITS

Night Vision 60 feet.

Noxious aura (TCN: 4, (1d8)): The Lavellan radiates a noxious cloud of poison within 30 feet of it. Any creature entering this cloud for the first time, or starting their turn in the cloud must succeed on an Endurance check or become poisoned for one minute. A successful check results in being immune to this cloud for 24 hours.

ACTIONS

Bite (AP: 4): 2d8 physical damage. If the target is a creature, it must succeed on a TCN 4 (1d8) Endurance check or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's vitality maximum decreases by 3 (1d6) every 24 hours. If the target's vitality maximum drops to 0 as a result of this disease, the target dies.

LORE

Lavellan are rodents of unusual size. Rat-like in nature, they appear emaciated and are the size of small dogs. Their most notable feature is the noxious cloud that always surrounds them.

Lavellan are scavengers, venturing forth at night to look for anything to eat. They tend to frequent farms or other areas where there is a significant amount of offal or garbage. They avoid combat, but they are willing to attack a creature if they feel they could kill and eat it with little threat to themselves.

Lavellan make their lairs in pools, streams, or in swamps. Their underground warrens are home to anywhere between one and a dozen creatures.

LOOT

These creatures do not care for treasure.

ADVENTURE HOOKS

- Cattle are getting sick, and it's its cause is a mystery. A pack of lavellan who come out at night and roam the fields are the culprits and must be dealt with.
- A pack of lavellan have made their lairs in an abandoned dungeon. The area is entirely toxic, keeping out any creatures that would otherwise be interesting in exploring it.

LEPRECHAUN

Small Fey

MC: 1H SL: 3 (3d8) AP: 7
P: 1d8 M: 4d8 S: 4d8
DEF: 2 (2d8) TH: 5
Vitality: 27 (6d8)
Speed: 10

TRAITS

Night Vision 60 feet.

Sense Gold. The Leprechaun can detect any precious metals within 100 feet of it.

ACTIONS

Fey Sword (AP: 2): 1d8 physical damage.

Invisibility (AP: 4): The Leprechaun magically turns invisible until it attacks or casts a spell. Any equipment the Leprechaun wears or carries is invisible with it.

Escape (AP: 2): The Leprechaun can end any restrained or grappled condition upon itself, or escape from any bond or binding.

LORE

Leprechauns are good natured fey folk who enjoy playing minor and harmless pranks. These pranks hardly ever result in actual harm and are typically little more than minor annoyances. They also have a lust for gold, taking on a near-fervent look in their eye when they spot it.

These creatures are not fighters or warriors, and avoid combat if possible, using their abilities to escape and hide rather than engage in combat. Anyone who steals from a leprechaun or greatly offends it must face the wrath of not only the leprechaun, but any fey or allied beasts the leprechaun has been able to recruit for its quest for justice.

These creatures are also excellent cobblers, and boots and shoes created by a leprechaun are enchanted. Once per day, the wearer of these boots may increase their movement speed by 10 feet for up to 1 hour.

Often after playing a successful prank, the leprechaun leaps up on a wall, rock, or log and begin to dance joyfully, balancing on their hat.

LOOT

Leprechauns are solitary creatures, hiding their lairs within forests or small caves in the hills. Within their lair is a cauldron in which they keep their amassed treasure. This treasure is jealously guarded and often protected by traps and camouflage. A typical cauldron contains 10d10 +50 gp worth of coins.

ADVENTURE HOOKS

- An influential or powerful NPC came across a leprechaun's lair and stole its gold. The fey creature and its allies are not pursuing the NPC, who has asked the PCs to protect them from "evil monsters." They fail to disclose how they came upon the treasure.
- The PCs come upon a leprechaun, trapped in a magical cage, and guarded by a creature. It promises anything to be freed, reluctantly promising to give its treasure. After being freed, it does everything it can to alter the deal.
- The children of a village used to always go and play with a friendly leprechaun who only appeared to children. This went on for generations. Suddenly the children started disappearing. Bones were found. The leprechaun has been corrupted, and is now hunting the town's children.

LICH

Medium Undead

MC: 4M SL: 11 (4d20) AP: 12
P: 3d20 M: 5d20 S: 4d20
DEF: 10 (3d20) TH: 14 DR: 5
Vitality: 113 (25d8) Detect: 10, 30
Speed: 15, fly 20 Villain Points: 5

TRAITS

Night Vision 100 feet.

See Invisible: A lich can see hidden and invisible objects up to 30 feet away.

Spellcasting: The lich has a pool of 50 vigor in which to empower its spells. It has access to any essence sorcery spell.

Damage Immunities. Necrotic, toxin, cold; attacks from non-magical weapons.

Damage Vulnerabilities: Divine.

Status Immunities: Confused, frightened, glamour, fatigued, poisoned, diseased.

Dread Aura (TCN: 14 (3d20)): Any creature within 10 feet of the lich must succeed on a Presence check or will be overcome with a sense of dread, suffering a -1 PD penalty on all CRs while it remains within this aura.

Immortal: The essence of a lich resides in some sort of arcane container. Ornate urns, gemstones, or other such items are common. If the lich's form is destroyed, the lich will reform in 1d10 days if its container has not also been destroyed.

Command Undead: The lich can command any undead of MC 3H or lower that can hear it within 100 feet.

ACTIONS

Claw (AP: 3): 1d20 physical damage + 1d12 BDP necrotic damage. The victim loses 1 AP until the end of its next turn.

Staff (AP: 4): 2d20+1d12 physical damage.

Necrotic Ray (AP: 4, TCN: 15 (4d20)): 1d20 necrotic damage + 1d20 BDP cold damage. The target must also succeed on an Endurance check or have their movement reduced by half until the end of their next turn.

Paralytic Ray (AP: 4, TCN: 14 (3d20)): Target creature must succeed on a Will ability check or be paralyzed for up to 1 minute.

Death Blossom (AP: 8, TCN: 14 (3d20)): All creatures within 30 feet of the lich must succeed on a Presence check or suffer 2d20 necrotic damage.

Raise Corpse (AP: 8): A target corpse the lich can see raises as a zombie under the control of the lich. Range: 50 feet.

Gaze (AP: 3, TCN: 14 (3d20)): A target creature the lich can see within 30 feet must succeed on an Influence check or be frightened for up to 1 minute. A successful check renders the target immune to this effect for 24 hours.

LORE

A lich is the result of a malevolent sorcerer who has made the ultimate pact to achieve power and immortality. Through dark ritual, a powerful magic user has been able to shed the mortal flesh to become something unholy and powerful. During this ritual, the essence of the lich is captured in a valuable container. As long as this container remains, the lich shall never truly be destroyed.

For this reason, liches take exceptional effort to protect these containers, often behind elaborate traps and hiding them in locations none would expect. The instant the container is destroyed, so is the lich.

There are three motivators for liches: power, immortality, and knowledge. A lich will constantly be on a mission to improve these, seeking lost knowledges, ways to make them the most powerful creature in the realm, etc. While wholly evil, these creatures can be bargained with if it speaks to one of these motivations.

Many liches have been in existence for centuries, and thus a lich lair will often be an elaborate castle or other location that reflects what could be achieved with hundreds of years of wealth, power, and patience.

LOOT

Being driven by power and the quest for knowledge, a lich's lair will be a treasure trove of artifacts and other powerful magic. Most of this will be protected by equally powerful magic and traps.

ADVENTURE HOOKS

- A lich, under the guise of a noble, attempts to hire the PCs to retrieve a powerful lost book of knowledge. When the book is returned, the lich will attempt to destroy the party.
- Rumors say that a powerful lord of an invading army is actually a lich. The PCs must do their best to thwart its goals.
- A desperate wizard seeks to become a lich to gain immortality. The party must track down rare ingredients, decipher cryptic scrolls, and navigate treacherous rituals to help or thwart the would-be lich.
- A former apprentice of the lich seeks the party's aid in breaking free from the dark influence of their former master. They know the lich's secrets and can help the party navigate its lair, but the lich will stop at nothing to bring the apprentice back under its control.

LINDWURM

Large Monster

MC: 2H SL: 6 (4d10) AP: 10
P: 3d12 M: 2d10 S: 3d10
DEF: 5 (3d10) TH: 7 DR: 3
Vitality: 54 (12d8) Detect: 5, 30
Speed: 20

TRAITS

Night Vision 60 feet.

Heat Sense: The lindwurm can detect the heat of creatures within 50 feet. This is similar to blindsense.

Damage Immunities. Toxin.

Status Immunities. Glamoured, frightened, confused.

ACTIONS

Shed Skin (AP: 6): The lindwurm sheds its scales, removing any one negative condition upon it.

Claw (AP: 3): 1d10+1d10 physical damage.

Bite (AP: 4): 1d12+1d12 physical damage.

Constrict (AP: 5): 1d12 physical damage and the victim is grappled if it is large-sized or smaller.

LORE

These are intelligent, malevolent creatures, bitter about the curse that created them and resentful that they are treated like monsters instead of the people they were supposed to be at birth. They do anything to be treated “normal” instead of as monsters. However, when upset or insulted, their behavior is monstrous; indeed, they eat any creature that offends them.

If a woman legitimately falls in love with a lindwurm, it ends the curse and changes shape to its mother’s species and race.

While appearing as a ruthless monsters, these are complex creatures, and they desire things that make them more human-like. They love music and art and often go to extremes to show off their desire for “culture” to make up for their appearance and behavior.

These creatures are created when a woman makes a pact with a powerful demon, fey, or witch to become fertile. The woman is given clear but complex instructions on how to proceed. Any deviation from these instructions results in the fetus being warped into a lindwurm.

When born, these creatures resent this and feel they are entitled to a life as any humanoid. Thus, they often make their lairs in keeps, castles, or other large dwellings where humans live. They surround themselves with finery and art to the best of their means. A lindwurm spawned from a wealthy mother has access to these things, but one who was abandoned or birthed from a poor mother might live in a remote cave, growing ever more resentful than most of their kind.

LOOT

If the shed skin of a lindwurm is made into a potion, it grants the imbiber a permanent +1 bonus to Mental. Only one potion can ever be consumed by each person.

ADVENTURE HOOKS

- The PCs enter a region and hear rumors of a lottery where maidens are selected every month to attend to the ruler (who is a lindwurm) and must legitimately fall in love with the creature. If she is unable, the creature eats her.
- A lindwurm living in a mountain cave has been hunting the countryside, killing anything it can find.

LION

Large Beast

MC: 1H SL: 3 (2d8) AP: 8
P: 3d8 M: 1d8 S: 3d8
DEF: 2 (3d6) TH: 4
Vitality: 33 (6d10) Detect: 5, 30
Speed: 25

TRAITS

Favored Maneuvers: Flurry attack (3 physical damage).

Night Vision 60 feet.

Pounce. If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, an +1d8 BDP damage bonus is applied to the claw attack damage roll.

Running Leap. The lion can long jump up to 25 feet.

ACTIONS

Claw (AP: 3): 2d8 physical damage.

Bite (AP: 4): 2d10 physical damage.

Roar (AP: 5, TCN: 7 (2d10) Once per encounter): Any creature within 30 feet of the lion that can hear it must succeed on a Will check or be frightened until the end of its next turn.

LORE

In many cultures, lions are symbols of courage, strength, and nobility. They often appear in myths, legends, and royal heraldry as powerful and regal animals.

Lions are known for their prides, which are family groups consisting of multiple females, their cubs, and a dominant male. The females usually do most of the hunting, while the male protects the pride's territory.

Note: Feel free to use this statblock for other great cats, such as tigers.

LOOT

The pelts of lions can fetch up to 10 gp on the open market.

ADVENTURE HOOKS

- A nearby lion pride, disturbed by encroaching human settlements, begins to terrorize the local populace. The townsfolk are desperate for help in dealing with the lions, and the adventurers are called upon to either relocate the pride or discover what has driven them to aggression.
- An eccentric collector offers a significant reward for anyone who can bring back a live lion from a distant, uncharted jungle. The adventurers must navigate the treacherous terrain, face wild beasts, and capture a lion without harming it for a substantial reward.
- An ancient curse is said to afflict those who harm or disturb a sacred lion's resting place. When a group of treasure hunters unknowingly desecrates this site, they fall victim to the curse.

LIZARDFOLK

Medium Humanoid

MC: 1M SL: 2 (2d8) AP: 6
P: 2d8 M: 1d8 S: 2d8
DEF: 2 (3d6) TH: 4
Vitality: 18 (4d8)
Speed: 15, swim 20

TRAITS

Favored Maneuvers: Disarm.

Night Vision 60 feet.

Hold Breath. Lizardfolk can hold their breath for up to 1 hour.

Balance. The tail of a lizardfolk helps it keep balance. When making checks to avoid going prone, the lizardfolk rolls 2d12.

ACTIONS

Javelin (AP: 4): 2d8 physical damage. Range 60 feet.

Bite (AP: 4): 2d8 physical damage.

Tail Swipe (AP: 5, TCN: 4 (2d8)): 1d8 physical damage and the target must succeed on an Agility check if medium-sized or smaller or fall prone.

LORE

Lizardfolk are a species of reptilian humanoids that live in primitive clans of between 5d10x10 creatures. A typical clan is led by a more powerful leader (MC 2M) as well as one or more animists.

There are two primary types of lizardfolk: those that live in dry arid climates, and those that dwell deep within swamps and jungles. The stats for each are similar.

LOOT

Most lizardfolk treasure will be well-crafted trinkets and jewelry.

ADVENTURE HOOKS

- A lizardfolk clan approaches the adventurers, seeking their assistance in recovering a powerful artifact stolen by outsiders. This artifact is said to hold the key to unraveling the lizardfolks' ancient history and secrets.
- Lizardfolk animists warn of an impending environmental disaster that threatens both their clan and the surrounding region.
- Something has driven a lizardfolk clan out of their habitat, causing them to encroach into that of a human settlement. Tempers are flaring and an all out war is about to begin unless the source of the trouble is dealt with.

LUCK DRAGON

Huge Dragon

MC: 3L	SL: 7 (3d12)	AP: 10
P: 4d12	M: 3d12	S: 2d20
DEF: 7 (2d12)	TH: 8	DR: 2
Vitality: 63 (14d8)	Detect: 7, 100	
Speed: 20, Fly 30	Heroic Points: 1	

TRAITS

Favored Maneuvers: Combat awareness, debilitating strike.

Night Vision 60 feet.

Damage Immunities: Toxin, necrotic; attacks from non-magical weapons.

Status Immunities: Glamoured, confused, frightened.

Luck Aura: Any allied creature within 10 feet of the dragon gains a +1 PD bonus to all CRs.

ACTIONS

Claw (AP: 3): 1d12 physical damage.

Bite (AP: 4): 1d20 physical damage.

Roar (AP: 5, TCN: 8 (3d12)): All creatures within 50 feet of the dragon that can hear it must succeed on a Will check or becomes frightened for up to 1 minute.

LORE

Legends say that a luck dragon is born when an innocent and kind soul is in desperate need. The dragon manifests, seeking out that soul to accompany them on a great quest to find themselves.

These rumors exist due to the fact that luck dragons are exceptionally rare, only living in the most remote mountain tops or forests.

They are benevolent creatures that can speak nearly any language, and have a driving desire to help those in need. Whenever a great evil begins to take hold of the region, a luck dragon may appear to help those fighting it.

LOOT

Luck dragons don't typically care for treasure, which sets them apart from true dragons. Evil and greedy wizards and alchemists will pay greatly for the glands of a luck dragon, believing these to be inherently magical.

ADVENTURE HOOKS

- A great evil is overtaking the land. The party is trying to fight back, but things look dire. It is then when they are approached by a luck dragon to help.
- A luck dragon has been captured. The land begins to decay without its presence. The party is tasked with rescuing the creature.

MANTICORE

Large Monster

MC: 2H SL: 5 (2d10) AP: 10
P: 2d12 M: 1d10 S: 2d10
DEF: 7 (2d12) TH: 8 DR: 2
Vitality: 65 (12d10) Detect: 5, 50
Speed: 20, Fly 25

TRAITS

Favored Maneuvers: Flurry attack (5 physical damage), rain of blows.

Night Vision 60 feet.

Desperation Trait: the manticore enters a rage, increasing the die type from d10 to d12 for all attack Challenge Rolls.

ACTIONS

Exceptional Attack: The target takes an additional 1d8 bleeding damage at the start of its next turn.

Claw (AP: 3): 1d10+1d10 physical damage.

Bite (AP: 4): 1d12+1d12 physical damage.

Tail Sting (AP: 5): 1d10 physical damage + 2d10 BDP toxin damage. The target must also succeed on a TCN 8 (2d12) Endurance check or be poisoned for up to one minute.

Tail Spike (AP: 4): 1d12 physical damage. The manticore launches up to six spikes at targets within a 60-foot cone. If the Attacking CR beats the DEF of each of the targets selected, those targets take physical damage for each spike that hits. A manticore has 24 spikes, regrowing them at a rate of one spike per day.

LORE

Some respected sages speculate that manticores were once humans who were cursed by vengeful gods or powerful sorcerers, transforming them into these monstrous beings as punishment for their hubris or wicked deeds.

Throughout the Prime Plane, manticores have terrorized villages, travelers, and even entire kingdoms. Their insatiable hunger for flesh and penchant for destruction make them infamous monsters. Rumors of a manticore in the area are taken very seriously by the leaders or a region.

These are exceptionally ill-tempered creatures, resorting to attacking rather than parley if they feel they have an advantage. There are two kinds of manticores: those with a venomous stinger like a scorpion, and those that have spikes instead of the stinger. Depending on the type, only one of these attacks as detailed above will be available.

LOOT

Manticores are said to collect gold, jewels, and magical artifacts from their victims and store them in hidden caves or remote mountaintop nests.

Manticores' spines and stingers are highly sought after by alchemists and potion-makers. When properly harvested and prepared, these spines can be used to create potent poisons and elixirs.

ADVENTURE HOOKS

- A once-wealthy noble family in a nearby kingdom has fallen on hard times, and their misfortune is believed to be connected to a manticore that has taken up residence in the nearby hills.
- An eccentric alchemist is offering a substantial reward for anyone who can bring them a manticore's stinger intact. They claim to have discovered a long-lost recipe for a powerful potion that requires this rare ingredient.
- A village on the outskirts of civilization is under constant threat from a manticore that has been terrorizing their livestock and occasionally attacking their homes. The villagers are desperate for aid, offering what little they have as a reward for anyone who can eliminate the menace and bring peace to their community.

MAROOL

Large Monster

MC: 3L SL: 7 (3d12) AP: 11
P: 4d12 M: 1d12 S: 2d12
DEF: 7 (2d12) TH: 8 DR: 2
Vitality: 63 (14d8) Detect: 5, 50
Speed: swim 20

TRAITS

Illuminating Fin: The crest of flame of a marool emits dim light up to 20-foot radius.

Night Vision 60 feet.

Aquatic: The marool can only breathe underwater.

ACTIONS

Exceptional Attack: The target is grappled.

Bite (AP: 4): 1d20 physical damage.

LORE

Marool are semi-intelligent and often follow the sailing routes of small ships into storms or rocky shores, hoping to feast on sailors in the event the ship crashes and sinks. Occasionally they use their glowing crests to lure larger sea monsters to the location of a ship, hoping the aberration destroys the ship so they can attack the unfortunate sailors.

When a ship sinks or people fall overboard, the marool will makes a loud sound that can best be described as laughing or cackling, muffled by the water. This is, in fact, a joyful expression as the marool gets excited about the soon-to-be feast.

A marool never surprises or sneaks up on a creature, as its glowing crest betrays its location. In fact, many sailors become distraught when they see a reddish glow moving in the water near their ship.

Marool live in schools of 1-10 creatures in deep ocean waters. Occasionally they are captured and used to guard moats, lakes, or other areas.

LOOT

Marool keep no treasure, but their glowing fin retains the glow even after death, and is highly sought after by alchemists.

ADVENTURE HOOKS

- The PC's ship has been attacked by a leviathan or similar creature accompanied by marool.
- A powerful wizard has placed a few marool in the lake surrounding its island tower.

MAROOLBORN

Medium Humanoid

MC: 1M SL: 2 (2d8) AP: 6
P: 2d8 M: 1d8 S: 2d8
DEF: 2 (2d8) TH: 5
Vitality: 14 (3d8)
Speed: 10, swim 15

TRAITS

Favored Maneuvers: Stunning blow.

Night Vision 60 feet.

Aquatic: Maroolborn can breath underwater and can remain up to 1 hour out of the water before beginning to suffocate.

ACTIONS

Claw (AP: 3): 1d8 physical damage.

Weapon (AP: 4): 2d8 physical damage.

Bubbleburst (AP: 5, TCN: 4 (2d8)): The maroolborn emit a cloud of bubbles in a 15-foot cone in front of it. Any creature in this cloud must succeed on an Agility check or be blinded until the end of their next turn. Naturally this can only be done underwater.

LORE

When a marool has eaten a humanoid and lays an egg shortly after, that egg will hatch into a maroolborn. These aquatic humanoids are malevolent and duplicitous with a hatred for their air-breathing “parentage”. They will often accompany marool, laying in wait to ambush their prey.

When boarding a boat or ship, a favored tactic is to grapple and throw their prey into the water, where the marool will feast upon them.

LOOT

Unlike marool, these creatures covet items and treasure, and will collect the items from creatures unfortunate enough to fall prey to them.

ADVENTURE HOOKS

- A small boat with the party aboard see the lure of a marool. As they get closer, a group of maroolborn leap out of the water onto the boat.
- Several small boats and fishing vessels are disappearing, affecting the economy of a small fishing town. The party is asked to investigate. A group of maroolborn have taken up residence in an underwater cavern, hunting the shipping lanes.

MEDUSA

Medium Monster, Evil

MC: 3L SL: 7 (2d12) AP: 9

P: 2d12 M: 3d12 S: 2d20

DEF: 6 (3d10) TH: 7

Vitality: 49 (14d6) Detect: 7, 50

Speed: 15 Villain Points: 3

TRAITS

Favored Maneuvers: Aim, combat awareness, debilitating strike

Night Vision 60 feet.

Damage Immunities: Toxin, disease.

Status Immunities: Poisoned, diseased, petrified.

Petrifying Gaze. (TCN: 8 (2d12)): When a creature that can see the medusa's eyes starts its turn within 30 feet of the medusa, the medusa can force it to make an Endurance ability check if the medusa isn't incapacitated and can see the creature. The creature is instantly petrified if the ability check fails by 5 or more. Otherwise, a creature that fails the check begins to turn to stone and is restrained. The restrained creature must repeat the ability check at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by petrifying restorative magic.

As long as they aren't surprised, creatures can attempt to avert their gaze, but will suffer a -2 PD penalty on attack rolls, and the medusa will gain a +2 PD bonus to hers.

Desperation Trait. The medusa issues a curse (AP: 1, TCN: 8 (2d12)) to a target that she can see within 60 feet. That creature must succeed on a Will check or suffer a fate similar to that of the medusa herself. The target's hair will turn into non-venomous snakes, and their skin will take on a slightly reptilian appearance, reducing their Sway by 1 point. A *remove curse* spell will end this effect. This curse can be used once per encounter.

ACTIONS

Snake Hair (AP: 2): 1d4 physical damage + 2d10 BDP toxin damage.

Longsword (AP: 4): 1d20 physical damage.

Longbow (AP: 4): 1d20 physical damage. Range 300 feet.

LORE

Medusa was once a beautiful priestess dedicated to a powerful and enigmatic deity. Her striking looks attracted the attention of another deity, who stole into the temple and assaulted her.

Medusa's deity blamed her for the attack instead of the rival deity and cursed her, transforming her into the monstrous Gorgon Medusa. Now, with snakes for hair and a deadly gaze, she lives a life of solitude in a hidden lair, guarding ancient and powerful treasures while seeking a way to break her curse.

LOOT

Within Medusa's lair lies a garden filled with beautiful statues, each one a person who fell victim to her deadly gaze. Among these statues is a hidden chamber that contains a vast collection of valuable gems, magical artifacts, and ancient scrolls.

Legends speak of a magical mirror that can reverse the effects of Medusa's curse. This mirror is rumored to be hidden somewhere in her lair. It not only possesses the power to undo petrification but also has the ability to reveal hidden truths and illusions, making it a highly sought-after artifact.

ADVENTURE HOOKS

- An entire village has fallen victim to Medusa's gaze after she took up residence in the nearby ruins. The party is hired to find a way to break the curse and restore the villagers to their original forms. To do so, they must journey into Medusa's lair, evade her deadly gaze, and locate the Mirror of Reflection while deciphering the mysteries of her past.

- A scholar and historian believes that Medusa may be more than just a monster and seeks to learn the truth about her past. They hire the party to explore the ruins and uncover the lost history of Medusa, hoping to find a way to redeem her and free her from her curse.

MERMAID

Medium Humanoid

MC: 1M SL: 2 (2d8) AP: 6
P: 2d8 M: 2d8 S: 2d10
DEF: 2 (2d8) TH: 5
Vitality: 14 (3d8)
Speed: 5, swim 20

TRAITS

Night Vision 60 feet.

Aquatic: Mermaids can breath underwater and air.

ACTIONS

Weapon (AP: 4): 2d8 physical damage.

Luring Song (AP: 5, TCN: 4 (2d8)): The mermaid sings a soothing song. All that can hear the mermaid within 100 feet must succeed on an Influence check or become glamourous. A glamourous creature will become non-hostile towards the mermaid unless attacked by the mermaid or one of their allies. The creature will also follow the mermaid, going so far as to leap into the water after them.

LORE

Despite the term “mermaid”, these creatures can take on the appearance of any gender, both, or neither. They are underwater humanoids that live in small groups of 2d12 deep underwater in large bodies such as oceans or lakes. They prefer to frequent the shipping lanes of ships, as they enjoy singing their songs. If the crew has angered a mermaid, they use this magic to lure them into the sea where they may drown. If they favor the crew, they may use this song to help them avoid rocks or other hazards.

LOOT

Mermaids often adorn themselves with semi-precious jewelery and trinkets they have crafted from rare shells.

ADVENTURE HOOKS

- The party is lost at sea when they begin to hear the song of a mermaid. They can treat the creature well, or with hostile intentions. The decision influences the mermaid to help or harm them.
- A group of mermaids are being hunted and captured alive by a ruthless pirate ship.

MINION DEMON

Small Fiend

MC: T SL: 0 (2d6) AP: 6
P: 2d6 M: 2d6 S: 2d6
DEF: 0 (2d6) TH: 3
Vitality: 9 (2d8)
Speed: 15

TRAITS

Night Vision 60 feet.

Damage Resistances: Toxin, heat.

Swarm. If three or more minions are within five feet of a creature, their attacks against that creature are improved by +1d8.

ACTIONS

Bite (AP: 3): 1d6 physical damage

LORE

Minion demons fill the Hells with their cackling, chaotic, warped bodies. These are some of the least fiends, used solely for cannon fodder in the demon wars.

Minion demons are created when the souls of pathetically cowardly and evil humanoids die. These personality traits are carried over to the minions. They thirst for the suffering of others, but are cowardly when faced one-on-one. Rather, they prefer to swarm their targets, tearing them to shreds.

LOOT

Minion fiends, being common, are most often used by alchemists or wizards whenever they need a demonic essence to create a potion or other magical item.

ADVENTURE HOOKS

- A middling demon who wants to rise in the hierarchy has forced a group of minion demons into its service. The fiend sends these monsters in the dead of night to attack homes and stray wanderers, collecting the souls of the dead.
- An ancient cursed temple is the home to dozens of minion fiends, who eagerly slay any creature foolish enough to enter.

MINOTAUR

Large Monster

MC: 2L SL: 4 (2d10) AP: 8
P: 2d10 M: 2d8 S: 2d8
DEF: 5 (2d10) TH: 6
Vitality: 45 (8d10)
Speed: 15 Villain Points: 1

TRAITS

Favored Maneuvers: Cleave (d8), parry, stunning blow, wear 'em down (d8).

Night Vision 60 feet.

Charge: If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the damage for the gore is increased by +1d10 BDP. If the target is a creature, it must succeed on a TCN 2d8 Power ability check or be pushed up to 10 feet away and knocked prone.

Maze Expert: The minotaur can perfectly recall any path it has traveled.

Desperation Trait: Blind fury takes hold. The minotaur will only use its gore attack, gaining a +2 PD bonus to all attack rolls and adding a +1d8 BDP to damage. However, all attack rolls against it gain a +2 PD bonus.

ACTIONS

Exceptional Attack: The target is partially stunned, going last this round if it has not gone yet. If the creature has taken its turn this round, it goes last next round instead.

Gore (AP: 3): 2d10 physical damage

Great spear (AP: 5): 2d12 physical damage. The target also has its AP reduced by 1 until the end of its next turn.

LORE

Minotaurs are believed to be the result of a curse or divine punishment placed upon a once-mighty civilization. The gods transformed a proud and arrogant people into these hybrid creatures, condemning them to wander in labyrinthine mazes for eternity.

These creatures are known for their exceptional ability to Golem intricate and deadly labyrinths. These mazes are often designed to confound and trap intruders, and they are rumored to contain hidden treasures and powerful relics.

Minotaurs who are not found in mazes are organized into nomadic clans that roam the untamed wilderness. Each clans is led by a powerful chieftain, and they are known for their fierce territorial-ism and warrior culture.

LOOT

Minotaurs typically have a decent amount of wealth, usually taken from its victims or acquired on raids.

ADVENTURE HOOKS

- A village is plagued by a minotaur's attacks. They believe the creature has kidnapped one of their own. The adventurers must track down the minotaur, navigate its labyrinth, and rescue the captive before it's too late.
- A mysterious map, rumored to lead to an uncharted minotaur labyrinth, falls into the hands of the party.
- A group of minotaurs seeks peaceful coexistence with nearby settlements. The party is asked to act as intermediaries and negotiate a treaty, but mistrust and ancient grudges threaten the fragile peace.

MUD GOLEM

Medium Golem

MC: 2M SL: 5 (3d10) AP: 8
P: 2d10 M: 2d8 S: 2d8
DEF: 5 (2d10) TH: 6
Vitality: 55 (10d10)
Speed: 15

TRAITS

Mud Form: The mud golem can shift its shape in any form as small as one foot in diameter.

Damage Immunities: Piercing weapons, toxin, corrosive.

Status Immunities: Poisoned, diseased, fatigue, glamour, frightened, confusion.

ACTIONS

Exceptional Attack: The target is encased partially in mud, reducing its speed by half for up to 1 minute.

Fist (AP: 3): 1d10+1d6 physical damage

Mud Fling (AP: 4): The target is hit with a giant ball of mud, blinding them until they can wipe it clean (4 AP) or until 1 minute passes.

LORE

One of the easier golems to create, mud golems are similar to all other golems in that they obey their master's commands without question. They do need to have a water or mud source nearby or they will begin to dry out, suffering 1d8 damage for every hour they remain out of contact with either.

Creating a mud golem only costs 1000 gp in materials, and any wizard of 3rd Circle or higher with the proper ritual knowledge can create one after a period of one week.

LOOT

Mud golems do not have treasure, but are used to guard valuable items or secrets.

ADVENTURE HOOKS

- Two mud golems lie hidden in much at an abandon jungle temple, rising to attack any creature that dares enter the temple.
- A wizard has tasked the party to find and retrieve a manual that explains the process in creating a mud golem. The wizard has nefarious intent. Will the party give it to them, or keep it themselves?

MUMMY

Medium Undead

MC: 3L SL: 4 (2d10) AP: 6

P: 2d10 M: 1d10 S: 3d10

DEF: 2 (3d6) TH: 4

Vitality: 63 (14d8) Detect: 6, 30

Speed: 10 Villain Points: 2

TRAITS

Damage Vulnerabilities: Heat.

Damage Immunities: Physical damage from non-magical attacks, poison, necrotic.

Status Immunities: Glamoured, frightened, confused, poisoned, diseased.

Blindsense 60 feet.

ACTIONS

Draining Fist (AP: 4): 1d10 physical damage. The target must succeed on a TCN 8 (2d12) Endurance check or become fatigued for up to one hour.

Mummy's Curse (AP: 3, TCN: 8 (2d12)): The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a Will ability check or be cursed. The cursed target loses one point from their Physical attribute every 24 hours. If either ability drops to -1 or less, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or greater recovery magic.

LORE

Mummies were once important, influential, or powerful people who upon death, were preserved in a ritual. Something during the ritual went wrong, and the mummy was cursed with an undead existence, to roam its tomb seeking vengeance upon the living.

LOOT

A mummy's tomb is said to be filled with priceless artifacts, including golden sarcophagi, intricate jewelry, and ancient scrolls that contain lost knowledge of magic and history.

ADVENTURE HOOKS

- A renowned archaeologist and scholar has disappeared while exploring the desert in search of Pharaoh Amunet-Ra's tomb. The players are hired to rescue the scholar and retrieve any valuable artifacts they may have discovered. Little do they know, the scholar may have stumbled upon the tomb's entrance and unleashed the mummy's curse.
- A group of grave robbers has breached the tomb, unleashing the wrath of a mummy Pharaoh. Townsfolk nearby report sightings of undead horrors rising from the desert.

NIGHT HORROR

Small Monster

MC: 1M SL: 2 (2d8) AP: 6
P: 2d6 M: 1d8 S: 2d8
DEF: 2 (2d8) TH: 5
Vitality: 14 (3d8) Detect: 5, 30
Speed: 15

TRAITS

Night Vision 100 feet.

Leap: The Night Horror can leap up to 5 feet high and 20 feet distant by spending 1 AP.

Desperation Trait: The Night Horror begins to ooze a toxic substance. All bite attacks inflict an additional +1d6 BDP toxin damage.

Light Sensitivity: Sunlight or being exposed to direct light imposes a -1 PD penalty to all of the Night Horror's CRs.

ACTIONS

Exceptional Attack: The target is hindered, losing 1 AP until the end of its next turn.

Bite (AP: 4): 2d8 physical damage

LORE

Night Horrors are social creatures, living in groups of 2d6x10 creatures in mountainous caves or underground passages. They only venture forth at night to hunt, traveling in agile packs. They prefer to use hit and run hinder tactics similar to those of a pack of wolves. Prey is taken back to the lair where it is consumed.

Due to their nocturnal nature and loathing of the light, these creatures have earned a reputation of stealing livestock and vulnerable people in the dark of night unseen.

LOOT

A Night Horror lair may include some minor treasure or valuables from prey it dragged back.

ADVENTURE HOOKS

- A village elder has disappeared. Tracks lead the population to believe it was a pack of Night Horrors. Even if the elder is dead, they had in their possession an important document that must be retrieved.
- While making camp in a dark and remote forest, the party hears the high-pitched communication of Night Horrors in the near distance. Shortly after, they are attacked by a pack of these creatures.

NIGHT HAG (PESTA)

Medium Fey

MC: 3M SL: 8 (4d12) AP: 10
P: 3d10 M: 4d12 S: 4d12
DEF: 5 (2d10) TH: 6
Vitality: 72 (16d8) Detect: 8, 50
Speed: 15

TRAITS

Night Vision 120 feet.

See Invisible: The Night Hag can detect hidden or invisible creatures within 20 feet.

Damage Immunities: Toxin; attacks from non-magical weapons.

Status Immunities: Poisoned, diseased, fatigue, glamour, frightened, confusion.

ACTIONS

Exceptional Attack: The wound festers, inflicting an additional +1d8 BDP toxin damage.

Diseased Touch (AP: 4, TCN: 9 (4d12)): 1d12+1d8 toxin damage, and the target becomes diseased. At the end of a diseased creature's turns, it can attempt a Presence check to end this condition. A successful check grants immunity to this condition for 24 hours.

Rake (AP: 5, TCN: 9 (4d12)): 1d10+1d8 physical damage, and the target must succeed on an Endurance check or become fatigued.

Call Rats: Pesta summons a swarm of rats to appear within 60 feet. Up to six swarms can be present at any given time.

Flea Swarm (TCN: 9 (4d12)): Pesta manifests a 5-foot radius cloud of biting and stinging fleas to lunge forth up to a range of 10 feet. Any creature within this cloud must succeed on a Will check or spend their next turn doing nothing but itching and scratching fervently. The victim's DEF is reduced by 2.

Plague Touch (AP: 5, TCN: 8 (2d12) 3 times per day): The target must succeed on an Endurance check or be stricken with the plague. The creature will instantly suffer fatigue and the diseased condition as black boils begin to appear on them. At dawn the next day, a new check can be attempted to end this condition. Failure results in continuing the condition as well as a permanent -1 penalty to the Physical modifier. If the Physical modifier is reduced below 0, the target perishes. This will repeat every dawn until the target dies, or the condition is ended. Other than a successful check, any magic that removes curses or diseases will end the condition.

LORE

Most creatures aligned with death and disease are evil, but Pesta is not. She views the lives of others with apathy, not really caring of their fates. However, if one shows her kindness, she may take pity on them and allow them to live... at least a little longer.

Pesta appears as if she is suffering from the flu and loves the company of rats. She almost always has a rat on her shoulder, which she pets and talks to constantly.

Pesta has no lair or specific habitat. She wanders the world, bringing disease and pestilence in her wake.

LOOT

Pesta will likely be carrying various powerful potions or magical scrolls.

ADVENTURE HOOKS

- Villages and towns are being stricken with the plague. The timeline and locations show a clear path of progression. This is the path Pesta is taking in her travels.

NIGHTMARE

Small Monster

MC: 3L	SL: 7 (3d12)	AP: 8
P: 2d10	M: 3d12	S: 2d12
DEF: 5 (3d10)	TH: 7	DR: 2
Vitality: 14 (3d8)	Detect: 6, 50	
Speed: 10, fly 15	Villain Points: 1	

TRAITS

Night Vision 100 feet.

Damage Immunities: Psychic.

Status Immunities: Confused, glamourous.

Light Sensitivity: Sunlight or being exposed to direct light causes the Nightmare to spend its next action shifting to the Aether Plane where it will attempt to flee.

Create Nightmare: An incapacitated or restrained creature can be the target of this attack, as the Nightmare probes the victims eyes, nose, and ears with the tentacles on its upper head. If the Nightmare feeds in this way for 2 consecutive rounds, the creature will suffer a -1 penalty its Mental attribute for 24 hours as the Nightmare feeds off of the mental energy while imparting severe images of horror and fright to the victim.

ACTIONS

Plane Shift (AP: 5): The Nightmare can shift to the Dreaming Plane or the Prime Plane.

Claw (AP: 4, TCN: 7 (3d12)): 2d8 physical damage and the target must succeed on an Intellect check or be paralyzed for up to 1 minute.

Bite (AP: 4): 1d20 physical damage.

LORE

Originating from the Dreaming Plane, these horrors travel the Prime Plane looking for prey. Sleeping prey, especially those plagued by nightmares, are favored. When a Nightmare finds such a creature, it will attempt to paralyze it and then feed on the mental energy.

These are cowardly creatures, and will flee when attacked, hoping to return when the situation better favors it.

LOOT

The paralytic toxin and enzymes of the Nightmare are highly sought after by alchemists and wizards. Rumor has it that a small amount of brain enzyme from one of these creatures will ensure a well-rested sleep.

ADVENTURE HOOKS

- A local leader is gaunt and exhausted. They are being fed upon by a Nightmare every evening.
- The PCs are approached by an Aetherprime who beseeches the party to help find and destroy a Nightmare.

NIXIE

Medium Fey

MC: 2L SL: 4 (2d10) AP: 8
P: 2d10 M: 2d10 S: 3d10
DEF: 4 (2d10) TH: 7
Vitality: 36 (8d8)
Speed: 10, swim 20

TRAITS

Aquatic: Nixies can breathe both underwater and in air.

Desperation Trait: The nixie's swim speed increases by 5 and it may avoid any opportunity attacks until the end of its next turn.

ACTIONS

Luring Song (AP: 5, TCN: 6 (2d10)): Any creature within 50 feet that can hear the nixie must succeed on a Persuasion check or glamourised. A glamourised victim will spend its turn trying to get near the nixie, often resulting in it walking into deep water where it may drown.

Claw (AP: 3): 2d8 physical damage.

LORE

Nixies are reclusive water sprites, protecting rivers, lakes, ponds, and streams in which they make their homes. They are generally malevolent, finding it humorous to lure humanoids into the water where they drown.

While generally evil, nixies will not harm a creature that it deems also a protector of the forest, such as many Wilders and Mosskin. Protecting the wilds are its primary goal, and often they assume a humanoid has ill intent due their experience of most humanoids doing just that to the natural habitat.

LOOT

Nixies often collect and hoard items that catch their fancy, such as colorful stones, jewelry, or relics left by travelers who fell under their enchantment. These treasures can vary greatly in value but are always presented in a dazzling and alluring manner.

ADVENTURE HOOKS

- A nearby village relies on a pristine lake for its water supply. However, the villagers have recently started disappearing, and the lake has become unnaturally turbulent. The party is tasked with investigating the nixie's lair, discovering the reason for her anger, and finding a way to appease her to save the village.
- While venturing through a thick forest, the party begins to hear the sounds of a nixie song. Any mosskin or wilder in the party is immune to this song, and needs to convince the nixies to leave the rest of the party alone.
- A nixie, impressed by the party's respectful behavior in her domain, offers them a boon. She asks the adventurers to find a way to remove a corrupted monster from the forest.

NYMPH

Medium Fey

MC: 1H SL: 4 (3d8) AP: 6
P: 2d8 M: 3d8 S: 2d10
DEF: 3 (2d8) TH: 5
Vitality: 27 (6d8)
Speed: 15, swim 15

TRAITS

Favored Maneuvers: Debilitating strike.

Magic Resistance: The nymph has a +1d8 bonus to resist against spells and other magical effects.

ACTIONS

Weapon (AP: 4): 2d8 physical damage.

Change Shape (AP: 5): The Nymph magically polymorphs into a small or medium humanoid, or back into its true form. Its statistics are the same in each form. Any equipment the Nymph is wearing or carrying isn't transformed. If the Nymph dies, it reverts to its true form.

Charm Spell (AP: 4, TCN: 5 (2d8)): The Nymph targets one creature within 30 feet. That creature must succeed on a Will check or be charmed by the Nymph for up to one minute. A creature charmed by the Nymph will view the creature in the most favorable light and view it as a trusted friend. At the end of each of a charmed creature's turns, it may attempt another check to end this condition.

LORE

Nymph stalks its targets, always young men or women, hiding from sight while learning all it can about the victim. When appropriate, it changes its shape to match the ideal person to whom the victim would be attracted. The nymph tries its best to woo and convince the victim to touch it, even if it's just a light touch. Once that happens, the victim must succeed on a Will check or be glamourous. If the check is unsuccessful, the nymph leads the captive to a temporary lair where it has its way with them until they get bored. The nymph then disappears into the wild, leaving the poor soul to lament about their lost great love, spiraling down into depression caused by fanaticism until the glamour (curse) can be lifted.

If cornered, the creature does its best to flee and avoid combat altogether.

Their natural lairs are hidden in the wilds and forests surrounding towns and villages.

LOOT

Nymphs typically won't have treasure unless it's an item the creature believes will help it charm a target.

ADVENTURE HOOKS

- A nymph is bragging at a tavern about his conquests, and something doesn't seem right to the PCs. This isn't an ordinary love affair someone is bragging about, but a level of infatuation that can't be shaken.
- The creature has targeted one of the PCs as a mark and stalks them until it reveals itself as the ideal mate to that PC (Note: ensure you get your player buy-in during Session Zero for this scenario).

Note: The ability of this creature may be triggering for consent and sexual assault reasons. Ensure you know that your players would be OK with this type of creature before implementing.

OCTOPUS, CORRUPTED

Huge Monster

MC: 3L SL: 7 (3d12) AP: 10
P: 2d20 M: 1d12 S: 1d12
DEF: 6 (4d10) TH: 8
Vitality: 70 (14d10)
Speed: 15, swim 25

TRAITS

Night Vision 100 feet.

Favored Maneuvers: Flurry Attack

Desperation Trait: The octopus emits a cloud of ink in a 30 foot radius, obscuring all vision in this area.

Aquatic: The octopus breaths underwater as well as in the air. If it is exposed without water for more than an hour, it will suffer 1d10+1d10 physical damage each hour after that it remains out of water.

Damage Resistances: Necrotic.

Grappler: The octopus rolls 2d20 for all grappling checks.

ACTIONS

Exceptional Attack: The target is grappled and restrained.

Tentacle (AP: 4): 1d10 physical damage. Reach 15 feet.

Beak (AP: 5): 1d20 physical damage.

LORE

Transformed by the severe corruption energies around it, these octopi roam the ocean on the constant hunt for prey to satiate its perpetual hunger. These solitary creatures are ruthless, vicious, and won't hesitate to attack any creature it views as prey.

LOOT

The eyes of a corrupted octopus can fetch up to 100 gp on the open market.

ADVENTURE HOOKS

- An evil warlord has captured and filled their moat with corrupted octopi.
- A savage storm causes a ship the PCs are on to capsize. A corrupted octopi begins to hunt them one by one.

OGRE

Large Giant

MC: 1H SL: 4 (2d10) AP: 6
P: 2d10 M: 2d8 S: 2d8
DEF: 3 (2d8) TH: 5
Vitality: 39 (6d12)
Speed: 20

TRAITS

Favored Maneuvers: Cleave (d8), wear 'em down (d8)

Desperation Trait: The ogre's Power increases by 1d10, and it can hurl large heavy objects such as rocks, cauldrons, logs, etc. (AP: 4, 2d10 physical damage, range 60 feet).

Clumsy: The ogre rolls 1d8 for Agility ability checks. It also suffers a -1 penalty to its combat order roll.

ACTIONS

Exceptional Attack: The target suffers a -1 penalty to its AP until the end of its next turn.

Great Club (AP: 4): 2d10 physical damage.

LORE

Ogres are brutish, humanoid creatures known for their immense size, crude intelligence, and insatiable appetite for human flesh. They typically dwell in remote and desolate regions, such as dark forests, rugged mountains, or dank caves. Ogres are solitary beings, rarely forming communities unless recruited or hired by other humanoids.. Despite their simple minds, some ogres possess limited animist abilities or crude craftsmanship skills.

LOOT

Ogres occasionally possess crude, yet potent, magical items. Perhaps an ogre's amulet grants them unnatural strength or the ability to control the elements.

ADVENTURE HOOKS

- In a rare occurrence, an ogre has declared itself a king and gathered a horde of followers. They challenge any brave warriors to prove their strength and wits in a series of trials, with the promise of a share of the ogre king's amassed wealth for those who succeed.
- A clan of goblins have paid an ogre to act as their brute squad when setting up ambushes on a local trade route.

ONI

Large Fiend

MC: 2H SL: 6 (4d10) AP: 8

P: 2d12 M: 4d10 S: 3d10

DEF: 6 (4d10) TH: 8 DR: 2

Vitality: 60 (12d10)

Speed: 15

TRAITS

Night Vision 80 feet.

Favored Maneuvers: Cleave (d10), wear 'em down (d10)

Desperation Trait: The oni gains a pool of 10 vigor in which it can empower attacks or spells without needing to spend vitality.

Damage Resistances: Toxin; attacks from non-magical attacks.

ACTIONS

Exceptional Attack: The target becomes vulnerable to the oni's magic, suffering a -1 PD penalty to all CRs when resisting the oni's magic.

Great Sword (AP: 4): 1d12+1d12 physical damage.

Elemental Ray (AP: 4): 1d12+1d12 damage of an elemental type chosen. Range 75 feet.

Curse (AP: 6, TCN: 7 (1d12)): A target the oni can see within 100 feet must succeed on a Persuasion check or be cursed for up to 24 hours. A cursed creature suffers a -1 PD penalty on all CRs.

Shapechange (AP: 5): The oni can change its shape into that of any large or smaller humanoid.

LORE

These demonic beings are often associated with chaos, destruction, and suffering. They are believed to have various origins, ranging from vengeful spirits to corrupted humans, and they inhabit the fringes of the spirit world, occasionally crossing over into the Prime Plane to wreak havoc.

Oni are notorious for their wicked and unpredictable behavior. They revel in tormenting humans and causing strife. These creatures are known for their cunning and can be both malevolent tricksters and violent brutes. They have a taste for chaos and mayhem, and their actions often reflect this inclination.

LOOT

Oni are collectors of rare and powerful magical items and artifacts. The oni's lair will often contain many valuable items, including silks and well-crafted jewelry.

ADVENTURE HOOKS

- A charismatic noble has arrived in town, winning the hearts of the locals. This newcomer is an oni in disguise, manipulating the townsfolk for sinister purposes.
- An oni has a powerful artifact that the party needs. They must negotiate or make a deal with the oni to gain use of it.
- A village has been cursed by an oni, and the party must investigate the cause and solution to remove the curse.

OOZE

Large Monster

MC: 1H SL: 4 (2d10) AP: 6
P: 2d10 M: 1d8 S: 1d8
DEF: 3 (2d8) TH: 5
Vitality: 45 (8d10) Detect: 7, 20
Speed: 15

TRAITS

Adherence: The ooze can climb walls and ceilings at its normal movement rate, and adhere to these surfaces.

Blindsense 20 feet.

Damage Immunities: Toxin, corrosive; attacks from non-magical weapons.

Status Immunities: Glamoured, confusion, frightened, paralyzed, prone, fatigued, poisoned, diseased.

Amorphous: The ooze can change its shape, fitting in any opening one foot diameter or smaller.

ACTIONS

Exceptional Attack: One piece of armor or weapon or equipment worn by the target is corroded if non-magical, becoming worthless.

Acid Tendril (AP: 4): 2d10 corrosive damage.

LORE

Semi-sentient blobs of corrosive mass, oozes are primitive creatures always on the hunt for organic material to consume. A human-sized creature can completely be consumed in 10 minutes once enveloped by an ooze.

These creatures wander remote swamps, caverns, and forests looking for organic material. They prefer living creatures, being able to detect them within 20 feet. Often these oozes will lie in wait on a ceiling in a semi-hibernation state, waiting for a living creature to pass underneath it.

LOOT

Any treasure an ooze would have would be corroded and worthless.

ADVENTURE HOOKS

- While exploring a dungeon, an ooze hides on the ceiling and ambushes the first creature that walks underneath.
- A warlord is looking to capture oozes to place in their “moat”, offering great protection for their stronghold.

ORC, CORRUPTED

Medium Humanoid

MC: 1M SL: 3 (3d8) AP: 6
P: 3d8 M: 2d8 S: 3d8
DEF: 3 (2d8) TH: 5 DR: 2
Vitality: 22 (4d10)
Speed: 15

TRAITS

Favored Maneuvers: Cleave (d8), wear 'em down (d8)

Night Vision 50 feet.

Desperation Trait: Corrupted orcs being to emit corruption, inflicting 1 point of toxin damage to any creature that starts its turn or enters the area for the first time within 5 feet of the orc.

ACTIONS

Weapon (AP: 4): 2d8 physical damage.

LORE

Corrupted orcs were once normal orc clans who were exposed to corruption for long periods of time. This corruption has transformed the orcs into more monstrous, malevolent versions of their mundane selves.

Once this corruption has taken root, the clans become nomadic, roaming the land looking for humanoids to subjugate and land to corrupt. Their clans range in size from 2d10x10 corrupted orcs, typically being led by a leader (MC 2M).

Any slave or captive taken by a corrupted orc will begin to be infested with corruption as well, being completely transformed into a murderous monster after a period of one month.

LOOT

While individual corrupted orcs might only have minor arms, armor, or a few coins, the leader will typically be outfitted in at least one magical item, and will hoard the clan's treasure.

ADVENTURE HOOKS

- A previously peaceful orc clan has been corrupted, and is attacking nearby settlements. The PCs need to either confront the orcs, or find the source of corruption and eliminate it.
- A clan of corrupted orcs have taken residence in a nearby cave system, poisoning the water source with corruption.

PANTHER

Medium Beast

MC: 1M SL: 2 (2d8) AP: 6
P: 2d8 M: 2d6 S: 3d6
DEF: 3 (2d8) TH: 5
Vitality: 22 (4d10) Detect: 6, 30
Speed: 25, climb 15

TRAITS

Night Vision 100 feet.

Pounce: If the panther moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, the panther adds +1d6 BDP to its claw damage.

ACTIONS

Exceptional Attack: The target takes an additional 1d6 bleeding damage at the start of its next turn.

Bite (AP: 4): 2d8 physical damage.

Claw (AP: 3): 1d8 physical damage.

LORE

Panthers, also known as black panthers or melanistic leopards, are majestic and elusive big cats found in various parts of the world. They are known for their exceptional night vision and stealthy hunting skills.

LOOT

The pelt of a black panther can fetch over 100 gp, while that of jaguar or cougar will fetch up to 25 gp.

ADVENTURE HOOKS

- Villagers in a remote area are plagued by a series of mysterious and deadly nighttime attacks. Rumors spread that a powerful black panther with a taste for human flesh is responsible.
- A curse has befallen a village after a panther was killed by a reckless hunter. Crops wither, diseases spread, and misfortune plagues the villagers. The adventurers must find a way to lift the curse, which might involve appeasing the spirit of the slain panther or finding a rare and valuable item linked to the panther's legend.

PARALYTISK

Medium Monster

MC: 1L SL: 2 (3d6) AP: 6
P: 2d6 M: 1d6 S: 1d6
DEF: 2 (3d6) TH: 4 DR: 1
Vitality: 11 (2d10) Detect: 6, 30
Speed: 20, climb 15

TRAITS

Night Vision 100 feet.

Feelers: The paralytisk rolls 2d12 when making checks to detect creatures.

ACTIONS

Bite (AP: 4): 1d8 physical damage.

Stinger (AP: 4): 1d6 physical damage and the target must succeed on a TCN 3 (2d6) Endurance check or become paralyzed for up to one minute.

LORE

Paralytisks make their homes deep in underground caverns or remote forests. They are social creatures preferring to stay in groups of 2d6 creatures, roaming the land in search of prey.

These creatures are cowardly, and will attempt to flee once wounded.

LOOT

The stingers of these creatures can be sold for up to 5 gp on the open market.

ADVENTURE HOOKS

- A group of paralytisks have emerged from a subterranean lair, preying on livestock. Unchecked, they will begin to attack people as well.
- A warlord or wizard has captured and stocked their dungeon with paralytisks to keep unwanted intruders out.
- The party has been tasked with collecting the stingers from these creatures.

PEGASUS

Large Monster

MC: 2H SL: 5 (3d10) AP: 9

P: 2d12 M: 2d10 S: 3d10

DEF: 5 (3d10) TH: 5

Vitality: 65 (12d10)

Speed: 25, fly 30 Heroic Points: 2

TRAITS

Desperation Trait: The pegasus becomes blessed, purging all negative statuses from it and gaining a +1d10 bonus to all checks to resist magical effects.

ACTIONS

Hooves (AP: 4): 1d12+1d12 physical damage.

LORE

The pegasus is often depicted as a symbol of grace, purity, and nobility. These majestic creatures are believed to be the offspring of the union between a divine being and a mortal horse, granting them celestial qualities. Pegasi are known to inhabit remote and pristine regions, making them elusive and mysterious creatures.

They are believed to watch over the world from their high-altitude homes and intervene when great disasters threaten the land, whether it's natural calamities or invasions by otherworldly forces.

LOOT

Pegasi do not care for treasure, but are often considered a treasure themselves. A captured pegasi or foal is highly valued by wealthy nobles and lords.

ADVENTURE HOOKS

- Rumors circulate about a hidden sanctuary deep in the mountains where a herd of pegasi dwells. Adventurers are hired to find this sanctuary, either to observe the creatures, obtain their feathers for a special ritual, or seek their aid in a time of dire need.
- An otherworldly plague is sweeping through the land, and the only cure is said to be found in the tears of a pegasus.

PIXIE

Tiny Fey

MC: 1M SL: 2 (2d8) AP: 6
P: 2d6 M: 2d8 S: 3d8
DEF: 3 (2d8) TH: 5
Vitality: 14 (4d6)
Speed: 5, fly 15 Heroic Point: 1

TRAITS

Night Vision 100 feet.

Status Immunities: Glamoured.

ACTIONS

Fey Blade (AP: 4): 1 physical damage and the target must succeed on a TCN 4 (1d8) Presence check or become poisoned for one minute. If its check is a natural "1", the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Invisibility (AP: 4): The pixie magically turns invisible until it attacks or casts a spell. Any equipment the pixie wears or carries is invisible with it.

Spellcasting, Glimmering Lights (AP: 3): The pixie creates a series of colorful motes of light to appear in a 5-foot radius up to 50 feet away. These lights may move about at a rate of 10 feet by spending a bonus action, and will last for up to one minute.

LORE

While mischievous, pixies are generally benevolent yet temperamental and belong to the Seelie Court. They have a great interest in the world of the larger folk (most humanoids) and like to spy and play harmless tricks on them.

They seldom reveal themselves. Most times, when a pixie is encountered, it's when someone stumbles upon them engaged in dancing and singing in the middle of the night within a wooded grove. As soon as they are discovered, they turn invisible and flee to their underground homes.

If pixies are forced into combat, they prefer hit-and-run guerrilla tactics, using magic to aid them, and they are known to recruit and work with various fey and beast allies.

If treated well or if they feel those they are observing are good people, they are willing to assist with various tasks. This includes but is not limited to:

General cleaning of a house or barn

Harvesting some of the crops and leaving them in an organized pile for the owner

Stand watch at night so the party can rest

Provide guidance by leaving trail marks through dangerous terrain

Pixies tend to talk fast. They love fun, specifically pranks, dancing, and singing. The more stoic ancestries might find the pixie to be flighty and not to be taken seriously. They often find themselves distracted by shiny new things that suddenly grab their attention. If offended, their happy demeanor becomes dour immediately.

Pixies make their homes and forts deep underground where most humanoids would never find them. Some clans number more than a thousand fairies. They also make their homes in old burial mounds if their clan size numbers only a dozen or so.

LOOT

Individually the pixie doesn't carry much wealth, but a pixie hold may contain several treasures or baubles the fey group has found their interest.

ADVENTURE HOOKS

- The PC or Party sleeps near a mound and wakes, finding themselves tied to the ground.
- The party is engaged in combat with an evil species and is assisted by a local pixie scouting party.
- A war is brewing with the Unseelie Court, and the party is approached because the Seelie queen wants an audience.
- The party comes across a trapped Aasimar who needs their help.

POISONOUS/VENOMOUS SNAKE

Tiny Beast

MC: T	SL: 1 (2d6)	AP: 6
P: 1d6	M: 1d6	S: 2d6
DEF: 2 (3d6)	TH: 4	
Vitality: 4 (1d6)		
Speed: 15	Detect: 7, 20	

TRAITS

Night Vision 60 feet.

ACTIONS

Bite (AP: 3): 1 point of physical damage plus 2d6 toxin damage and the target must succeed on a TCN 4 (1d8) Endurance check or be poisoned for 24 hours.

LORE

Venomous and poisonous snakes are common, being found in most climates around the world. Often they are kept as pets, or used as traps for would-be treasure robbers. Some crafty humanoids will throw baskets of venomous snakes at opponents.

LOOT

The glands and venom sacs are valued among alchemists. A typical dose of venom will sell for 15 gp.

ADVENTURE HOOKS

- While in a crypt or dungeon, the door slams shut and venomous snakes begin to fall from holes in the ceiling.
- While opening a chest, a venomous snake within strikes.
- An assassin's guild is looking to replenish their supply of toxins, and are seeking rare and potent species of venomous snakes.

PRIMORDIAL SPIRIT

Large Fey

MC: 3M	SL: 8 (4d12)	AP: 8
P: 4d12	M: 2d20	S: 2d20
DEF: 6 (4d10)	TH: 8	DR: 2
Vitality: 72 (16d8)	Detect: 8, 75	
Speed: 25	Heroic Point: 2	

TRAITS

Night Vision 100 feet.

Status Immunities: Glamoured, frightened, confused.

Damage Immunities: Attacks from non-magical weapons.

Forest Stride: The spirit's movement is not hindered by difficult terrain.

Desperation Trait: The primordial spirits begins to have glowing green motes of light circle them. These lights grant immunity to toxin and corrosive damage.

True Sight: The spirit can see through illusions.

ACTIONS

Horns (AP: 4): 1d20+1d8 physical damage.

Invisibility (AP: 4): The spirit magically turns invisible until it attacks.

Hooves (AP: 3): 1d20 physical damage.

Revive (AP: 4): The spirit touches any wilted or decayed plant. The plant recovers and blooms to full health. This ability will also remove the corruption on one creature, or remove corruption in a 50-foot radius.

Wilt (AP: 5, TCN: 11 (1d20)): The spirit touches any creature or plant. If plant, it immediately wilts and decays. If a creature, it must succeed on a Presence ability check or suffer 1d20+1d10 toxin damage.

Visage (AP: 3, TCN: 11 (1d20)): A target creature the spirit can see within 50 feet must succeed on a Presence check or be glamoured. A glamoured creature is frightened and cannot use vigor for up to one minute.

Summon Elemental (AP: 5, once per day): The spirit conjures an appropriate elemental based on the type of terrain the spirit is tied to. The elemental will obey the commands of the spirit.

LORE

Primordial spirits are manifestations of the land itself, animated through fey magic. Each region (a forest, plains, mountain, lake, etc.) will have one primordial spirit assigned to it. The spirit cannot leave this area, but instead patrols it, protecting it from any incursion or destruction by outside forces.

The spirit will typically only manifest when such a threat exists in the forest, or has been summoned by a powerful fey. If faced with an exceptional threat, the spirit will summon an elemental and will attempt to contact any powerful fey that may also be in the region.

LOOT

These creatures care not for treasure, nor keep it. Some wizards value the horns of a primordial spirit, offering to pay up to 1000 gp for a set.

ADVENTURE HOOKS

- The party is struggling to hold back a corrupted group of humanoids from destroying a sacred forest. They must find and seek the help of a primordial spirit.
- An exotic game hunter has offered a huge prize reward for the pelt of a Primordial Spirit. The party can either partake, or work to protect the spirit.

PRIMORDIAN

Medium Humanoid

MC: 1M SL: 2 (2d8) AP: 6
P: 2d8 M: 2d6 S: 1d8
DEF: 3 (2d8) TH: 5
Vitality: 18 (4d8)
Speed: 15

TRAITS

Night Vision 100 feet.

Cold Blooded: Any exposure to cold, or a cold based attack that inflicts at least 4 points of damage will cause the primordial to have its AP reduced by 2 points until the end of its next turn.

ACTIONS

Weapon (AP: 4): 2d8 physical damage.

Bite (AP: 2): 1d6 physical damage.

Claw (AP: 3): 1d8 physical damage.

LORE

Primordians are a primitive reptilian species of humanoids that have existed since the beginning of humanity. They are possibly the oldest humanoid species to have existed. While many other ancestries have evolved in the millennia since, remote clans of primordialians still exist.

These creatures make their homes in warm subterranean caverns and wet warm climates. A typical clan will consist of 4d6 creatures. They are shy of other humanoids, but will ambush them if they feel they have the numbers.

LOOT

Primordians will often adorn themselves with precious gemstones they may find.

ADVENTURE HOOKS

- The party is exploring a lost and forgotten valley for an ancient artifact when they come into contact with a primordial clan.
- A powerful magic transports the party back in time millions of years. Ancient creatures and clans of primordialians are the dangerous inhabitants the party must face in search for a way home.

PTERANODON

Huge Beast

MC: 2H SL: 6 (4d10) AP: 8

P: 2d12 M: 1d10 S: 3d10

DEF: 5 (3d10) TH: 7 DR: 3

Vitality: 66 (12d10) Detect: 5, 30

Speed: 10, fly 30

TRAITS

Desperation Trait: The pteranodon attempt to flee at the first opportunity, avoiding any opportunity attacks until the start of its next turn.

ACTIONS

Exceptional Attack: If the target is medium-sized or smaller, it is swallowed. The pteranodon can swallow up to two medium-sized or smaller creatures at any given time. A swallowed creature is grappled and restrained, and will automatically suffer 1d12 corrosive damage at the start of each of their turns.

Beak (AP: 4): 1d12+1d12 physical damage.

LORE

Legends say a great valley lost to time exists where dinosaurs still roam the land. Masters of the skies, the imposing pteranodon perch on high cliffs looking for anything it views as prey. A lost adventurer would make such a wonderful meal.

A flock of pteranodon can number more than three or four dozen creatures, all perched in nests atop mountains, cliffs, or other inaccessible locations that have a wide view of the land below.

These creatures do not prefer to fight as such, but attempt to swallow their prey and bring it back to its nest where it can digest it in peace.

LOOT

A pteranodon egg can fetch more than 1000 gp on the open market. In addition, if the pteranodon has brought back any prey that had treasure, that treasure would lie intermingled with the debris and branches of its nest.

ADVENTURE HOOKS

- While hacking their way through a dense jungle, the party finally comes to a clearing. However, a large dark shadow passes on the ground from a pteranodon above. The creature is on the hunt.
- The party encounters a group of humanoids who use pteranodons as mounts. Are they enemies, or potential allies?

PUCA

Medium Fey

MC: 2L SL: 4 (2d10) AP: 6
P: 2d8 M: 2d10 S: 3d10
DEF: 4 (2d10) TH: 6
Vitality: 32 (8d8) Detect: 5, 30
Speed: 15, climb 10

TRAITS

Night Vision 100 feet.

Status Immunities: Glamoured.

Ambusher: If the puca attacks from surprise, damage from its attacks increased by +1d8 BDP.

ACTIONS

Bite (AP: 3): 2d8 physical damage.

Shapechanger (AP: 5): The Púca can polymorph into a horse, cow, cat, dog, rat, rabbit, raven, fox, or wolf, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

LORE

Púca are mischievous and love to play pranks. A particular favorite pastime of theirs is to take the form of a horse and wander the roads at night, hoping to find drunken people walking home. They offer to give the person a ride and, if accepted, take them all over the countryside, knocking down fences and trampling fields, dropping the rider off right before daybreak in some random place.

They also love to have conversations and, if one is willing, spend an entire day talking before disappearing when finally becoming bored.

Púca always sit on the right side of a table, bench, or building.

Púca live in rural and remote areas where they can run free in horse form. They often live just on the outskirts of small farms and villages, playing pranks on the residents.

LOOT

A puca might have a favorite item or bauble that it keeps near it, but other than that doesn't have much of a desire for treasure.

ADVENTURE HOOKS

- A púca approaches the PCs as they travel, hoping to strike up a conversation and play some pranks upon them.
- Stories spread of villagers being abducted at night and being left alone in the cold mountains. At first, the stories were assumed to be from the local drunkard, but now it's happening more frequently.
- A púca has a vital piece of information the PCs need, but doesn't want to give it so easily. It responds in riddles and omits certain information pertinent to the matter.

PUKWUDGIE

Small Fey

MC: 2M SL: 5 (3d10) AP: 9
P: 2d8 M: 2d10 S: 3d10
DEF: 4 (2d10) TH: 6
Vitality: 45 (10d8) Detect: 6, 50
Speed: 15, climb 10 Villain Points: 1

TRAITS

Night Vision 100 feet.

Favored Maneuvers: Trip, debilitating strike.

ACTIONS

Fey Blade (AP: 3): 1d8+1d8 physical damage.

Fey Bow (AP: 4): 1d8 physical damage and the target must succeed on a TCN 6 (2d10) Endurance check or become poisoned for up to 1 minute. Range 100 feet.

Invisibility (AP: 5): The pukwudgie can turn invisible until it attacks, casts a spell, or harms a creature.

Throw Sand (AP: 3, TCN: 7 (3d10)): The creature throws sand at a target creature within 30 feet. That creature must succeed on an Agility check or be blinded until the end of their next turn.

Produce Flame (AP: 3): The pukwudgie creates a pillar of flame in its palm. If used to attack, damage = 2d10 heat damage.

LORE

Pukwudgie are a fey creature that normally doesn't care for people one way or the other. The problem is when they feel offended, and being an easily offend-able creature, this happens more often than not. When these creatures feel slighted, insulted, or offended by another, they will go to extreme ends to make life miserable for the offending creature.

Pukwudgies will play dangerous pranks, including leading victims to their deaths to anyone they are upset with. Traps, dead-falls, or powerful monsters are favorite scenarios in which the pukwudgie will attempt to lure the victim to. Failing that, they will attack directly or try to push victims over cliffs.

These creatures are either solitary, or occasionally found in clans from 2d8 creatures.

LOOT

Pukwudgie do not keep treasure, but their poisoned arrows might have some value to them.

ADVENTURE HOOKS

- A PC has offended a pukwudgie unknowingly. The party is harassed from the shadows every day and night until they can find a way to detect the fey creature.
- A pukwudgie is luring the party to the lair of a dangerous monster unbeknown to the players. Will they detect something is up before being ambushed?

QUHAIP

Small Fey

MC: 1M SL: 2 (2d8) AP: 6
P: 2d8 M: 2d8 S: 3d6
DEF: 2 (2d8) TH: 6
Vitality: 18 (4d8)
Speed: 15, climb 15

TRAITS

Night Vision 100 feet.

Cowardly: The quhaip can spend 1 AP to disengage.

Stealthy: The quhaip roll 2d12 when attempting stealth checks.

ACTIONS

Dagger (AP: 3): 1d8 physical damage.

Dart (AP: 3): 1d8 physical damage. Range 50 feet.

LORE

Quhaips are patient, greedy, and malevolent. They hide in the shadows below rafters or other hidden spaces until they feel safe enough to venture forth and scoop up children and babies with sacks, fleeing back to their lairs in the Fey Realm.

They prefer to flee in combat unless they feel they have sufficient numbers to overwhelm their opponents. If necessary, they hide and use hit-and-run tactics.

Quhaips have a strong desire to wear the finest fashions of their region. Status is extremely important to them, and they can often be bribed with finery.

The primary lair of the quhaip is within the Fey Realm, consisting of up to more than 100 creatures. They venture forth in groups of 2d6 to the material world to hunt for children, which they steal and bring back to the Fey Realm where they are trapped and raised to view the quhaip as their masters.

LOOT

Quhaips will often have minor valuable items on them, typically in the form of jewelry or fine clothing.

ADVENTURE HOOKS

- Young children in the town are starting to go missing, and the PCs are needed to investigate.
- A beloved friend NPC has implored the PCs to help them venture into the Fey Realm and rescue their child.

RAT, GIANT

Small Beast

MC: T SL: 0 (1d6) AP: 6
P: 1d4 M: 1d6 S: 1d6
DEF: 0 (1d6) TH: 3
Vitality: 3 (1d6) Detect: 5, 30
Speed: 10

TRAITS

Night Vision 60 feet.

ACTIONS

Bite (AP: 3): 1d6 physical damage and the target must succeed on a TCN 3 (1d6) Endurance check or become diseased for one day.

LORE

Giant rats are found nearly everywhere, especially in areas where food is plentiful, such as dungeons, abandon storerooms, and farms. Unlike their mundane cousins, giant rats can grow to the size of a small dog, weighing up to 30 pounds.

LOOT

Occasionally a rat might bring back a shiny object back to its nest. Typically this would consist of less than 1 gp worth of coins or gems.

ADVENTURE HOOKS

- A swarm of giant rats have invested a tavern cellar. The tavern-keeper is looking for someone to eradicate the pests.
- Signs of giant rats and reports of their attacks have increased. This is unusual, even for these creature. A rat king is calling forth all of the rats in an area to do its bidding.

RHINOCEROS

Large Beast

MC: 2L	SL: 4 (3d8)	AP: 6
P: 2d10	M: 1d8	S: 2d8
DEF: 4 (3d8)	TH: 5	DR: 2
Vitality: 52 (8d12)		
Speed: 25		

TRAITS

Favored Maneuvers: Stunning blow (AP: 3).

Charge: If the rhinoceros moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra +1d12 BDP physical damage. If the target is a creature, it must succeed on a TCN 7 (2d10) Power ability check or be knocked prone.

ACTIONS

Horn (AP: 3): 2d12 physical damage.

LORE

The rhinoceros make their homes in warm dry climates, preferring plains. They live in small herds of a dozen or so creatures.

LOOT

The horn of a rhinoceros is considered to have magical properties, and alchemists seek them out, often paying up to 100 gp for each horn.

ADVENTURE HOOKS

- An alchemist is paying good money for rhinoceros horns. However, a guardian of the plains is trying to protect the creatures from poachers, which may include the party.
- A group of elite cavalry use rhinoceroses as mounts.

RHINOCEROS, CORRUPTED

Large Monster

MC: 2H SL: 6 (4d10) AP: 8
P: 3d12 M: 2d8 S: 2d10
DEF: 5 (3d10) TH: 7 DR: 3
Vitality: 65 (10d12)
Speed: 25

TRAITS

Favored Maneuvers: Stunning blow (AP: 3).

Charge: If the rhinoceros moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra +1d12 BDP physical damage. If the target is a creature, it must succeed on a TCN 8 (4d10) Power ability check or be knocked prone.

ACTIONS

Horn (AP: 3): 1d12+1d10 physical damage.

Bite (AP: 4): 1d12+1d12 physical damage. If the target is prone, the damage increases by +1d12 BDP.

LORE

Corruption has twisted the beloved rhino to become a beast more demon or dinosaur-like than what it once was. The corruption has also twisted the mind to be full of rage and hunger. This beast will relentlessly attack any creature it sees, even those larger than itself.

LOOT

These creatures have no treasure.

ADVENTURE HOOKS

- The party is tasked with capturing a rhinoceros but while hunting for one, come across a corrupted rhino instead. A mystery of what is causing this corruption needs to be determined.
- An undead warlord is using a corrupted rhino as a war mount.

RIDING HORSE

Large Beast

MC: 1L	SL: 1 (2d6)	AP: 6
P: 2d10	M: 2d6	S: 2d6
DEF: 1 (2d6)	TH: 4	
Vitality: 11 (2d10)		
Speed: 25		

ACTIONS

Hooves (AP: 4): 1d8 physical damage.

LORE

Riding horses are lighter breeds than those used for labor or war. They are bred for fast and sustained movement.

ADVENTURE HOOKS

- A collector is seeking to tame a herd of wild horses known for their exceptional speed.
- A riderless horse wanders into the party's camp. Where is the owner? Did something horrible happen? Will the party follow the horse's track back to investigate?

ROCK AMBUSER

Large Monster

MC: 2H SL: 6 (4d10) AP: 8
P: 3d12 M: 2d8 S: 2d10
DEF: 7 (3d12) TH: 8 DR: 6
Vitality: 55 (10d10) Detect: 8, 50
Speed: 5

TRAITS

Favored Maneuvers: Hinder, recover.

Damage Resistances: Toxin, corrosive, cold, heat.

Status Immunities: Prone.

Night Vision 50 feet.

Camouflage: The rock ambusher rolls 2d20 when making stealth checks in a rocky environment.

ACTIONS

Tendril (AP: 3): The target is grappled and pulled 10 feet closer to the rock ambusher. Reach 30 feet. Each tendril has 10 vitality and DEF 8 (3d12).

Bite (AP: 4): 1d12+1d12 physical damage.

LORE

Rock ambushers typically make their lairs deep within mountains and underground caverns. They prefer areas near paths or tunnels where potential prey will happen by, slowly moving to these traveled areas.

Their favorite tactic is to remain motionless until a target moves within range, at which point they will lash out with rocky tendrils, grappling the target and bringing it close to its gaping maw.

LOOT

Any treasure these creatures have will be undigested valuables it has eaten while nom nom noming on the previous owner.

ADVENTURE HOOKS

- The party is ambushed by a small group of rock ambushers while exploring a vast underground network.
- A wealthy noble is tasking the party to hunt and eliminate any rock ambushers along a mountain trail, opening it up for travel.

ROCK BEAST

Medium Monster

MC: 1L	SL: 1 (3d6)	AP: 6
P: 2d6	M: 1d6	S: 2d6
DEF: 1 (2d6)	TH: 4	
Vitality: 9 (2d8)	Detect: 5, 50	
Speed: 15		

TRAITS

Night Vision 60 feet.

Damage Vulnerabilities: Blunt weapons.

Damage Resistances: Cold, heat.

ACTIONS

Bite (AP: 4): 1d8 physical damage.

LORE

Rock beasts, once mundane mountain wolves, have been touched by corruption and mutated into twisted horrific monsters. They roam the hills and mountains in packs of 3d6 creatures looking for any living creature to kill.

LOOT

Rock beasts care not for treasure or wealth.

ADVENTURE HOOKS

- While setting up camp in the rocky foothills, the party hears an eerie and ghostly wail. This is the sound of rock beasts who have caught their scent.
- An evil captain has two rock beasts as pets that follow them everywhere, acting as personal hounds.
- A pack of wolves has been corrupted into rock beasts. The party needs to find the source of corruption.

SATYR

Medium Fey

MC: 2L

SL: 4 (2d10) AP: 8

P: 2d10

M: 2d10

S: 2d12

DEF: 3 (3d8)

TH: 6

Vitality: 36 (8d8)

Speed: 15

TRAITS

Night Vision 60 feet.

Status Immunities: Glamoured, confused, frightened.

Magic Resistance: When resisting any magical effect or attack, the satyr adds +1d12 to its pool.

ACTIONS

Bow (AP: 4): 2d10 physical damage. Range 300 feet.

Charming Pipes (AP: 4, TCN: 7 (2d10)): Any creature the satyr chooses that can hear it within 50 feet needs to succeed on a Persuasion check or be glamoured by the satyr for up to 1 hour or until the satyr or one of its allies harm the target. A glamoured target will view the satyr as a trusted friend and follow the satyr's suggestions.

LORE

A satyr likes nothing more than to engage in revelry and a raucous pannychis. Often these functions include wine or other alcoholic beverages, lots of music and dance, and ending with debauchery. They love playing tricks and making jokes about nearly everything, which can be maddening to anyone looking for a serious answer. They do not actively go about looking for harm, but their actions can very much result in harm to any victim enthralled by their music.

If forced into combat, the satyr tries to keep at a distance using their bow while leveraging the satyrs surrounding them to assist them in battle, along with any other creature that managed to arrive in the area prior to the battle.

Fauns often ignore any type of discussion that is serious in nature, always trying to steer the conversation back to song, dance, and drink. There is no mission critical enough to not take a break to partake in one of the above activities.

Fauns live in small clans deep within the wood, often interacting with nymphs, dryads, and other fey.

LOOT

Any creature attempting any Sway check while in possession of a satyr's pipes will gain a +1d12 bonus to their DP.

ADVENTURE HOOKS

NOTE: Due to the nature of satyrs and their magical charming abilities, the issue of consent is challenged. It is highly recommended that you be aware of your players' feelings regarding consent and avoid any topic or situation that causes your players to be uncomfortable during play. Ensure that you have their buy-in before incorporating a creature like a satyr into your games without serious modifications.

- The party has become lost in a mystical wood and comes upon a satyr. Depending on the interaction, the satyr may be helpful or harmful.
- The PCs stumble upon a celebration they hear in the wood. Several satyrs and other fey creatures are partaking in a while party in a large clearing.
- While traveling in the wood, the party is approached by several satyrs who express extreme dismay that a group of <insert evil monster> are encroaching the wood, destroying it, and asking for assistance.
- A satyr agrees to guide the PCs to the fairy king or queen in exchange for sharing in a wild celebration.

SCARECROW

Medium Golem

MC: 1H SL: 3 (3d8) AP: 6
P: 2d8 M: 2d6 S: 2d8
DEF: 3 (3d8) TH: 6
Vitality: 27 (6d8)
Speed: 15

TRAITS

Damage Immunities: Toxin, necrotic.

Damage Vulnerabilities: Heat.

Status Immunities: Glamoured, confused, frightened, poisoned, diseased.

ACTIONS

Claw (AP: 4): 2d8 physical damage.

LORE

Scarecrows are one of the lesser golems, easily constructed (100 gp of materials) and often used as guardians. A 2nd Circle Sorcerer is required to complete the ritual, however.

Once created, the golem will unwaveringly follow the commands of its master.

LOOT

Scarecrows have no loot.

ADVENTURE HOOKS

- An exasperated wealthy farmer has created several scarecrows to guard their fields. However, the golems are attacking anyone that enters, including children. The PCs must find a resolution.
- The party comes across a long-abandoned pumpkin patch. To their surprise a scarecrow still guards it.

SCORPATAUR

Large Monster

MC: 2H SL: 6 (4d10) AP: 8
P: 2d12 M: 3d10 S: 3d10
DEF: 5 (3d10) TH: 7 DR: 3
Vitality: 54 (12d8)
Speed: 20

TRAITS

Damage Immunities: Toxin.

Night Vision 100 feet.

Status Immunities: Poisoned.

ACTIONS

Exceptional Attack: For claw attacks, the target is also grappled.

Claw (AP: 4): 1d12+1d12 physical damage.

Bow (AP: 4): 1d10+1d10 physical damage. Range 300 feet.

Stinger (AP: 5): 1d12 physical + 2d12 toxin damage. Target must succeed on a TCN 8 (2d12) Endurance check or become poisoned for up to 1 minute.

LORE

The original scorpataurs were the result of experimentations of the gods, fusing the bodies of humanoids and giant scorpions together in much the same way as centaurs.

In eons since, these creatures have managed to survive and become their own species. They live in dry arid climates in clans of 2d10 creatures. While not inherently evil, they avoid all humanoid contact when possible for their own safety and survival.

If forced into combat, they will attack at range, then rush forward and attempt to grapple opponents while repeatedly stinging them with their tails.

LOOT

Native scorpataur treasure will consist of jewelry and trinkets crafted from bones and valuable gemstones found in the desert. If they find other treasure from victims or traders, they will make use of it.

ADVENTURE HOOKS

- The party comes across a badly wounded scorpataur in the dry badlands. If the party helps the creature, it will assist them in finding much needed water and shelter.
- A dragon has been terrorizing desert communities. The party must find and convince a clan of scorpataurs to assist in locating and defeating the dragon.

SCORPION, GIANT

Large Beast

MC: 2M SL: 5 (3d10) AP: 9
P: 2d12 M: 1d10 S: 2d10
DEF: 5 (3d10) TH: 6 DR: 3
Vitality: 45 (10d8) Detect: 5,50
Speed: 20

TRAITS

Blindsense 60 feet.

ACTIONS

Claw (AP: 4): 1d10+1d6 physical damage and the target is grappled and restrained if medium-sized or smaller. The target takes an additional 1d8 points of bleeding damage at the start of its next turn.

Sting (AP: 5): 1d10 physical damage and the target must succeed on an TCN 6 (1d12) Endurance check or suffer 1d12 BDP toxin damage. Reach: 10 feet.

LORE

According to the tales of the nomads, the giant scorpion is believed to be ancient guardians of a hidden desert oasis. These creatures can grow to the size of a horse, roaming hot and arid climates in search of food.

LOOT

The venom sac of a giant scorpion is highly sought after by alchemists and assassins alike. A weapon coated with the toxin of a giant scorpion will inflict an additional +1d12 BDP of toxin damage.

ADVENTURE HOOKS

- A group of assassins and alchemists seeks adventurers to help them capture a giant scorpion and extract its venom for a substantial reward. They may not reveal their true intentions until the party is deep into the desert.
- A notorious criminal has taken refuge near the desert, and a local bounty hunter has put a significant price on their head. However, the criminal is rumored to have captured and controlled a giant scorpion. The party must track down and apprehend the criminal while navigating the treacherous desert.

SCYTHESPIDER

Huge Monster

MC: 3H SL: 9 (5d12) AP: 10
P: 3d20 M: 2d12 S: 2d12
DEF: 8 (4d12) TH: 9 DR: 3
Vitality: 81 (18d8) Detect: 8, 100
Speed: 20, climb 20

TRAITS

Damage Immunities: Toxin.

Damage Vulnerabilities: Heat.

Status Immunities: Poisoned.

Blindsense 50 feet.

Night Vision 100 feet.

Mobility: The scythespider does not suffer movement penalties from difficult terrain.

Desperation Trait: The scythespider can increase its leap by 10 feet.

ACTIONS

Scythe (AP: 4): 1d20+1d10 physical damage. Reach 10 feet.

Stinger (AP: 3): 1d10 physical damage + 2d12 toxin damage.

Leap (AP: 2): The scythespider can leap up to 50 feet.

LORE

Thankfully scythespiders are solitary creatures that inhabit the most remote underground passages and caverns. Unlike most spiders that weave webs, the scythespider actively hunts prey, leaping from the shadows to overwhelm the victim, pinning it to the ground while it repeatedly stabs with its stinger.

LOOT

The venom sac from a scythespider often can sell for up to 1000 gp on the open market.

ADVENTURE HOOKS

- While exploring caverns, the party comes across desiccated corpses. The number of corpses start appearing more and more frequently. Suddenly a scythespider attacks from hiding, targeting the most vulnerable PC.
- The party is tasked with exploring a lost underground cavern complex in hopes to collect venom sacs from scythespiders.

SEA HAG

Medium Monster

MC: 3L SL: 7 (3d12) AP: 8

P: 2d12 M: 2d20 S: 3d12

DEF: 5 (3d10) TH: 7

Vitality: 63 (14d8)

Speed: swim 20

TRAITS

Night Vision 100 feet.

Damage Immunities: Attacks from non-magical weapons.

Status Immunities: Glamoured, confused, frightened, poisoned, diseased.

Desperation Trait: The sea hag may emit a cloud of ink 30 feet radius, obscuring all vision through the cloud.

Amphibious: This creature can breath both underwater and in the air.

ACTIONS

Exceptional Attack: The victim is touched by corruption, losing the ability to recover vigor until the end of the next rest.

Claw (AP: 3): 2d12 physical damage.

Tentacle (AP: 4): 1d10 physical damage and the target is grappled.

Bite (AP: 3): If the target is grappled, it will suffer 1d8 physical damage, 2d20 damage directly to its vigor, and become diseased.

Illusion (AP: 5): The sea hag can create a visual illusion up to 5-foot radius out to a range of 100 feet. The hag must spend this AP cost each round to maintain it.

Darkness (AP: 4): An area up to 20-foot radius will be shrouded in magical darkness, obscuring all vision. This globe can be created up to 100 feet away and will last up to 1 minute. The hag does not need to pay the AP cost each round to maintain it.

LORE

These terrifying creatures have been touched by corruption, morphing them into underwater horrors that love nothing more than to destroy.

Sea hags are solitary creatures, living deep under the ocean black, coming to the surface in search of creatures, boats, and ships. It will use its illusion magic to lure targets into the water, where it will shroud them in darkness of which the hag can see through, and then grapple and hopefully drown the victim.

Mermaids are the most hated enemy of sea hags, with each attacking the other on sight.

A sea hag lair will lie in the deepest parts of the ocean or lake in which it resides. This lair will be littered with bones of victims, both creature and humanoid. Corruption permeates from this lair, covering the seafloor with muck and slime out to a radius of nearly one mile.

LOOT

A sea hag's lair will often contain the wealth of previous victims. Keep in mind being submerged for years may have a significant effect to many items, but coins and gemstones will be largely intact.

ADVENTURE HOOKS

- While camping near a large lake shore, one of the PCs sees a glittering light under the surface of the water. It appears as a cherished item the PC would desire. This is an illusion a sea hag is invoking in hopes of luring a PC out into the water.
- A small boat arrives empty. One of the passengers was a relative of a wealthy and influential noble. This noble asks the PCs to investigate.

SEA SERPENT

Gargantuan Monster

MC: 3H SL: 9 (5d12) AP: 10
P: 3d20 M: 2d12 S: 2d12
DEF: 8 (4d12) TH: 9 DR: 3
Vitality: 117 (18d12) Detect: 6, 100
Speed: swim 30

TRAITS

Status Immunities: Grappled, restrained.

Night Vision 100 feet.

Desperation Trait: The sea serpent thrashes and spins violently until the end of its next turn. Any creature or object within 50 feet of the creature will suffer 2d20 physical damage and be knocked prone (if applicable) unless they succeed on a TCN 11 (1d20) Agility check.

Amphibious: This creature can breath both underwater and in the air.

Swallowed: Any creature swallowed by a sea serpent will automatically suffer 1d20 points of corrosive damage at the start of their turns.

Siege Creature: Damage done to structures and vessels is doubled.

ACTIONS

Exceptional Attack: Bite attacks will swallow any large-sized or smaller creatures. Tail attacks will knock the creature backwards up to 20 feet.

Bite (AP: 4): 1d20+1d10 physical damage. Reach 10 feet.

Tail Slap (AP: 6): 1d20+1d20 physical damage.

LORE

The legendary sea serpent is a creature of legend. Nearly every account from mariners is either a second hand account, or rumor or embellishment of "I swear I saw this vast creature off in the distance!". Most accounts are less direct witnessing of the creature itself, and more of the wreckage left behind after an attack.

Living only in the oceans and seas of the world, sea serpents are ancient creatures living more than a thousand years old. They sleep for decades at a time in deep underwater caverns and trenches, awaking in times of turmoil or pollution. At this point they rise up, attacking any ship that is unlucky enough to cross its path, and feasting on the waterborne crew.

This creature's favored tactic is to encircle a boat or ship, squeezing until the frame ruptures. Then it dives deep out of harms way until the crew bobs helplessly in the ocean. At that point the creature simply rises out of the deep and swallows the prey whole.

LOOT

The lair of a sea serpent may contain many valuables that the creature has swallowed, eaten, and then expelled during its hunt. More valuable, however, are the creature's body parts. Gallbladder, fins, eyes, and liver will each fetch several hundred gold in the market.

ADVENTURE HOOKS

- The water begins to churn violently under the boat the PCs are using to traverse an ocean. Shortly thereafter, a huge twisting body will rise up encircling the craft, crushing it under its coils.
- A sea serpent has eaten an artifact that must be retrieved. The PCs only know the location of the attack, and must investigate and be prepared to dive for long periods underwater.

SHROOM

Medium Plant

MC: 1H SL: 3 (3d8) AP: 6
P: 2d8 M: 2d6 S: 2d8
DEF: 2 (2d8) TH: 5
Vitality: 26 (6d8)
Speed: 15

TRAITS

Night Vision 60 feet.

Damage Immunities: Blunt weapons, toxin, disease.

Camouflage: While remaining still, the shroom is indistinguishable from other large fungi.

ACTIONS

Claw (AP: 4): 2d8 physical damage.

Spores (AP: 5, TCN 5 (2d8)): The shroom exhales a cloud of spores in a 10-foot radius cloud. Any creature within this cloud must succeed on an Endurance check or become diseased for up to 24 hours.

LORE

Creatures aren't the only thing to be tainted by the power of corruption. The vile energy has also permeated into the giant fungi that is frequently found in the large vast underground caverns and moist temperate rain forests.

Shrooms have been altered by this corruption to become malevolent semi-intelligent plant creatures. They desire to kill any living creature they come across, then they bury the body at its feet, using the decomposing matter to nourish the shroom.

A shroom clan will consists of 3d10 creatures, often within large fungi fields or wet compost-able dirt that frequents the temperate rain forests.

During warm dry weather, the shroom may shrivel up completely, but its mycelium remains in the dirt until fresh moisture reawakens it. In this way, they are still very much like normal mushrooms.

LOOT

The spores from shrooms is highly sought after by alchemists and wizards, fetching up to 25 gp for each vial full.

ADVENTURE HOOKS

- Late fall in a valley forest has produced weeks of constant rain, making travel miserable. Just when the party has had enough of becoming soaked through and chilled to the bone, they are ambushed by a group of shrooms.
- A lost forgotten underground temple is guarded by a large clan of shrooms. An artifact needs to be retrieved from the temple to cure a spreading disease.

SHTRIGA

Medium Fey

MC: 1H SL: 3 (3d8) AP: 6
P: 2d8 M: 2d10 S: 2d8
DEF: 2 (2d8) TH: 5
Vitality: 26 (6d8)
Speed: 15

TRAITS

Night Vision 60 feet.

Damage Vulnerabilities: Divine.

Damage Immunities: Toxin.

Status Immunities: Poisoned, glamoured.

ACTIONS

Claw (AP: 3): 2d8 physical damage.

Shapechanger (AP: 5): The Shtriga can polymorph into a bee or moth, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Drain Essence (AP: 4, TCN: 5 (2d8)): The Shtriga targets one creature within 10 feet. That creature must succeed on an Endurance check or become fatigued and the Shtriga regains 7 (2d6) vitality. This exhaustion can only be recovered by taking a rest or removed by magical means. Alternatively, the shtriga can spend 2 AP to remove it.

Hateful Glare (AP: 5, TCN: 5 (2d8), once per minute):. The Shtriga glares at a target who can see it within 30 feet. The target must succeed on an Intellect check or be cursed. A cursed creature will suffer a -1 PD on all CRs for 24 hours.

Hag's Curse Cantrip (AP: 4): The Shtriga targets one creature within 30 feet and issues forth a string of curses. The target suffers 2d8 psychic damage.

Dancing Lights (AP: 2). The Shtriga creates several floating lights filling a 5-foot cube out to a range of 100 feet It can move these lights at a rate of 20 feet as a bonus action. This spell lasts for as long as the Shtriga maintains concentration.

LORE

Shtrigas are wholly evil, coming forth from their forest lairs at night to prey on sleeping children. They take the form of an insect to reach the child, then change back to suck the essence from the victim. They often approach the family in a humanoid form, offering to heal the child for a price.

They avoid direct combat if possible, preferring to flee in insect form and plan their revenge against any who have harmed them.

Shtrigas loathe the smell of garlic and must succeed on a TCN 5 Mental check or are unable to willingly come within 30 feet of any garlic source.

Shtrigas are solitary creatures who live in huts or caves deep within dark forests. The area around their lair is devoid of most living creatures. Only insects, many of which are giant size, make their nests near a Shtriga's lair.

LOOT

A shtriga lair may contain various potions or other alchemical concoctions.

ADVENTURE HOOKS

- Children are sick and can't recover when an old witch arrives, offering to help cure them in exchange for favors. The witch is a shtriga, the cause of the illness in the first place.
- The PCs enter a dark area of the wood and notice how no animals live here. The only sound is the clicking of insects. They have entered the lair of a shtriga who spies on them, looking to feed when they can take advantage of sleeping victims.
- A beloved NPC has been cursed with exhaustion by a shtriga, and the PCs must find a cure—either through magic or by convincing the creature itself.

SKELETON

Medium Undead

MC: 1L SL: 1 (3d6) AP: 6
P: 2d6 M: 1d6 S: 2d6
DEF: 1 (2d6) TH: 4
Vitality: 9 (2d8)
Speed: 15

TRAITS

Night Vision 60 feet.

Damage Vulnerabilities: Blunt weapons

Damage Immunities: Toxin.

Status Immunities: Poisoned, glamoured, diseased, and fatigued.

Armored: Some skeletons may wear remnants of armor, increasing their DEF to 3 (2d8 and DR to 2).

ACTIONS

Medium Weapon (AP: 4): 1d8 physical damage.

Spear (AP: 4): 1d6 physical damage. Range 60 feet.

LORE

Skeletons are frequently created by novice necromancers or cults, as they are relatively easy to animate once you have the magic available. They are used frequently by said groups to act as obedient guards. After all, they never tire and never question.

Occasionally mundane skeletons may be infused with corrupted energy and animate without the need of a necromancer. These skeletons are not only humanoids, but may be of several different species of creatures.

LOOT

The only thing of value a skeleton will have is any equipment its master bothered to outfit it with. However, sometimes the skeleton may be guarding a treasure belonging to its master.

ADVENTURE HOOKS

- A rogue necromancer has been stealing bodies from the graveyard, animating them into skeletons.
- While exploring a lost crypt, the skeletons of the ancient warriors animate once the party disturbs the tomb.
- While exploring a desecrated area, the party is beset upon by skeletal animals.

SLITHERING HORROR

Large Monster

MC: 2M SL: 5 (3d10) AP: 9
P: 2d10 M: 1d10 S: 2d10
DEF: 2 (2d8) TH: 5
Vitality: 45 (10d8) Detect: 5, 50
Speed: 10, climb 10

TRAITS

Night Vision 60 feet.

Damage Vulnerabilities: Heat.

Damage Immunities: Toxin, corrosion, disease; attacks from non-magical weapons.

Status Immunities: Poisoned, glamoured, diseased, prone, grappled, restrained, and fatigued.

Horrific Visage (TCN: 7 (3d10): Any creature within 50 feet of the slithering horror that can see it must succeed on a Will ability check or become frightened for up to 1 minute. A successful check renders the creature immune to this effect for 24 hours.

Corrosive form: Any creature or item that comes into contact with the slithering horror will suffer 1d8 corrosive damage. Non-magical weapons and armor will become worthless after 2 rounds of exposure.

Amorphous: The slithering horror can fit through openings as small as 1 foot in diameter.

ACTIONS

Bite (AP: 4): 1d10 physical + 1d8 psychic damage.

LORE

Emerging from the darkest depths of the earth, slithering horrors are the embodiment of corruption. Their amorphous bodies writhe and pulsate in a sickening rhythm. Their gaping mouths attempt to consume any organic material it can reach, and bloodshot eyes seem to be seeing everything all at once.

These creatures can be found nearly anywhere corruption has touched, from abandoned towers to decaying forests.

LOOT

These creatures care not for loot, and do not keep treasure.

ADVENTURE HOOKS

- The party is tasked with clearing out an abandon keep, as the local lord wants to rebuild. While exploring it, they see what appears to be trails of acid and slime along the passage walls.
- A slithering horror was captured by a powerful wizard, but has since escaped. It is now living in the sewers of a city, killing the population at night.

SMOKE ELEMENTAL

Large Elemental

MC: 2H SL: 6 (4d10) AP: 7
P: 3d10 M: 2d10 S: 4d10
DEF: 4 (2d10) TH: 6
Vitality: 54 (12d8) Detect: 5, 50
Speed: fly 15

TRAITS

Damage Immunities: Heat, toxin, corrosion; attacks from non-magical weapons.

Status Immunities: Poisoned, diseased, fatigued, grappled, restrained, prone.

Formless: The smoke elemental can alter its shape, fitting through openings as small as 1 inch in diameter.

ACTIONS

Exceptional Attack: The target is burned for an additional +1d10 heat damage.

Claw (AP: 4): 1d12 physical + 1d12 heat damage.

Breath of Smoke (AP: 5, TCN: 7 (3d10)): The smoke elemental exhales a cloud of burning smoke in a 15-foot radius. This cloud blinds any creature within it. Creatures in the area must succeed on an Endurance check or suffer 1d12 heat damage.

LORE

A cloud of thick smoke and whirling fire tornadoes clash on the border between the Elemental Planes of Fire and Air. This is the realm of the smoke elementals. They are scarce to be encountered on the Prime Plane, as most sorcerers call only from one Elemental Plane or the other, and few have mastered the skill to reach out to the Planes' borders.

The combined chaotic nature of these elementals has driven most of them mad. This is another reason why most sorcerers cannot communicate with them, as they are impossible to control and coerce to foster the magic the sorcerer wishes to manifest.

LOOT

Being extremely rare, the essence of a smoke elemental is highly sought after, fetching more than 1000 gp on the open market.

ADVENTURE HOOKS

- Rumors spread of a powerful sorcerer who has mastered the ability to speak with and coerce into fueling their magical spells. Sorcerers around the realms want to know how, but this master sorcerer is reclusive and distrusting of visitors.
- A sorcerer tried to coerce a smoke elemental to fuel magic, however they weren't powerful enough and now a smoke elemental has broken free and is leaving a ruinous wake in its path.

SNATCHER

Medium Monster

MC: 3L SL: 7 (3d12) AP: 9
P: 3d12 M: 1d12 S: 2d12
DEF: 7 (3d12) TH: 8
Vitality: 63 (14d8)
Speed: 15 Villain Points: 1

TRAITS

Damage Resistances: Necrotic.

Damage Vulnerabilities: Divine.

Status Immunities: Glamoured, frightened.

ACTIONS

Exceptional Attack: The target loses 1d12 vigor.

Claw (AP: 4): 1d20 physical damage.

Bite (AP: 3): 1d12 physical damage + 1d8 necrotic damage.

LORE

Indeed, something spawned from nightmares, these creatures are native to the Plane of Dreaming. They hunt and attack victims in their dreams, which will also kill them in reality, making them truly feared monsters.

For this reason, many cultures believe in crafting warding tokens or sigils they believe will protect them from these monsters.

If a victim dies in their sleep, the snatcher is free to cross over into the Prime Plane, which it does with a gleeful fervor. Once crossed over, it will go on a murdering spree. Death doesn't kill the creature unless from Divine damage. Instead, if "killed," it will simply be transported back to the Plane of Dreaming. Killing it on its native plane will permanently destroy the creature.

LOOT

Snatchers do not keep treasure.

ADVENTURE HOOKS

- Townsfolk have reported barely escaping a monstrous creature that attacks in their dreams. The party must enter the Plane of Dreaming and eliminate these threats before innocents are killed.
- A snatcher has killed its victim and has crossed over into the Prime Plane. The party must hunt it down and use a specially enchanted sigil token to permanently destroy it.

SPAWN OF FENRIR

Large Monster

MC: 3M	SL: 8 (4d12)	AP: 9
P: 2d20	M: 2d12	S: 3d12
DEF: 7 (3d12)	TH: 8	DR: 4
Vitality: 88 (16d10)	Detect: 7, 50	
Speed: 20	Villain Points: 2	

TRAITS

Damage Resistances: Physical weapons.

Night Vision 100 feet.

Status Immunities: Diseased, frightened, fatigued.

ACTIONS

Exceptional Attack: The target is knocked prone and backward up to 10 feet if the exceptional attack is a claw attack.

Claw (AP: 4): 1d20+1d8 physical damage.

Bite (AP: 3): 1d20 physical damage.

LORE

Spawn of Fenrir are so named due to the great wolf himself creating these monstrosities from normal wolves. Once created, they have one goal: to ravage the land and consume any and everything in their path to honor the name of “The Great Devourer” himself.

Most spawn are solitary creatures, but in great times of peril, packs of them have been seen, usually sent to eradicate a northern lord who offended Fenrir.

LOOT

The hide of a spawn, if crafted by a master smith, can be crafted into medium armor that also provides resistance to physical attacks.

ADVENTURE HOOKS

- While celebrating a great victory of a Viking king, and praising Woden, suddenly a thunderous howl is heard in the distance, shaking the lodge walls. It is a Spawn of Fenrir, sent by the wolf to consume the worshipers of the one-eyed god.

SPECTER

Medium Undead

MC: 2M SL: 5 (3d10) AP: 7
P: n/a M: 3d10 S: 2d10
DEF: 3 (3d8) TH: 5
Vitality: 45 (10d8) Detect: 5, 50
Speed: fly 15 Villain Points: 1

TRAITS

Favored Maneuvers: Combat awareness, taunt.

Night Vision 60 feet.

Damage Resistances: corrosive, cold, fire, lightning, thunder; physical damage from nonmagical attacks.

Damage Immunities: Necrotic, toxin.

Status Immunities: Glamoured, fatigued, grappled, frightened, confused, paralyzed, petrified, prone, and restrained.

ACTIONS

Life Drain (AP: 3): 1d10+1d10 necrotic damage. This attack also reduces vigor by 6 (1d10). A struck creature must succeed on a TCN 5 (2d8) Endurance check or be fatigued for up to one hour.

LORE

Specters are malevolent undead creatures that exist in a state of torment and anguish. They are often born from individuals who died with unresolved grievances, intense hatred, or unfulfilled desires. When a soul is unable to find peace after death, it may become trapped in the material world, transforming into a specter. The transformation is marked by a deep, consuming resentment that drives them to seek revenge or further their unattained goals.

LOOT

Often a specter's lair will contain the wealth of those who were unfortunate enough to meet their end there. Specters are also used by powerful necromancers or undead to act as guardians of a greater treasure.

ADVENTURE HOOKS

- A noble family has been plagued by a vengeful specter for generations. They are offering a handsome reward to any adventurers who can put an end to the family curse. The specter may have valuable knowledge about the family's history and secrets.
- As the party explores a lost crypt in search of an artifact, they discover it is protected by a group of specters.

SPHINX

Large Monster

MC: 3H SL: 9 (5d12) AP: 10
P: 4d12 M: 5d12 S: 6d12
DEF: 8 (4d12) TH: 9 DR: 2
Vitality: 81 (18d8) Detect: 8, 50
Speed: 20, fly 20 Villain Points: 2

TRAITS

Damage Resistances: Physical weapons.

Damage Immunities: Psychic.

Night Vision 100 feet.

Status Immunities: Confused, glamoured, frightened, fatigued.

Lore Keepers: A sphinx rolls 3d20 whenever called to make any sort of Mental ability check.

Telepathic: The sphinx can communicate telepathically up to 100 feet away.

ACTIONS

Claw (AP: 3): 1d20+1d8 physical damage.

Roar (AP: 6, TCN: 12 (2d20)): All creatures that can hear the sphinx within 50 feet must succeed on a Presence check or become frightened for up to 1 minute.

Riddle (AP: 8, TCN: 12 (2d20)): The sphinx challenges a target creature it can see within 50 feet. If that creature accepts the challenge, it must answer a riddle. If successful, the sphinx will back down and not challenge the group. If the creature fails, one of the following will occur to it:

Become petrified.

Lose all vigor and be unable to recover vigor until a Remove Curse magic is used.

Become a slave to the sphinx.

Be unable to leave the area until the sphinx frees them.

LORE

Sphinxes are typically reclusive and solitary, dwelling in remote and hidden locations such as ancient temples, desolate deserts, or secret mountain passes. They are known to be wise and contemplative, and they rarely engage in direct combat. Instead, they prefer to test the intelligence and resourcefulness of those who approach them by posing riddles and challenges. Those who fail the challenge may suffer a terrible fate.

Sphinxes may occasionally be encountered in mated pairs. They are truly dangerous in these scenarios, as the sphinxes will defend each other to the death, and are extremely wary of any stranger.

LOOT

Sphinxes are often used as guardians for ancient scrolls and knowledge lost to the ages, as well as other rich treasures and artifacts.

ADVENTURE HOOKS

- A sphinx guards an ancient temple entrance the party must explore and retrieve an artifact. To do so, they must pass the sphinx's riddle.
- A sphinx has been captured by a powerful warlord. Its mate has been attacking civilians in rage. The party must confront the sphinx, possibly learning the reason for its rage, and working to free its mate.

SPIDER, GIANT

Large Beast

MC: 2L SL: 4 (2d10) AP: 7
P: 3d10 M: 2d8 S: 2d10
DEF: 3 (3d8) TH: 5
Vitality: 36 (8d8) Detect: 7, 30
Speed: 20, climb 20

TRAITS

Blindsense 30 feet.

Night Vision 60 feet.

Web Sense: While in contact with its web, the spider knows the location of any other creature that is on the web.

Web Strider: The spider is immune to movement restrictions caused by webbing.

ACTIONS

Bite (AP: 4): 2d8 physical damage and the target must succeed on a TCN 5 (1d10) Endurance check or suffer 2d8 toxin damage.

Webbing (AP: 5, TCN: 5 (2d8)): The spider shoots out webbing in a 5-foot-wide by 50-foot-long strand. Any creature in this area, or entering it for the first time, but succeed on a Power check or be held fast. At the start of their next turn, they may attempt another Power check to break free. A stuck creature is considered restrained.

LORE

Giant spiders can grow to the size of a cow or horse, making them truly a horrific monster and a thing of nightmares. Thankfully they are largely solitary, making their web lairs deep within remote forests, mountains, and dungeons.

A giant spider's web can cover an area an acre in size or larger, entrapping creatures large enough to satisfy the spider's hunger.

LOOT

The loot in a giant spider's lair will consist of those belongings of previous victims.

ADVENTURE HOOKS

- A desperate noble seeks adventurers to retrieve The Widow's Crown, believing it can cure a deadly ailment afflicting their family. The party must venture into the Dark Grove and face the giant spider to claim the crown.
- As the party delves deeper into a haunted wood, they notice that the spider webs become thicker and more dense. A giant spider is hunting them.
- A passage in a dungeon passage is blocked off by thick webbing. The party needs to devise a way to progress without disturbing the giant spiders who make this area home.

SPIDERSPAWN

Medium Monster

MC: 2M SL: 5 (3d10) AP: 7
P: 3d10 M: 1d10 S: 2d10
DEF: 4 (2d10) T H: 7
Vitality: 45 (10d8) Detect: 7, 30
Speed: 15, climb 10

TRAITS

Blindsense 30 feet.

Night Vision 60 feet.

Damage Resistances: Toxin.

Web Strider: The spiderspawn is immune to movement restrictions caused by webbing.

ACTIONS

Bite (AP: 4): 2d10 physical damage and the target must succeed on a TCN 5 (1d10) Endurance check or suffer 2d10 toxin damage.

Claw (AP: 3): 1d12 physical damage.

LORE

When a humanoid has fallen victim to a giant spider and is touched by corruption while entombed in a cocoon before the spider has a chance to feed, the poor creature will morph into a spiderspawn.

After 24 hours of being exposed to corruption, the humanoid will emerge as a spiderspawn, retaining only a fraction of its original intelligence. Rather, it will be driven by the need to feed.

Shortly after emerging, it will wander in search of food. Depending on how many victims were in cocoons, anywhere between one and ten of these creatures may be encountered.

LOOT

Spiderspawns carry no treasure, but like most creatures warped by corruption, their body parts might fetch some value from alchemists and wizards.

ADVENTURE HOOKS

- The party finds themselves surrounded by the thick webbing of a giant spider lair, with several man-sized cocoons hanging from the trees. If left undisturbed, they will emerge as spiderspawn within the hour.
- A small group of spiderspawn have been terrorizing the outskirts of a town. The PCs are asked to help.
- A powerful sorcerer with an affinity for spiders has several spiderspawn it uses as guards and slaves.

SPORECAT

Tiny Monster

MC: 1M SL: 2 (2d8) AP: 6
P: 3d6 M: 1d8 S: 2d8
DEF: 2 (2d8) TH: 5
Vitality: 18 (4d8) Detect: 7, 30
Speed: 15, climb 10

TRAITS

Night Vision 60 feet.

Status Immunities: Disease.

Spined Body: The sporecat is covered with long sharp spines. Any creature making an unarmed or natural attack upon the cat will suffer 1 point of physical damage.

Photosynthesis: If exposed to sunlight at the start of its turn, the sporecat will regenerate 1 vitality.

ACTIONS

Exceptional Attack: The target must succeed on a TCN 4 (1d8) Endurance check or become diseased for up to 24 hours.

Bite (AP: 4): 1d8 physical damage.

Claw (AP: 3): 1d6 physical damage.

LORE

The Sporecat is a unique creature believed to be the result of a bizarre magical experiment gone awry. Its origins are shrouded in mystery, but the most common theory is that a reckless wizard attempted to merge the resilient traits of a cactus with the agility and cunning of a feline. The result is the Sporecat, a fearsome hybrid creature that can be found in the desolate wastelands and deserts.

Sporecats are typically solitary creatures, lurking in the landscapes where they were created. However, small groups of these creatures have been known to exist. They are highly territorial and fiercely protective of their domains, often marking their territory with a dangerous display of cactus-like spines and thorns. Despite their fearsome appearance, they are intelligent and possess a curious nature.

LOOT

Sporecats do not keep or carry treasure. A potion made from the bladder of a sporecat will protect the imbiber from contracting disease for up to 24 hours.

ADVENTURE HOOKS

- The party notices the area they are traveling has displays of spines and thorns arranged in such a way that it must be creature made. They have entered the territory of a group of sporecats.
- An alchemist is offering to pay a large sum for the spines and bladder of a sporecat.

SPRIGGAN

Small Fey

MC: 2L

SL: 4 (2d10) AP: 8

P: 3d8

M: 2d10

S: 2d10

DEF: 3 (3d8)

TH: 5

Vitality: 36 (8d8)

Speed: 10

TRAITS

Night vision 100 feet.

Status Immunities: Fear, fatigue, frightened, confused.

ACTIONS

Enlarge (AP: 4, once per rest): For one minute, the Spriggan magically increases in size, along with anything it is wearing or carrying. While enlarged, the Spriggan is Large, adds +1d8 BDP to damage, and rolls any Power ability checks with a bonus 1d10. If the Spriggan lacks the room to become Large, it attains the maximum size possible in the space available.

Cudgel (AP: 4): 2d8 physical damage.

Whirlwind (AP: 5, 3x per rest): The Spriggan creates a whirlwind of dust and dirt out to a range of 60 feet, filling a ten-foot cube. Any creature within this cube is blinded. This spell lasts for up to one minute or until the Spriggan loses concentration, whichever ends first.

Invisibility (AP: 4, once per rest): The Spriggan magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, for up to one hour. Any equipment the Spriggan wears or carries is invisible with it.

LORE

Spriggans are typically evil, deriving enjoyment in other's suffering. Their pranks often cause harm, which they find hilarious. If a spriggan hears of a baby in the area, it attempts to abduct the baby, stealing it and replacing it with their own young to be raised as a changeling.

In combat, they prefer to gain advantage from invisibility, then enlarge and smash their enemies.

Spriggans can be found nearly anywhere there are ruins or humanoid settlements. They are found equally in solitary encounters as in small groups of a dozen or so. Preferring to make their lairs in ruins or barrows, they have been known to congregate deep in mines on the winter solstice for a grand celebration of a holy day.

LOOT

Spriggans often guard treasure, but they can't help themselves, and frequently adorn themselves in the very treasure they are supposed to be guarding, pretending to be great hero or king that once owned said treasure.

ADVENTURE HOOKS

- A child has been replaced with a changeling. The PCs need to track down the evil fey and rescue the baby.
- While exploring ruins, the PCs come across a group of spriggans guarding the treasure the PCs came to take.

STEGOSAURUS

Huge Beast

MC: 2H SL: 6 (4d10) AP: 8
P: 3d12 M: 2d6 S: 2d10
DEF: 3 (3d8) TH: 5
Vitality: 90 (12d12)
Speed: 15

TRAITS

Desperation Trait: The stegosaurus adds +1d8 BDP to its damage.

Actions

Stomp (AP: 4): 1d10+1d10 physical damage. If the target is prone, an additional +1d10 BDP is added.

Tail Spike (AP: 5): 1d12+1d12 physical damage. Reach 10 feet. The target must succeed on a TCN 6 (2d10) Power check or be knocked prone.

LORE

Peaceful herbivores, stegosaurus are a huge dinosaur, hailing from the same lost worlds and jungles that other dinosaurs roam. They live in herds of up to two dozen, preferring to be left alone unless threatened.

LOOT

The eggs of a stegosaurus can fetch up to 500 gold on the open market.

ADVENTURE HOOKS

- A loud crashing sounds through the jungle followed by the trees violently shaking. Shortly after, a herd of panicked stegosaurus emerge from the forest in a stampede.

STILT WALKER

Medium Humanoid

MC: 1H SL: 3 (3d8) AP: 6
P: 3d8 M: 3d8 S: 2d10
DEF: 2 (2d8) TH: 5
Vitality: 27 (6d8)
Speed: 15 Villain Points: 1

TRAITS

Night Vision 100 feet.

Damage Resistances: Toxin.

Status Immunities: Glamoured.

Desperation Trait: The stilt walker begins to shimmer slightly, granting it a bonus +1d10 to its DEF CRs.

Actions

Staff (AP: 4): 2d8 physical damage.

Vine Growth (AP: 5, TCN: 5 (2d8)): The stilt walker creates an area 15 feet in radius up to a distance of 100 feet. Within this area, corrupted vines and roots will erupt forth, grasping at anything within reach. Any creature within the area must succeed on a Power check or become restrained until the start of their next turn, in which they will need to make another check. Duration: 3 rounds.

Light Motes (AP: 4): The stilt walker creates small glowing motes of light to hover in the air within 50 feet of it. These lights can be moved by concentration, up to a rate of 20 feet per round.

Decaying Touch (AP: 4): 2d8 necrotic damage. Double damage against plants.

Slumber (AP: 4, TCN: 4 (1d8)): A creature the stilt walker can see within 50 feet must succeed on an Intellect check for fall into a deep sleep for up to 1 minute. Only robust shaking, damage, or very loud noises will wake the sleeper.

LORE

A reclusive cult, the stilt walkers are a group of devout and radical humanoids who worship the decaying process of the natural world. They gather in remote forests to begin their dark rites and rituals, using magic granted to them from essence spirits to hasten the decay of plant and animal life.

The cult does not typically target human sacrifices, which has allowed them to be largely ignored by the greater ruling government or law enforcement. Most of their sacrifices are captured animals. This, combined with the decay they cause in the forest itself, has put them at odds with druidic orders and other nature preserving groups.

If engaged in combat, the cult prefers to put their enemies to sleep and then either fleeing if over matched, or capturing them to be used in future sacrifice.

LOOT

The leader of the cult will typically have several scrolls, potions, or other valuable ritualistic objects.

ADVENTURE HOOKS

- A farmer's livestock keeps going missing. They don't suspect natural predators, but the local constable refuses to hear their complaints. Only desiccated and mummified remains have been found.
- A cult of Stilt Walkers has a rare scroll the party needs to end a blight afflicting a local area.

SUCCUBUS

Medium Fiend

MC: 2H SL: 6 (4d10) AP: 8
P: 3d10 M: 3d12 S: 4d10
DEF: 5 (3d10) TH: 7 DR: 2
Vitality: 50 (12d8) Detect: 5, 50
Speed: 15, fly 25 Villain Points: 2

TRAITS

Damage Immunities: Toxin, heat, cold, necrotic; attacks from non-magical attacks.

Status Immunities: Glamoured, confused, frightened, poisoned, diseased.

Desperation Trait: The succubus enters a desperate rage. They will forgo any spellcasting or spell-like attack and instead rely on physical attacks only.

Persuasive: The succubus rolls 2d20 when making any persuasion check.

Actions

Favored Maneuvers: Debilitating strike.

Exceptional Attack: The target suffers 1d10 bleeding damage at the start of their next turn.

Claw (AP: 3): 1d12 physical + 1d10 necrotic damage.

Bite (AP: 3): 1d12 physical damage and the succubus recovers a like amount of vitality, up to their maximum.

Seduce (AP: 4, TCN: 8 (2d12)): A target that can hear the succubus within 30 feet of them must succeed on a Presence check or be glamoured. A glamoured creature is charmed by the succubus and will follow their commands without error. Duration: 1 minute.

Darkness (AP: 2): The succubus creates a 20-foot diameter cloud of darkness out to a range of 100 feet. This magical darkness obscures all vision. Duration: up to 1 minute.

Ray of Flame (AP: 4): 1d12+1d12 heat damage. Range 50 feet.

Shapechange (AP: 6): The succubus can change their shape into any humanoid for as long as they wish.

LORE

Succubi are believed to be the daughters of a demon queen. Legends say that this queen transformed into a succubus and bred with humans, giving birth to a new line of demons. These creatures traverse the Prime Plane, corrupting souls and siphoning their life force to sustain themselves. These creatures are also skilled in dark magic and use it to manipulate and control their prey.

Succubi are masters of manipulation and seduction. They appear as stunningly beautiful individuals, adapting their form to match the desires of their victims. Their primary goal is to ensnare mortals in passionate liaisons, feeding on their life force as they do. Succubi are charismatic and charming, weaving intricate webs of deceit to draw their prey closer.

LOOT

A succubus will typically have one cherished valuable item, usually jewelry, that they keep on their person.

ADVENTURE HOOKS

- A wealthy and influential nobleman has fallen under the thrall of a succubus. The party is hired to save him from her clutches, but they must first discover her identity and locate her lair before they can break her hold.
- A desperate individual seeks the party's help to make a pact with a succubus for personal gain.
- Two succubi, each with a coven of enthralled cultists, vie for dominance in a city's underworld. The party is drawn into their power struggle as they seek to uncover the true mastermind behind a series of mysterious events.

SULFUR DEMON

Medium Fiend

MC: 2H SL: 6 (4d10) AP: 9
P: 3d12 M: 2d12 S: 2d12
DEF: 5 (3d10) TH: 7 DR: 3
Vitality: 54 (12d8)
Speed: 15, fly 25 Villain Points: 1

TRAITS

Favored Maneuvers: Cleave (d10), rain of blows

Damage Immunities: Heat, damage from non-magical weapons.

Status Immunities: Fear, fatigue, frightened, confused.

Night vision 100 feet.

Noxious Cloud (TCN: 6 (2d8)): The demon constantly emits a toxic cloud of concentrated sulfur in a 10-foot radius around it. Any creature entering this cloud for the first time, or starting their turn in the cloud must succeed on an Endurance check or become incapacitated, retching uncontrollably until the start of their next turn.

Actions

Exceptional Attack: The target takes an additional 1d10 bleeding damage at the start of its next turn.

Infernal Fork (AP: 4): 1d12 physical damage + 1d12 BDP heat damage.

Claw (AP: 3): 1d10+1d10 physical damage.

LORE

A sulfur demon is a malevolent and powerful entity associated with the fiery depths of Hell. They are often depicted as humanoid figures with smoldering, sulfuric skin, burning eyes, and wicked horns. These creatures are known for their affinity with fire, violence, and chaos.

Sulfur demons are common foot soldiers among the fiendish armies, and some of the first demons that are sent through portals to other planes.

LOOT

The heart of a sulfur demon is said to contain rare sulfuric gemstones that can be used in the creation of potent magical items. These gems are coveted by both wizards and jewelers.

The scales of a sulfur demon's hide can be fashioned into a unique type of armor known as "Infernal Scales." This armor is resistant to fire.

ADVENTURE HOOKS

- A cult of pyromancers has unearthed an ancient tome detailing a sulfuric ritual. They plan to summon a sulfur demon to wreak havoc upon the world.
- Legends speak of a hidden forge deep within a volcano, where a master blacksmith uses sulfur demon scales to craft legendary weapons. The party is hired to find the forge and acquire one of these powerful weapons.
- A demonic portal has opened and sulfur demons are crossing over, wrecking havoc, burning whatever they come across.

SWAMP AMBUSER

Large Monster

MC: 3L SL: 7 (3d12) AP: 9
P: 3d12 M: 1d12 S: 2d12
DEF: 5 (3d10) TH: 7 DR: 3
Vitality: 63 (14d8) Detect: 8, 30
Speed: 15, swim 15

TRAITS

Favored Maneuvers: Cleave (d12)

Damage Immunities: Toxin.

Status Immunities: Poisoned, diseased.

Night vision 100 feet.

Camouflage The Swamp Ambusher rolls 2d20 when attempting stealth checks in swampy or jungle conditions.

Leap (AP: 2): The swamp Ambusher can leap up to 30 feet.

Amphibious: This creature can hold its breath for up to six hours.

Actions

Exceptional Attack: The target is grappled if a tentacle attack. If the attack is a bite attack, the target suffers +1d8 bleeding damage at the start of their next turn.

Bite (AP: 4): 1d20 physical damage. If a target is grappled, the swamp ambusher gains a +1d20 bonus to attacking CRs.

Tentacle (AP: 3): 1d12 physical damage. Reach 15 feet.

LORE

A vile massive toad-like bulk of a monster, swamp ambushers are solitary creatures that make their lairs in swamps, moors, rain forests, and murky ponds. They are extremely patient, waiting motionless for hours at a time waiting for prey to come within range.

These monsters lay a clutch of eggs underwater very similar to those of a frog or other amphibians. Once the eggs are laid, they are abandoned and the tadpoles are left to their own luck of survival.

LOOT

Swamp ambusher eggs are highly sought after as long as they are kept alive. A single egg may fetch more than 10 gp from alchemists or wizards.

ADVENTURE HOOKS

- Traveling through a hostile swamp has nearly beaten down the party through sheer heat, moisture, and stinging insects. Just at the worst moment, they are ambushed by a swamp ambusher.
- A powerful sorcerer has kept a swamp ambusher as a guardian in their oversized atrium. Any intruder is in for a nasty surprise.
- A clutch of eggs have hatched. While still young, the dozens of swamp ambushers are still a menace to anyone who enters a local fishing pond.

SWAMP BRUTE

Huge Plant

MC: 3H SL: 9 (5d12) AP: 11
P: 3d20 M: 2d12 S: 4d12
DEF: 7 (3d12) TH: 8 DR: 3
Vitality: 99 (18d10)
Speed: 20, swim 10

TRAITS

Favored Maneuvers: Cleave (d12), wear 'em down (5), grapple.

Damage Immunities: Toxin.

Status Immunities: Poisoned, diseased.

Night vision 100 feet.

Camouflage The Swamp Brute rolls 2d20 when attempting stealth checks in swampy or jungle conditions.

Plant-based: The creature does not breathe air and can remain underwater for as long as it wishes. Exposure to sun results in it regenerating 5 vitality at the start of each of its turns.

Actions

Exceptional Attack: The target must succeed on a TCN 7 (2d12) Power check or be knocked prone.

Fist (AP: 4): 1d20 + 1d10 physical damage.

Command Plant (AP: 5): The swamp brute commands plants within a 10-foot diameter to animate. These can be used to attack (1d20 physical damage) or to grapple targets within the area of effect (both using the creature's SL). Duration: until the end of the swamp brute's next turn.

LORE

Swamp brutes are colossal humanoid plant creatures that inhabit the murky, untamed swamps, moors, and rain forests of the world. Legends say that these beings are ancient guardians of nature, brought to life by powerful elemental magic calling on the spirits of the earth and water to preserve the sanctity of their swampy domains.

Swamp brutes are protectors of the natural world, and they will go to great lengths to ensure the well-being of their environments. They are usually passive unless provoked or if they perceive a significant threat to their domain. When provoked, swamp brutes display unwavering determination and tenacity in defending their territory. They use their immense size and powerful nature-based abilities to deter intruders. A favored tactic is to grapple an opponent and keep them submerged until they drown.

LOOT

The heart of a swamp brute is said to grant the consumer the ability to communicate with plants. Swamp brutes do not accumulate material wealth, but those who befriend or gain their favor may receive unique gifts and blessings of nature. These gifts could include enchanted plant-based weapons, potions with restorative properties, or knowledge of ancient druidic rituals.

ADVENTURE HOOKS

- The party encounters a Swamp Brute who is distressed because a nearby grove, crucial to maintaining the balance of the swamp, has been corrupted.
- A large cult of Stilt Walkers has defiled a swamp, causing a swamp brute to rise from the swamp. The party is caught in the middle and must choose a side.
- The party discovers a group of wilders attempting to awaken a dormant swamp brute as part of an ancient ritual to protect their land from an imminent threat.

TENGU

Medium Humanoid

MC: 1M SL: 2 (2d8) AP: 6
P: 2d8 M: 2d8 S: 2d8
DEF: 2 (2d8) TH: 5 DR: 1
Vitality: 22 (4d10)
Speed: 10, fly 15

TRAITS

Martial Artist: Tengu have access to all unarmed martial arts maneuvers. Unarmed attacks gain a +1d8 PD to CRs.

Actions

Exceptional Attack: Any vitality used on the attack is recovered.

Martial Arts (AP: 3): 1d8 physical damage.

Weapon (AP: 4): 2d8 physical attack. Range dependent on weapon type.

Illusion (AP: 4, once per rest): The tengu can create an illusion within a 5-foot radius out to a range of 100 feet. This illusion can last up to 1 minute.

LORE

Tengu have long been portrayed as mischievous tricksters, skilled martial artists, and guardians of sacred places. According to legend, tengu are descendants of divine spirits and are deeply connected to the natural world, particularly the mountains and forests. They are known for their intelligence, mastery of the martial arts, and their association with the remote mountain hermits.

Many tengu enjoy playing pranks on people and are fond of trickery, such as disguising themselves as humans or animals to lead travelers astray. These creatures are often portrayed as wise and knowledgeable beings who collect esoteric information. They may be willing to share their wisdom with respectful individuals.

A tengu clan may consist of up to 5d20 creatures, being led by a chief or spiritual leader (MC 2M, potential sorcery ability). These villages are often in remote mountain tops or other difficult to reach places.

LOOT

A tengu clan's greatest treasure will be the ancient knowledge kept in scrolls that they cherish.

ADVENTURE HOOKS

- A village plagued by tengu pranks seeks help to negotiate with or appease the mischievous creatures. The adventurers must uncover the reason behind the tengu's behavior and find a solution to the problem.
- Legends speak of a powerful, ancient scroll hidden in the tengu's sacred grove. Adventurers are hired to retrieve this scroll, but they must first gain the trust of the tengu and navigate their tricky tests.
- Tengu could become invaluable allies to the party, sharing their knowledge of the land, providing safe passage through treacherous terrain, or teaching the party their martial skills to combat a common enemy.

THE CURSED

Medium Undead

MC: 1H SL: 3 (3d8) AP: 5
P: 3d8 M: 2d10 S: 3d8
DEF: 1 (3d6) TH: 4
Vitality: 33 (6d10) Detect: 5, 30
Speed: 10

TRAITS

Damage Resistances: Psychic.

Night Vision 120 feet.

Telepathy: The Cursed can communicate telepathically up to 100 feet.

ACTIONS

Exceptional Attack: The target will be unable to use any psychic ability or spell until the end of their next turn.

Psychic Blast (AP: 4): 1d12 psychic damage. Range 50 feet.

LORE

These abominations are the creations of powerful undead or fiends to act as low-level labor and slave workers. Their enhanced intelligence and psychic powers allow them to make excellent stewards in a villain's lair, being able to process tactical decisions and alert their lord soundlessly of anything amiss.

They will avoid physical combat whenever possible, choosing to rely on psychic attacks, targeting fellow users of psychic powers first.

LOOT

These creatures keep no treasure.

ADVENTURE HOOKS

- A group of The Cursed act as servants in the exotic palace of a powerful devil the characters need to visit.
- A necromancer has sent one of The Cursed to lead a group of lesser undead to intercept and destroy the party before they can discover its resting place.

TITAN

Gargantuan Giant, Neutral

MC: 4M SL: 11 (4d20) AP: 12
P: 5d20 M: 4d20 S: 4d20
DEF: 10 (3d20) TH: 13 DR: 5
Vitality: 144 (22d12) Detect: 10, 30
Speed: 25 Villain Points: 4

TRAITS

Favored Maneuvers: Any applicable.

Damage Resistances Cold.

Godly Heritage Titans can breathe in any environment, even water, and do not age.

Night Vision 120 feet.

Desperation Trait: Titans gain resistance to physical damage and spell damage. They also become immune to 2nd Tier or lower spells.

Tactician: The titan gains a +2 bonus to combat order rolls.

Spellcasting: The giant's innate spellcasting ability is Sway (TCN 16 (4d20)) It can cast any weather or electrical based sorcery spell up to Tier 3.

ACTIONS

Exceptional Attack: The target suffers a -2 penalty to its AP until the end of its next turn.

Giant Spear (AP: 4): 1d20+1d12 physical damage.

Hurled Rock (AP: 5): 1d20+1d20 physical damage.

Lightning Strike (AP: 7): 2d20+2d20 electrical damage. Range: 500 feet.

LORE

Titans are the precursors to gods, often existing before the pantheon of deities in a given mythology. Legends may speak of epic battles between Titans and gods, resulting in the Titans being sealed away or imprisoned.

These giants are extremely rare, living in the remotest of locations far away from any civilized society. Gargantuan castles atop high mountains, deep within the sea, or the clouds themselves are where one might find a titan.

LOOT

In addition to great hordes of treasure, titans have vast repositories of knowledge, such as ancient libraries, inscriptions, or enchanted tomes.

ADVENTURE HOOKS

- Rumors of a Titan awakening from slumber threaten to unleash cataclysmic forces upon the world. The heroes must prevent this awakening, navigate political intrigue among factions vying for control, and uncover the reason behind the Titan's stirrings.
- A prophecy foretells that an individual can ascend to a semi-divine state by collecting the scattered essences of a Titan. Characters are drawn into a quest to find these essences, only to discover that other factions are also racing to achieve godlike power.
- A curse linked to a vengeful Titan threatens to consume a region or kingdom. To break the curse, the characters must delve into the Titan's lore, uncover its motivations, and find a way to either appease or defeat the malevolent force.

TOAD, CORRUPTED

Large Beast

MC: 2M SL: 5 (3d10) AP: 7

P: 2d12 M: 2d8 S: 3d10

DEF: 5 (3d10) TH: 7

Vitality: 45 (10d8)

Speed: 20

TRAITS

Leap (AP: 2): The toad leaps up to 40 feet.

Damage Immunities: Toxin.

Status Immunities: Poisoned, diseased.

Night Vision 50 feet.

Swallow: The corrupted toad can swallow up to 1 medium-sized or 2 small-sized creatures at any given time. A swallowed creature suffers 1d10 corrosive damage automatically at the start of their turns.

ACTIONS

Exceptional Attack: If the target is medium-sized or smaller, it is swallowed whole.

Bite (AP: 4): 1d10 physical + 1d10 necrotic damage.

LORE

Giant toads infested with corruption energy morph into these large monstrosities. Giant toad eggs that are exposed to corruption may also turn into corrupted toads rather than their mundane parents.

Filled with hate, loathing, and an insatiable hunger, giant toads will rarely stay in one place, preferring to roam and hunt anything that moves. Due to their corrupted nature, they do not need to have exposure to water to remain vital.

LOOT

These creature have no treasure.

ADVENTURE HOOKS

- A demonic warlord has captured several corrupted toads and is using them in the same way a person might use a dog.
- Corrupted toads have been sighted, killing livestock and now people who wander too far out of the village.

TREANT

Huge Plant

MC: 2H SL: 6 (4d10) AP: 9
P: 3d12 M: 2d10 S: 2d10
DEF: 5 (3d10) TH: 7 DR: 4
Vitality: 54 (12d8)
Speed: 15

TRAITS

Favored Maneuvers: Wear 'em down (5).

Tree Form: The treant is indistinguishable from a normal tree when motionless.

Tree Lord: The treant can speak with other plants, and command them to move. The movement is slight; swaying, closing tighter, etc. It is too slight for an attack, but can be used to block passages. The treant can command up to 100 cubic feet of plant life in this manner.

Damage Vulnerabilities: Heat.

Status Immunities: Grappled, confused, glamourous.

Speech: A treant can speak the language of all forest creatures, as well as several commonly spoken languages.

ACTIONS

Exceptional Attack: The target is knocked backward up to 10 feet.

Branch Strike (AP: 4): 1d12 + 1d12 physical damage.

Hurl Boulder (AP: 3): 2d12 physical damage. Range 50 feet.

LORE

Treants are ancient creatures, being created by powerful magic of Earth spirits meant to create guardians of the forests. They remain in a period of stasis most of the time, awakening during times of great duress or when the forest is threatened.

Treants are gentle giants at heart, but they become fierce defenders when their forest homes are in danger. They typically stand as tall as the oldest trees in their forest, their bark-like skin blending seamlessly with the wooded surroundings. Treants possess a profound connection with nature and communicate with the creatures of the forest, often acting as mediators and guardians of the woodland creatures. When roused to action, they move with deliberate, earth-shaking steps.

LOOT

Treants have no treasure themselves, but often have the knowledge of lost ancient treasures or magical groves.

ADVENTURE HOOKS

- The forest is slowly withering, and its guardian treant is ailing. The adventurers must find a cure for the treant's ailment and uncover the source of the forest's sickness before it's too late.
- The treants have awoken from their ancient slumber to face an unprecedented threat. The party is tasked with uniting the treants and their forest allies to fend off a colossal invading force of loggers and industrialists.
- A desperate village, surrounded by malevolent forces, seeks aid from the treant guardian. The adventurers must negotiate with the treant, earn its trust, and lead a defense against the encroaching darkness.

TRICERATOPS

Huge Beast

MC: 3L SL: 7 (3d12) AP: 8
P: 2d20 M: 2d10 S: 3d10
DEF: 7 (3d12) TH: 8 DR: 4
Vitality: 79 (14d12)
Speed: 20

TRAITS

Favored Maneuvers: Wear 'em down (d10).

Trampling Charge: If the triceratops moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a TCN 11 (1d20) Power ability check or be knocked prone. If the target is prone, the triceratops can make one stomp attack against it as a free action.

Desperation Trait: The triceratops takes a defensive stance, allowing it to parry a melee attack with its horns, increasing its DEF to 9 (1d20).

ACTIONS

Exceptional Attack: The target takes an additional 1d10 bleeding damage at the start of its next turn.

Horns (AP: 4): 1d20 physical damage.

Stomp (AP: 3): 2d12 physical damage to one creature that is small-sized or smaller, or prone.

LORE

Triceratops are huge dinosaurs, most commonly known for their large shield-like heads that have three long protruding horns coming from it. They are so large, they do not fear much, with the exception of something even larger, such as a dragon or tyrannosaurus.

These are herd animals, and when threatened will form a circle with their young in the middle, horns facing outward.

LOOT

The horns and eggs of this dinosaur are prized and can fetch upwards of 500 gp on the market.

ADVENTURE HOOKS

- The party finds themselves shipwrecked on a remote huge island. They quickly discover this island is a lost world, and hear the fierce battle between a T-rex and a triceratops.
- A rich noble is offering 500 gp for each triceratops egg that the party can retrieve. The PCs must face harsh jungle conditions to find a triceratops herd.
- A nomadic warrior clan uses triceratops for mounts. They are one of the most feared warriors in the realm, and which side can recruit them will have the advantage for the war that is coming.

TRITON

Medium Humanoid

MC: 1M SL: 2 (2d8) AP: 6
P: 2d8 M: 2d8 S: 2d8
DEF: 2 (2d8) TH: 5 DR: 1
Vitality: 22 (4d10)
Speed: 15, swim 20

TRAITS

Favored Maneuvers: Debilitating strike.

Aquatic: The triton can breathe underwater and in air. If the triton remains out of water for more than hour, it becomes fatigued. For every 24 hours after the first that the triton remains out of water, it will suffer 1d8 physical damage.

Desperation Trait: The triton takes a defensive stance, increasing its DEF by +1d8 PD.

ACTIONS

Trident (AP: 4): 2d8 physical damage. Range 30 feet underwater, 50 feet on surface.

Net (AP: 3, TCN: 4 (1d8)): Target must succeed on an Agility check or become grappled and restrained. Range 30 feet underwater. 50 feet on surface.

Control Water (AP: 4): The triton can control up to 5 cubic feet of water up to 50 feet away. This control can be used to move the water up to 10 feet, create a water tendril, or other similar actions.

LORE

Tritons are a proud race of aquatic humanoids who dwell in the deepest trenches and hidden underwater cities of the realm's oceans. Born from the union of sea deities and elemental forces, tritons are often seen as the guardians of the ocean depths. Their culture is steeped in mysticism and ancient traditions, with a strong connection to the forces of water.

Tritons are a noble species, valuing their connection to the sea above all else. They are protectors of aquatic life and ecosystems and will go to great lengths to preserve the balance of the oceans. Tritons are typically peaceful, but they can be fierce when defending their homes and the natural world. They are skilled swimmers and navigators, often living in harmony with ocean creatures and forming bonds with aquatic familiars. It is not uncommon for Tritons to use dolphins or even whales as allies, and they have been known to work with surface wilders to battle threats to the natural world.

A triton community can range from as small as a few dozen up to several thousand creatures. Their societies are as varied as most humanoid cities.

LOOT

Tritons have an affinity for jewelry made from rare shells and pearls. Occasionally they will have magical items that enhance their ability to fight underwater, allow them to remain out of water, or to help surface allies.

ADVENTURE HOOKS

- A valuable pearl of great importance to the triton council has been stolen by an underwater crime syndicate. The party is tasked with recovering the stolen pearl, which holds the wisdom and guidance of the triton elders.
- Rumors abound of a cursed undersea city that threatens to unleash a cataclysmic flood upon the land. The tritons need a group of adventurers to explore the city's secrets and prevent disaster.

TROGLODYTE

Medium Humanoid

MC: 1H SL: 3 (3d8) AP: 6
P: 3d8 M: 1d8 S: 2d8
DEF: 3 (3d8) TH: 5 DR: 1
Vitality: 27 (6d8) Detect: 5, 50
Speed: 15, swim 15

TRAITS

Favored Maneuvers: Shield bash.

Night Vision 100 feet.

Serpent Tongue: Troglodytes can speak with reptiles, with the ability to command them to do their bidding.

Desperation Trait: The troglodyte squirts a stream of caustic blood out of its eyes at a target up to 10 feet away. On a successful attack roll, the target is blinded until the end of its next turn.

ACTIONS

Club (AP: 4): 2d8 physical damage.

Spear (AP: 3): 1d8 physical damage. Range 50 feet.

LORE

Troglodytes are a subterranean race of reptilian humanoids known for their primitive and savage way of life. They inhabit the darkest and most remote corners of underground cave systems, where they've developed unique adaptations to suit their light-less environment.

Troglodytes are highly territorial and tend to be aggressive toward intruders in their subterranean domain. They are excellent hunters and trackers, relying on their keen sense of smell to locate prey in the dark. Troglodyte clans are organized into small, familial units, each under the leadership of a dominant chieftain or chieftess. These clans can number up to 5d6x10 creatures.

Troglodytes often utilize giant lizards and other reptiles to act as labor animals and mounts in battle. Their ability to communicate with reptiles gives them a significant advantage in battle.

LOOT

Most troglodyte treasure is in the form of primitive jewelry, but they will greedily keep any treasure captured from raids or people unlucky enough to wander into a troglodyte realm.

ADVENTURE HOOKS

- A nearby settlement has fallen victim to Troglodyte raids, with several villagers taken as captives.
- The Troglodyte chieftain of a particularly aggressive tribe has decided to expand their territory, encroaching on lands inhabited by other underground-dwelling creatures.
- A famous explorer has gone missing while searching for an underground city rumored to hold ancient relics and forgotten lore. The party is hired to find the missing explorer and continue the quest in their stead.

TROLL

Large Giant

MC: 3M	SL: 8 (4d12)	AP: 10
P: 2d20	M: 1d12	S: 2d12
DEF: 4 (2d10)	TH: 5	DR: 3
Vitality: 85 (16d10)	Detect: 4, 50	
Speed: 15	Villain Points: 1	

TRAITS

Favored Maneuvers: Cleave (d10), stunning blow.

Night Vision 60 feet.

Damage Vulnerabilities: Electrical.

Regeneration: The troll regains 5 vitality at the start of its turn. The troll dies only if it starts its turn with 0 hit points.

Sunlight Sensitivity: Any troll exposed to sunlight will need to succeed on a TCN SL 7 (2d12) Endurance check or begin to become petrified. At the start of its next turn it will become restrained. At the start of its turn after that, while still in sunlight, it will become petrified.

Desperation Trait: The troll adds a +1d10 BDP to its damage rolls.

ACTIONS

Club (AP: 5): 1d20+1d8 physical damage.

Hurl Rock (AP: 4): 1d20+1d6 physical damage.

LORE

Mountain and forest trolls are extraordinarily dim-witted and brutish. Nearly every one of these monstrous creatures has an intense hunger for any meat but prefers humanoid flesh when available, with elves being their favorite.

Trolls have a powerful fear of lightning, to which they are vulnerable. If lightning is a danger, they will attempt to flee and go to a safe place. Mountain and forest trolls are also fearful of the sun, and they take great pains to avoid being out in the daytime.

Trolls have a strong love for opaque jewelry and go to great lengths to acquire it.

Mountain trolls live in large caves in the mountains, while forest trolls live in smaller caves dug underneath the roots of large trees or bridges. Neither venture forth during the day, preferring to sleep and come out at night to hunt.

LOOT

Trolls have a strong love for opaque jewelry and go to great lengths to acquire it.

ADVENTURE HOOKS

- As the PCs travel over an ancient bridge at night, a mountain troll who makes its home in a cave underneath the bridge comes out to demand a toll under pain of death.
- Mountain trolls have been captured and are being used as beasts of burden in deep underground caverns by an enslaving force.
- While the PCs are finding a place to make camp, they are attacked by a group of mountain trolls that night in search of food.

TURTLE, GREAT

Huge Beast

MC: 3H SL: 9 (5d12) AP: 10
P: 3d20 M: 1d12 S: 2d12
DEF: 6 (4d10) TH: 8 DR: 4
Vitality: 85 (16d10)
Speed: 15, swim 25

TRAITS

Hold Breath: The great turtle can hold its breath for up to six hours.

Magic Resistance: This creature rolls an additional +1d20 to all CRs to resist magical effects or attacks.

Swallowed: If a creature has been swallowed whole, it will suffer 1d20 corrosive damage at the start of each of its turns automatically.

Siege Monster: Damage against structures and vehicles is doubled.

ACTIONS

Exceptional Attack: If the bite attack is upon a target medium-sized or smaller, the target is swallowed whole.

Bite (AP: 5): 1d20+1d10 physical damage. Reach 10 feet.

Shell Withdraw (AP: 4): The great turtle withdraws into its shell. While in the shell, its movement is reduced by half, it cannot take attacks, and increases its DEF by +1d20 and DR by 2.

LORE

Rumors tell of a great giant turtle that lives deep within the remote swamps of the land and in large bodies of water. These imposing beasts are worshiped by some primitive clans who hold the ancient creature in reverence.

While more intelligent than most beasts, the great turtle deceptively appears to be sluggish and slow moving, as it gives the impression that time has no urgency for it. However, if threatened it will react with unnatural quickness.

In fact, often times the great turtle will be sleeping with just the uppermost section of its shell exposed. This great shell is typically covered with bits of vegetation, causing it to appear as a normal, albeit small, island.

LOOT

Various parts of the turtle are considered magical and thus are sought after by alchemists. An intact great turtle egg can fetch more than 5000 gp on the market.

ADVENTURE HOOKS

- The party has stumbled upon the lair of a great turtle while exploring a vast swamp. The creature is not happy when it wakes.
- A local clan that worships a great turtle implores the PCs to help, as an evil warlord has managed to capture a young great turtle for its own nefarious purpose.
- A savage storm has forced the party to cling to the debris of their craft while floating at sea. They see a small island and hope for reprieve, but it's the shell of a great turtle! Can a member of the party speak with the turtle and convince it to help?

TYRANNOSAURUS REX

Huge Beast

MC: 3M SL: 8 (4d12) AP: 10
P: 2d20 M: 2d10 S: 2d12
DEF: 6 (4d10) TH: 8 DR: 2
Vitality: 104 (16d12)
Speed: 25

TRAITS

Favored Maneuvers: wear 'em down (d12)

Desperation Trait: The T-rex enters a fury. All successful bite attacks will impart bleeding, causing the target to suffer 1d8 additional bleeding damage at the start of their next turn after being bitten.

ACTIONS

Exceptional Attack: Damage is increased by +1d10 BDP physical damage.

Bite (AP: 4): 1d20+1d8 physical damage.

Tail (AP: 3): 1d20 physical damage and the target must succeed on a Power ability check against a TCN SL of 8 (3d12) or be knocked prone.

LORE

Possibly the most famous and fearsome of all dinosaurs, the legendary Tyrannosaurus Rex (or T-Rex) is a superb hunter with rows of razor sharp teeth and teeny tiny arms.

They are typically solitary hunters unless part of a mated pair, constantly on the hunt for food.

LOOT

Several parts of the T-Rex are sought after, from fangs to eggs to internal organs. A living T-Rex can fetch several thousand gold pieces on the market.

ADVENTURE HOOKS

- An owner of an exotic gladiator arena is in search of a living T-Rex to include into the games, and will pay a hefty sum for one.
- While exploring a lost jungle, the party hears a loud crashing sound just before a hungry T-Rex charges through the foliage toward them.

UNICORN

Large Monster

MC: 3H SL: 9 (5d12) AP: 8
P: 3d12 M: 3d12 S: 4d12
DEF: 7 (3d13) TH: 8
Vitality: 81 (18d8) Detect: 6, 60
Speed: 30 Heroic Points: 2

Favored Maneuvers: Combat awareness, parry.

Damage Immunities Toxin.

Status Immunities: Glamoured, confused, frightened, paralyzed, and poisoned.

Night Vision 60 feet.

Charge: If the unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes +1d12 BDP physical damage.

Magic Resistance: The unicorn may choose to ignore spells of Tier I or less.

Magical Attacks: The unicorn's weapon attacks are magical.

Desperation Trait: The unicorn gains immunity to non-magical attacks and increases its movement speed by 5 feet.

Actions

Exceptional Attack: The target takes an additional 1d10 bleeding damage at the start of its next turn.

Hooves (AP: 3): 1d20 physical damage.

Horn (AP: 4): 1d20+1d8 physical damage.

Teleport (AP: 5): The unicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away.

Heal Self (AP: 2, once per day): The unicorn magically heals itself of 22 (4d8+4) points.

Heal Others (AP: 4, once per day): The unicorn can remove any negative status, disease, or curse to a creature it touches with its horn. This power will also recover half of the creature's vigor and vitality, up to its maximum.

Celestial Shield (AP: 5): The unicorn creates a shimmering, magical field around itself or another creature it can see within 60 feet of it. The target gains a +2 bonus to DEF until the end of the unicorn's next turn.

LORE

Unicorns are rare and magnificent creatures, often associated with purity and goodness. They are powerful celestial beings that roam the most remote and enchanted forests. Legends tell of their healing powers, which can cure the gravest of ailments and remove curses with a touch of their horn.

Unicorns are revered by many, and their presence in a region is often seen as a sign of divine favor or the existence of ancient magic. They are known to protect the natural world and its creatures from harm, making them allies to druids and other champions of the wild. However, finding and approaching a unicorn is a quest in itself, as these creatures are elusive and prefer solitude.

LOOT

The unicorn's horn is a valuable and magical item sought after by alchemists and spellcasters. It can be used as a component in the creation of powerful healing potions or as a material for crafting magical items.

ADVENTURE HOOKS

- A once-thriving forest has fallen under a dark curse. The only hope of lifting the curse is to find a unicorn and obtain its tear. The adventurers must venture deep into the forest, face its challenges, and seek the elusive unicorn.
- A plague has swept through a nearby village, and the local healer believes that only a unicorn's horn can create a cure.
- The unicorn appears to a member of the party in a dream, beckoning them to a distant glade. The unicorn claims to have a vital message from the gods and requests the party's assistance in delivering it to a distant temple of light. The journey will be fraught with peril and tests of character.

VAMPIRE

Medium Undead

MC: 4L SL: 10 (3d20) AP: 10
P: 3d20 M: 2d20 S: 3d20
DEF: 10 (3d20) TH: 13 DR: 5
Vitality: 70 (20d6) Detect: 10, 50
Speed: 20 Villain Points: 3

TRAITS

Damage Immunities: Toxin, necrotic; physical damage from nonmagical attacks.

Status Immunities Diseased, glamourous, fatigued, confused, grappled, paralyzed, poisoned, prone, and restrained statuses.

Night vision 120 ft.

Beastspeech: The vampire can speak with animals.

Divine Weakness: The vampire must succeed on a Will TCN 11 (1d20) check to approach any holy or divine object (church, holy symbol, etc.). The TCN increases to 2d20 if the creature wearing or holding such an object is Tier III or higher.

Tactician: The vampire gains a +2 bonus to combat order rolls.

Fade (AP: 2): As a response to taking damage from a melee attack, the vampire can blink out of existence, reappearing in an unoccupied space it can see within 30 feet.

Mistform: If the vampire is reduced to zero vitality, it becomes a fine mist. While in this form, it is immune to all forms of damage, and its movement speed becomes fly 15. It must seek refuge in its coffin before dawn, or it is permanently slain. Once in its coffin, it will revert to its humanoid form but be helpless until the start of the next nightfall, when it will recover half of its maximum vitality.

Regeneration: As long as it is not in running water, the vampire regenerates 10 vitality at the start of its turns.

Shapechange (AP: 5): The vampire can polymorph into a large wolf or vampire bat. If its vitality is reduced to zero or if it spends 5 AP, it may revert back to its humanoid form.

Sunlight Vulnerability: The first time it is exposed to sunlight, and at the start of each round it begins in sunlight, the vampire suffers 2d12 heat damage.

Reactive: At the start of the round, the vampire gains 3 bonus AP that it may use at the end of another creature's turn even if this occurs before or after the vampire's turn.

Desperation Trait: The vampire's Sway decreases by two and its Power increases by two. Its Summon Vermin ability is refreshed, if applicable.

Vampire's Thrall: If a vampire brings a creature to 0 or fewer vitality and feeds the creature a drop of its own blood, the creature will transform after one week into a vampire's thrall. This creature will be under full control of the vampire, gaining the vampire's damage and status immunities above, as well as the vulnerabilities.

ACTIONS

Bite (humanoid, AP: 3): 1d8 physical + 1d12 BDP necrotic damage. The vampire heals the amount of necrotic damage dealt.

Bite: (wolf, AP: 3):: 1d20 physical + 1d10 BDP necrotic damage.

Bite (bat, AP: 3): 1d8 physical + 1d12 BDP necrotic damage.

Claw (AP: 3): 1d20+1d12 physical damage.

Dominate (TCN: 14 (2d20)): Target creature is glamourous by vampire, compelled to do its bidding for up to 1 minute. Range 30 feet.

Summon Vermin (once per encounter, AP: 5): The vampire summons up to 12 MC levels (24ea T, 12ea 1L, 6ea 1M, 3ea 1H) of the following: giant rats, giant bats, giant centipedes, wolves, or dire wolves. These creatures appear within 50 feet of the vampire in an unoccupied space(s).

LORE

In the dark corners of the world, where the moonlight meets the shadows, a group of immortal beings has thrived for centuries - vampires. Their existence is shrouded in mystery, with whispered tales of their origins, powers, and the eternal struggle between their covens. Some think vampires are created via unholy pacts with dark magic. Others think a recently deceased victim will rise as a vampire or a vampire's thrall. Others think vampires were created by powerful necromancers who sought immortal life.

Many vampires will reside alone in ancient castles or ruins, while others will live on covens. These covens are often in populated cities or other areas, disguised as a noble's large home, theater, or other area where the vampires can display a false front and remain unmolested while they hunt the city streets at night.

Very rarely, a vampire may regret and abhor its own very existence. These vampires are not evil, and constantly battle the thirst that assails them. They will drink only from animals unless they have no other choice, and even then will target the evil of society.

LOOT

Being immortal and a lover of the exotic and rare, a vampire will have attained many treasures and artifacts throughout their existence.

There are rumors of an artifact called the "Sanguine Codex." No one knows where this artifact is, but rumors suggest an ancient and powerful vampire lord is in possession.

The Sanguine Codex:

The Sanguine Codex is a leather-bound journal, its pages stained with blood and inked with ancient glyphs. It contains a wealth of knowledge about vampire lore, including their origins, bloodline histories, unique powers, and weaknesses. It also reveals the locations of hidden vampire lairs, ancient relics, and powerful artifacts coveted by vampire hunters. The Codex contains a series of spells and rituals, some of which can be used to enhance one's own vampiric abilities.

ADVENTURE HOOKS

- A renowned vampire hunter hires the party to locate the Sanguine Codex, believing it will provide them with the knowledge needed to rid the world of vampires. The party must follow a series of cryptic clues, navigate treacherous vampire lairs, and outwit cunning vampire guardians to reach the journal.
- People are disappearing at an alarming rate within the city. A new coven of vampires have taken root, and have hunted people at a rate greater than the regional vampire lord wants, as it brings unwanted attention. A vampire civil war may be on the horizon.
- An ancient vampire lord lives in seclusion in his great castle, alone with his melancholy. He is in search of a powerful magic that would allow him to reincarnate his lost lover.

VAMPIRE DEMON

Tiny Monster

MC: T SL: 0 (2d6) AP: 6
P: 1d6 M: 1d6 S: 2d6
DEF: 1 (3d6) TH: 4
Vitality: 9 (2d8)
Speed: 5, fly 20

TRAITS

Night Vision 100 feet.

Damage Resistances: Necrotic.

Swarm: If more than two vampire demons are attacking the same target, each demon gains a +1d6 PD bonus to attack CRs.

ACTIONS

Exceptional Attack: The target suffers 1d6 bleeding damage at the start of its next turn.

Proboscis (AP: 4): 1d8 physical damage.

LORE

These creatures are not actually fiends, but have been named so by survivors due to their demonic appearance. Vampire demons are non-intelligent monstrosities that live in roosts of 2d10 creatures deep within caves or other darkened areas. Being weak, they typically are pushed from more advantageous lairs by other monsters, being forced to roost in abandon buildings or dungeons.

Vampire demons abhor light, and will emerge at night to hunt. Their preferred attack method is to swarm a target, draining it dry of blood with repeated proboscis attacks.

LOOT

A vampire demon lair might have a few precious baubles that were randomly collected.

ADVENTURE HOOKS

- While camping at night, and the fire has reduced down to embers, the party is ambushed by a flock of vampire demons.
- An ogre bandit leader has captured a flock of vampire demons and has released them in an abandoned section of his ruined fort to keep intruders from infiltrating its lair.

VARGOUILLE

Small Undead

MC: 2M SL: 5 (3d10) AP: 8
P: 1d10 M: 3d10 S: 2d10
DEF: 4 (2d10) TH: 7
Vitality: 45 (10d8)
Speed: fly 20 Villain Points: 1

TRAITS

Night Vision 100 feet.

Damage Immunities: Necrotic.

Status Immunities: Glamoured, frightened, confused.

ACTIONS

Exceptional Attack: The target is filled with despair and hopelessness, suffering a -2 PD penalty on all CRs until they are able to complete a breather.

Bite (AP: 4): 1d10+1d10 physical damage.

Whispering Madness (AP: 5, TCN: 7 (2d10)): Any creature within 30 feet of the vargouille that can hear it must succeed on a Presence check or become confused until the end of their next turn.

LORE

Vargouille are known to lurk in places of profound despair and suffering, such as ruined temples, haunted asylums, and forsaken catacombs. It's believed that the mere sight of a Vargouille can drive a person to madness, and their presence is an omen of impending doom.

These undead were created when a powerful magic user attempted a ritual to convert them to immortal undead, but the touch of corruption enveloped them before the ritual could be complete.

Vargouilles are solitary creatures and rarely form groups. They are characterized by their grotesque appearance, resembling twisted humanoid heads with leathery wings and sharp, needle-like teeth. Vargouilles are relentlessly malevolent, often preferring to torment and terrify their prey before going in for the kill. Their eerie, whispering voices can unhinge the minds of those who hear them, and they use this ability to instill confusion in their victims.

LOOT

A vargouille lair will typically contain the treasure of previous victims that it was able to carry back with it.

ADVENTURE HOOKS

- Villagers in a remote, haunted valley speak of a terrifying, silent epidemic. People are disappearing, and those who survive are mute and crazed. The party is hired to investigate the source of this curse and discovers a Vargouille infestation in the nearby ruins, which are linked to the village's suffering.
- A survivor of a Vargouille attack seeks vengeance. They hire the party to help them locate the Vargouille responsible and put an end to its reign of terror.

VOLCANO GIANT

Huge Giant

MC: 3L	SL: 7 (3d12)	AP: 10
P: 2d20	M: 2d12	S: 3d12
DEF: 6 (4d10)	TH: 8	DR: 5
Vitality: 77 (14d10)		
Speed: 20	Villain Points: 1	

TRAITS

Damage Immunities. Heat.

Damage Vulnerabilities: Cold.

Desperation Trait: The giant is filled with fiery rage and flame flicker from its body. Any creature that enters for the first time or starts its turn within 5 feet of the giant will suffer 1d8 heat damage.

ACTIONS

Favored Maneuvers: Cleave (d12), wear 'em down (5).

Exceptional Attack: If the target is medium-sized or smaller, the giant may knock it back up to 10 feet and cause it to fall prone.

Pole-arm (AP: 5): 1d20 physical + 1d12 heat damage.

Spear (AP: 4): 1d12 physical + 1d12 heat damage. Range 100 feet.

LORE

Volcano giants are aptly named, for they make their clans deep within mountains and volcanoes where they can directly access the heat of the earth to fuel their forges. Each clan of these brutes can number up to 5d6 giants, being led by a powerful warlord (MC 4L).

Master smiths, nearly every giant will be encountered with well-crafted arms and armor, making them formidable in combat. They are skilled at military tactics and strategy.

These giants have been known to work with volcano dragons and other heat-loving creatures, and have an intense hatred for the cold and any creature that utilizes cold. These targets will always take priority in combat.

Thankfully these giants rarely venture forth to attack neighboring communities, as they prefer to stay close to the heat that gives them their power.

LOOT

The vast amount of wealth owned by volcano giants is in the form of arms and armor. However, most of these items are giant-sized, making them useless for most people. They also adorn themselves in valuable metal jewelry such as gold and platinum.

ADVENTURE HOOKS

- A region is being ravaged by an ice dragon. Only a clan of volcano giants know the process to craft a weapon capable of slaying the beast.
- A clan of volcano giants has been crafting weapons for a group of devils intent on sweeping forth to wipe out a town of people. The party must find a way to either deal with the giants, or convince them to cease production before it's too late.

WARHORSE

Large Beast

MC: 1M SL: 2 (2d8) AP: 7
P: 2d10 M: 2d6 S: 2d6
DEF: 1 (3d6) or 5 from barding (3d10)
TH: 4 or 6
Vitality: 26 (4d12)
Speed: 25

TRAITS

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a TCN 5 (2d8) Power ability check or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a free action.

Desperation Trait. The warhorse can spend 3 AP to make a hoof attack against any creature to its rear.

ACTIONS

Hooves (AP: 4): 2d10 physical damage.

LORE

Unlike riding horses, these beasts are larger, stronger, and have been trained to handle the chaos of battle.

LOOT

Warhorses do not have loot.

ADVENTURE HOOKS

- A knight has lost his warhorse in battle and is in search of a suitable replacement, questing the party to assist as they travel through dangerous lands to find only the best.

WASP, FIEND

Medium Fiend

MC: 2L SL: 4 (2d10) AP: 7
P: 2d10 M: 2d8 S: 3d10
DEF: 4 (2d10) TH: 6 DR: 2
Vitality: 36 (8d8) Detect: 5, 100
Speed: 5, fly 25

TRAITS

Damage Immunities: Corrosive.

Status Immunities: Frightened, confused.

Desperation Trait: The fiend wasp causes its abdomen to erupt in a corrosive explosion of gore. This kills the wasp, but any creature within a 10-foot radius must succeed on a TCN 6 (1d10) Agility check or suffer 2d10 corrosive damage. A successful check still results in the lowest die result of damage being taken.

ACTIONS

Exceptional Attack: The target suffers +1d10 BDP corrosive damage.

Bite (AP: 4): 2d10 physical damage.

Stinger (AP: 5): 1d12 physical + 1d12 toxin damage.

LORE

Spawned from the pits of hell, these horrific demons relish any opportunity to cross over into a different Plane and wreck destruction. This drive to destroy is so strong, that when wounded significantly, the wasp will kill itself, erupting into a spray of corrosive acid.

It is for this reason that wasps are a favored tool of more intelligent and powerful fiends. These war commanders will release swarms of wasps to overwhelm the enemy, and then follow up with area of effect damage, more than willing to hurt their own troops because they know the wasps will then explode in acidic gore.

LOOT

The intact acid-filled abdomens can fetch a hefty price on the black market, as they are naturally very hard to retrieve.

ADVENTURE HOOKS

- A portal has allowed a swarm of fiendish wasps to cross over to the Prime Plane. These creatures are destroying everything in their path, creating an urgency to find a solution.
- A demon lord is assaulting a fortified castle or keep. A swarm of wasps are sent forth to gate and any ballista and/or catapults. The demon lord hopes the acidic eruptions will eat away the gate and siege weapons, making them useless.

WATER ELEMENTAL

Large Elemental

MC: 2H SL: 6 (4d10) AP: 8
P: 4d10 M: 1d10 S: 2d10
DEF: 5 (3d10) TH: 6
Vitality: 54 (12d8)
Speed: 15, swim 20

TRAITS

Favored Maneuvers: Rain of blows

Damage Resistances: Corrosive, blunt, piercing, and slashing from nonmagical attacks.

Damage Immunities: Toxin.

Status Immunities: Fatigued, grappled, diseased, restrained, paralyzed, poisoned, prone, and restrained statuses.

Night vision 60 feet.

Liquid Form: The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze: If the elemental takes cold damage, it partially freezes; its speed is reduced by 10 feet until the end of its next turn.

ACTIONS

Fist (AP: 4): 1d12+1d12 physical damage. Once per round it may stun the target, reducing its AP by 1 until the end of its next turn.

Overwhelm (AP: 5, once per encounter). Each creature in the elemental's space must make a TCN 8 (2d12) Power ability check. On a failure, a target takes 2d12 physical damage.

LORE

As with all elementals, Water Elementals are not mere creatures but sentient beings, bound to the ebb and flow of aquatic magic on the Elemental Plane of Water. They are born from the convergence of powerful water sources, often forming in places of great natural beauty and harmony with water.

Most water elementals do not exist on the Prime Plane directly, but are infused with water or watery conditions. These are the elementals that are called upon to power the magic of sorcerers.

LOOT

The essence of Water Elementals is often used by alchemists and wizards in various experiments. Due to the difficulty in acquiring the essence, prices may reach 1000 gp or more.

ADVENTURE HOOKS

- Coastal towns and villages are under attack by a malevolent Water Elemental, believed to have been corrupted by dark magic. The party is summoned to investigate, but can they find a way to cleanse the elemental or pacify it before the region is submerged?
- The party discovers a city lost to time that fell beneath the sea. Guarding its treasures are Water Elementals.

WENDIGO

Large Monster

MC: 2H	SL: 6 (4d10)	AP: 8
P: 3d12	M: 3d10	S: 4d10
DEF: 5 (3d10)	TH: 6	
Vitality: 54 (12d8)	Detect: 6, 50	
Speed: 20	Villain Points: 1	

TRAITS

Night vision 100 feet.

Damage Immunities: Cold.

Status Immunities: Fatigued, frightened.

Consumption: If the wendigo consumes a corpse, it will regenerate all lost vitality and become one size larger than the corpse consumed. Thus if it consumes a medium-sized corpse, it will be large sized. If it consumes a large-sized corpse, it will become huge sized. Once a larger size is attained, it will not shrink down even if a smaller corpse is eaten. For each size above large, the wendigo adds 2d8 vitality and adds +2d10 BDP physical damage to Attack CRs.

Ravenous: If a creature is slain by the wendigo in combat, it must succeed on a TCN 6 (2d10) Mental check or it will be compelled to start feasting on the corpse, ignoring other attackers. At the start of each of its turns, it needs to make this check. A small corpse can be eaten in 2 rounds, medium-sized in 4 rounds, large-sized in 8 rounds, etc.

Chilling Aura (TCN: 7 (2d10)): Any creature that starts its turn or enters for the first time within 10 feet of the wendigo must succeed on a Will ability check or become numbed (reducing AP by 1) for up to 1 minute. A successful check makes the creature immune to this fear for 24 hours.

Stealthy: The wendigo rolls 2d20 when making stealth checks.

ACTIONS

Exceptional Attack: The target's AP pool is reduced by 1 until the end of their next turn.

Claw (AP: 4): 2d12 physical + 1d8 cold damage.

Bite (AP: 3): 1d12 physical + 1d8 cold damage.

LORE

The wendigo is born from acts of extreme cannibalism, where individuals resort to eating the flesh of their fellow humans during times of famine. This taboo act allows corruption to invest the individual, transforming them into a Wendigo – a creature consumed by an insatiable hunger for human flesh and an unquenchable thirst for suffering.

Wendigos are driven by their insatiable hunger, and they are known for their relentless pursuit of potential victims. They are cunning and elusive, often stalking their prey from the shadows and tormenting them with eerie, disembodied whispers in the cold, desolate forests where they dwell. Wendigos are known to be solitary creatures, rarely forming packs or social groups, and their existence is tied to their perpetual search for sustenance.

LOOT

It is said that the heart of a wendigo is solid ice that will never melt or warm. Thus, alchemists will pay highly, up to 1000 gp, for such a macabre item.

ADVENTURE HOOKS

- A remote village has been plagued by mysterious disappearances and chilling deaths. The survivors whisper tales of a Wendigo stalking their community.
- A member of the party has been afflicted with a Wendigo's curse after consuming the flesh of a fallen comrade in a desperate situation. The group must now find a way to cure their companion before the curse consumes them completely.

WEREBOAR

Medium Lycanthrope

MC: 2L SL: 4 (2d10) AP: 7
P: 3d10 M: 1d10 S: 2d10
DEF: 3 (3d8) TH: 6 DR: 2
Vitality: 44 (8d10) Detect: 5, 50
Speed: 15

TRAITS

Night vision 50 feet.

Damage Immunities: Attacks from non-magical or non-silvered weapons.

Damage Vulnerabilities: Silvered weapons.

Shapechanger (AP: 5): The werewolf can shapechange into a boar-humanoid hybrid or into a boar, or back into its true form, which is humanoid. Other than its speed and attacks, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Charge: If the wereboar moves at least 20 feet in a straight line before attacking, that next attack inflicts an additional +1d10 BDP damage on a hit.

ACTIONS

Exceptional Attack: The target suffers +1d8 bleeding damage at the start of its next turn.

Tusk (AP: 4, Boar or Hybrid Form Only). 2d12 physical damage. If the target is a humanoid, it must succeed on a TCN 6 (3d8) Endurance ability check or be cursed with lycanthropy.

Weapon (AP: varies, Humanoid Form Only). 1d10+1d10 physical damage.

LORE

Even while in human form, wereboar are filthy creatures, wearing grime encrusted clothing and soiled and matted hair. An awful stench follows them wherever they go.

They are extremely gluttonous, and this behavior will cause more revolting reactions than its smell or appearance, if that's believable.

They are also very aggressive creatures, looking for any excuse to get into a fight. Short vile tempers, abhorrent behavior, and pig-like features makes these creatures easy to pick out, as no one else wants their company.

LOOT

Wereboar will greedily keep as much treasure as they can, including using any magical weapons or armor.

ADVENTURE HOOKS

- A small group of bandits have been attacking caravans, killing everyone. They are a group of wereboar, led by an exceptionally large and ruthless beast.
- One of the PCs has contracted lycanthropy and needs to find a cure before they change into one of these stinking monsters.

WERERAT

Small or Medium Lycanthrope

MC: 1H SL: 3 (3d8) AP: 6
P: 3d8 M: 2d8 S: 2d8
DEF: 3 (3d8) TH: 5
Vitality: 27 (6d8) Detect: 5, 50
Speed: 15, climb 10

TRAITS

Night vision 100 feet.

Damage Immunities: Attacks from non-magical or non-silvered weapons.

Damage Vulnerabilities: Silvered weapons.

Shapechanger (AP: 5): The wererat can shapechange into a rat-humanoid hybrid or into a rat, or back into its true form, which is humanoid. Other than its speed and attacks, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Stealthy: The wererat rolls 2d12 when making stealth checks.

ACTIONS

Exceptional Attack: The target is hamstring, reducing its movement by half until the end of its next turn.

Bite (AP: 4, Rat or Hybrid Form Only). 2d8 physical damage. If the target is a humanoid, it must succeed on a TCN 4 (1d8) Endurance ability check or be cursed with lycanthropy.

Weapon (AP: varies, Humanoid Form Only). 2d8 physical damage.

LORE

Wererats are weaselly, manipulative, secretive, and cowardly. Even in humanoid form, they have rat-like features and carry a hunched posture, almost like they are in a state of perpetual wariness and fear.

The lesser and weakest of lycanthropes, wererats are also social creatures, often forming gangs or colonies being led by a powerful rat king (MC 2M). They make their lairs in secretive and hard-to-reach locations where they can nest in relative peace.

These creatures are also opportunists, looking for any advantage they can get, often preferring ambushes rather than face-to-face combat.

LOOT

Wererats have a great fondness for gems and jewelry, hoarding as many valuables as they can.

ADVENTURE HOOKS

- A gang of wererats have established a base in the sewers of a large city. They are hoping to take over a smuggling business from the local thieves guild.
- Forced out of a city due to pressure, a group of wererats have taken over a remote stone tower. However, their actions are causing a lot of distress from the local town. Murders and robberies are increasing. The PCs are asked with investigating.

WEREWOLF

Medium Lycanthrope

MC: 2M SL: 5 (3d10) AP: 8
P: 3d10 M: 2d10 S: 2d10
DEF: 4 (2d10) TH: 5 DR: 2
Vitality: 55 (10d10) Detect: 5, 50
Speed: 15, 20 in hybrid or wolf form

TRAITS

Favored Maneuvers: Cleave (d10), flurry attack (4 physical).

Night Vision 60 feet.

Damage Immunities: blunt, piercing, and slashing from nonmagical attacks not made with silvered weapons.

Damage Vulnerabilities: Silvered weapons.

Shapechanger (AP: 5): The werewolf can shapechange into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Other than its speed and attacks, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Desperation Trait: The werewolf enters wolf or hybrid form (if not already) and attacks with savagery. It adds +1d10 BDP physical damage to each attack and its detect trait increases to 8,50.

ACTIONS

Bite (AP: 4, Wolf or Hybrid Form Only). 1d10+1d10 physical damage. If the target is a humanoid, it must succeed on a TCN 11 (1d20) Endurance ability check or be cursed with lycanthropy. The target takes an additional 1d8 points of bleeding damage at the start of its next turn.

Claws (AP: 3, Hybrid Form Only).: 1d10+1d6 physical damage.

Weapon (AP: varies, Humanoid Form Only). 1d10+1d10 physical damage.

LORE

While in human form, these creatures still display many canine behaviors. They constantly sniff the air and are very aggressive to any perceived threat. Werewolves have little patience, preferring to rip apart any intruder before listening to anything they say. However, they aren't stupid, and they know maintaining the guise of humanity to neighboring kingdoms is important.

Members of the werewolf bloodline absentmindedly lick their hands and frequently scratch their bellies.

Many werewolves are the direct descendants of King Laignech Fáelad; each member of this bloodline rules small keeps or duchies of their own, surrounding themselves with a compliment of trusted werewolf allies. These strongholds also contain many normal humanoids, but only as enslaved people or food sources.

Hidden deep within the depths of the fortress are dungeons and unholy sanctuaries where the Laignech Fáelad and their acolytes perform ritual sacrifices and feed upon captured victims.

LOOT

Werewolves will frequently use and equip magical items, favoring those that protect them against silver. Established werewolf lords will have the wealth of nobles within their castles and fortresses.

ADVENTURE HOOKS

- Weary and exhausted PCs come upon a darkened keep deep within the wild lands and seek sanctuary. It's actually the home of a Laignech Fáelad, who observes the PCs to see if they can be of use to him, or if they are weak enough to ambush them while they sleep.
- A neighboring kingdom suspects a local lord is some sort of evil thing. A pact with the devil perhaps? Regardless, the PCs are sent to investigate.
- A Laignech Fáelad, under the guise of a benevolent ruler, is using the PCs to act as spies and saboteurs to a neighboring duchy, feeding the PCs misinformation so they believe the duchy is evil and in need of eradication.

WOLF

Medium Beast

MC: 1L	SL: 1 (3d6)	AP: 6
P: 1d8	M: 1d6	S: 2d6
DEF: 2 (3d8)	TH: 4	
Vitality: 9 (2d8)	Detect: 6, 50	
Speed: 20		

TRAITS

Night Vision 60 feet.

Desperation Trait. The wolf cries out in pain, inspiring its allies. Each wolf within 30 feet of this creature gains a +1d8 bonus on attack rolls. This is cumulative with other wolves who may also be in a desperation status.

ACTIONS

Bite (AP: 4): 1d8 physical damage.

LORE

Wolves live and hunt in packs of between 2d8 creatures, being led by an alpha. In combat they use hit and run tactics, trying to harass and hamstring the prey until it collapses in exhaustion before they move in for the kill.

LOOT

Wolf pelts will sell for 1-5gp on the market.

ADVENTURE HOOKS

- A pack of wolves have been killing the livestock of local farmers. The PCs must find a solution to this menace.
- A clan of goblins have domesticated wolves and are using them as mounts in battle.
- A lone wolf, exiled from its pack, follows the party in the distance, hoping for scraps or to eat the remains of creatures slain by the party. If the party is kind, it will eventually get closer and closer to them.

WRAITH

Medium Undead

MC: 2H SL: 6 (4d10) AP: 8
P: n/a M: 3d10 S: 4d10
DEF: 6 (4d10) TH: 7
Vitality: 56 (12d8) Detect: 9,50
Speed: fly 15

Traits

Damage Resistances: Corrosive, cold, heat, electrical; physical damage from nonmagical attacks not made with silvered weapons

Damage Immunities: Necrotic, toxin.

Status Immunities: Diseased, glamoured, fatigued, grappled, paralyzed, poisoned, prone, and restrained.

Night vision 60 feet.

Incorporeal: The wraith can move through other creatures and objects as if they were difficult terrain.

Sunlight Vulnerability: While in sunlight, the wraith has a -2 PD penalty on attack rolls and perception checks that rely on sight.

Desperation Trait. The wraith fades into shadow to flee and recover. Its dice pool die becomes 3d12 when attempting a stealth check.

ACTIONS

Life Drain (AP: 4): 2d12 necrotic damage. This damage cannot be healed outside of magical means. Any creature struck shifts its place in the combat order down one step.

Necrotic Ray (AP: 4): 2d12 necrotic damage. A creature struck will suffer a cumulative -1 PD penalty to all Physical ability checks (including attack rolls) for one hour. Range 60 feet.

LORE

Wraiths are the ghosts and spirits from malevolent sorcerers who died with unfulfilled goals, filled with hatred. They haunt graveyards, battle sites, crypts, and other locations where their corporeal bodies may have perished.

LOOT

While not keeping any treasure themselves, the crypts or tombs that wraiths guard may have treasure.

ADVENTURE HOOKS

- A wraith is tormenting and killing anyone who enters the city graveyard. The mayor is asking for assistance in eradicating this undead danger.
- While exploring an ancient crypt in search for a lost artifact, the party is beset upon by a group of wraiths previously undetected in the shadows.

WYVERN

Large Dragon

MC: 3L SL: 6 (4d10) AP: 8

P: 2d12 M: 2d8 S: 2d10

DEF: 6 (4d10) TH: 7 DR: 2

Vitality: 63 (14d8) Detect: 4, 50

Speed: 10, fly 20

TRAITS

Night Vision 60 feet.

ACTIONS

Bite (AP: 3): 2d12 physical damage.

Claws (AP: 4): 1d20 physical damage.

Stinger (AP: 5): 1d12 piercing damage. The target must make a TCN 8 (2d12) Endurance ability check, taking 2d12 toxin damage on a failed check, or half as much damage on a successful one. Reach: 10 feet.

LORE

Wyverns are often depicted as dragon-like beings with wings, sharp claws, and a venomous tail, but they typically lack the intelligence and magical abilities commonly associated with dragons. Wyverns are known for their fierce nature, territorial behavior, and avaricious tendencies.

These creatures typically live in mated pairs, roosting in hard-to-reach locations, such as mountain cliffs.

LOOT

Wyvern scales are prized for their toughness and are often used in crafting armor and shields. Their stingers are highly sought after by alchemists and poison makers. The venom can be used to create potent poisons or antidotes.

Wyvern eggs are a rare and dangerous find. If a skilled adventurer can safely retrieve one, it could be sold for upwards of 500 gp, or the young wyvern could be trained as a mount or companion.

ADVENTURE HOOKS

- A nearby village is under constant threat from a pair of wyverns that have claimed a nearby mountain as their territory.
- An eccentric alchemist seeks adventurers to obtain a wyvern's venomous stinger for a secret experiment.
- A renowned dragon hunter approaches the party with an unusual proposition: they need help capturing a wyvern alive for a wealthy collector who wants it as an exotic pet.

ZOMBIE

Medium Undead

MC: 1H SL: 3 (3d8) AP: 5
P: 3d8 M: 1d6 S: 2d6
DEF: 0 (2d6) TH: 3 DR: 3
Vitality: 35 (6d10) Detect: 6, 50
Speed: 10

TRAITS

Damage Immunities: Toxin.

Status Immunities: Poisoned, diseased, fatigued, glamourous.

Night vision 60 feet.

Head Vulnerability: If a called shot targeting the zombie's head is made (-3 PD penalty to attack roll), and if the damage is 6 or more, the zombie instantly falls dead. Again.

Desperation Trait. The zombie calls out "brains!" and has the AP cost for its fist attack of its turns reduced by 1.

ACTIONS

Fist (AP: 3): 2d8 physical damage.

LORE

A mainstay of horror movies for decades, and lore hundreds of years before that, zombies have established themselves into horror lore more firmly than perhaps any other monster.

These shambling undead are unthinking, having only one goal: to seek out the living and eat their brains. They are easily created from corpses for one with the magical knowledge, and thus are frequent guards for necromancers or cults.

LOOT

Zombies, being mindless, do not care for treasure. Occasionally they may have treasure they are guarding or there may be treasure from previous victims.

ADVENTURE HOOKS

- Reports surface of a zombie-infested ship, rumored to carry a valuable cargo. Adventurers are hired to investigate, salvage any treasures, and eradicate the undead threat before it spreads to coastal towns.
- A once-peaceful graveyard has become a haven for undead. Locals believe that a powerful artifact hidden within the graveyard is the source of this curse.
- A fortified city is on the brink of collapse as hordes of zombies besiege its walls. The party must aid the desperate defenders, find a way to break the siege, and perhaps discover the reason why the city became a focal point for the undead onslaught.

APPENDICES

MONSTERS BY MC LEVEL

Badger	t	Goblin, Brute	1m	Shtriga	1h
Brownie	t	Kobold	1m	Stilt Walker	1h
Commoner	t	Lavallan	1m	The cursed	1h
Death Worm	t	Lizardfolk	1m	Zombie	1h
Finder	t	Maroolborn	1m	Troglodyte	1h
Hawk	t	Mermaid	1m	Wererat	1h
Hoberdidance	t	Night HOrror	1m	Aka'barin	2l
Hobgoblin	t	Orc, Corrupted	1m	Baku	2l
Minion Demon	t	Panther	1m	Biasd Bheulach	2l
Poisonous/Venomous Snake	t	Pixie	1m	Bone Golem	2l
Rat, Giant	t	Primordian	1m	Canopy Stalker	2l
Vampire Demon	T	Quhaip	1m	Demon hound	2l
Aeternae	1l	Sporecat	1m	Doppelganger	2l
Al-Mi'raj	1l	Tengu	1m	Drude	2l
Ballybog	1l	Warhorse	1m	FLytrap, Living	2l
Bandit	1l	Triton	1m	Fuath	2l
Barbegazi	1l	AEther Dog	1h	Gargoyle	2l
Boggart	1l	Animated Mail	1h	Griffon	2l
Calilope	1l	Aralez	1h	Gulon	2l
Centipede, Giant	1l	Bat, Giant	1h	Jötunn	2l
Constrictor Snake	1l	Berserker	1h	Minotaur	2l
Deathstalker	1l	Boar, Corrupted	1h	Nixie	2l
Dog, War	1l	Brown Bear	1h	Puca	2l
Goblin	1l	Bubak	1h	Rhinoceros	2l
Goblin, Aquatic	1l	Cavern Lurker	1h	Satyr	2l
Guard	1l	Cockatrice	1h	Spider, Giant	2l
Paralytisk	1l	Corpsemound	1h	Spriggan	2l
Riding Horse	1l	Cultist	1h	Wasp, Fiend	2l
Rock Beast	1l	Dire Wolf	1h	Wereboar	2l
Skeleton	1l	Dragon, Wyrmling	1h	Aether Lurker	2m
Wolf	1l	Dream Devil	1h	Ammit	2m
Aetherprime	1m	Elephant	1h	Ape, Giant	2m
Ant, Corrupted	1m	Fairy Dragon	1h	Banshee	2m
Ape	1m	Fire Beetle, Giant	1h	Basilisk	2m
Badger, Corrupted	1m	Gaueko	1h	Bukavac	2m
Bat, Corrupted	1m	Ghoul	1h	Carriion Demon	2m
Black Bear	1m	Goblin, fiendish	1h	Chul'rahg	2m
Broken Ones	1m	Harpy	1h	Constrictor Snake, Giant	2m
Bullgort	1m	Hippogriff	1h	Crocodile, Corrupted	2m
Cabbage Spider	1m	Horse, Corrupted	1h	Dragonhorse	2m
Cat-Sith	1m	Imp	1h	Foo Dog	2m
Centaur	1m	Indrizzi	1h	Forest Guardian	2m
Chupacabra	1m	Kergrim	1h	Gaishon	2m
Domovoi	1m	Leprechaun	1h	Hellhest	2m
Dryad	1m	Lion	1h	Hodag	2m
Far Darrig	1m	Nymph	1h	Iclahal	2m
Frog, Giant	1m	Ogre	1h	Izzoid	2m
Goblin, Arctic	1m	Ooze	1h	Knight	2m
		Scarecrow	1h	Mud Golem	2m
		Shroom	1h	Pukwudgie	2m

Scorpion, Giant	2m	Succubus	2h	Night Hag (Pesta)	3m
Slithering Horror	2m	Sulfur Demon	2h	Primordial spirit	3m
Specter	2m	Treant	2h	Spawn of Fenrir	3m
Spiderspawn	2m	Water Elemental	2h	Troll	3m
Toad, Corrupted	2m	Wraith	2h	Tyrannosaurus Rex	3m
Werewolf	2m	Wendigo	2h	Ambassador Devil	3h
Vargouille	2m	Aswang	3l	Clay Golem	3h
Allosaurus	2h	Brain Eater	3l	Djinni	3h
Assassin Demon	2h	Brute Demon	3l	Dragon, Adult	3h
Barghest	2h	Criosphinx	3l	Ghost	3h
Bunyip	2h	Cursed Aberrant	3l	Guivre	3h
Corrupted Walker	2h	Earth Elemental	3l	Iron Golem	3h
Cyclops	2h	Flesh Golem	3l	Scythespider	3h
Dragon, Young	2h	Frost Worm	3l	Sea Serpent	3h
Eotin	2h	Luck Dragon	3l	Sphinx	3h
Ettin	2h	Marool	3l	Swamp Brute	3h
Fire Elemental	2h	Medusa	3l	Unicorn	3h
Glacial Beast	2h	Mummy	3l	Turtle, Great	3h
Gothar	2h	Nightmare	3l	Brachiosaurus	4l
Indrik	2h	Octopus, Corrupted	3l	Cohuatl	4l
Iron Horse	2h	Sea Hag	3l	Commander Devil	4l
Lindwurm	2h	Snatcher	3l	Devourer	4l
Manticore	2h	Swamp Ambusher	3l	Eagle, Giant	4l
Oni	2h	Triceratops	3l	Efreeti	4l
Pegasus	2h	Wyvern	3l	Ground Leviathan	4l
Pteranodon	2h	Volcano Giant	3l	Vampire	4l
Rhinoceros, Corrupted	2h	Angel	3m	Lich	4m
Rock Ambusher	2h	Black Annis	3m	Titan	4m
Scorpataur	2h	Catoblepas	3m	Dragon, Ancient	4h
Smoke Elemental	2h	Chimera	3m	Gazador	4h
Stegosaurus	2h	Crablord	3m		