[This does includes the alternate conversions for Red Hand of Doom based on Draz’s original writeups.]

Mahda, Shadow Ghoul

**Ghoul ??? 3**

**Fast**: Undead (Ghoul)

**Medium**: Rage, Battle's Tempering

**Slow**: Earth Elemental

**Init**: +2;

**Reach**: 5 ft;

**Speed**: 30 ft;

**Size**: Medium;

**HP**: 56;

**AC**: 18;

**Fort** +8; **Ref** +2; **Will** +4;

**Awareness**: 13

**[Melee] Attack Action**

Ghoul Bite +7; (1d6+4) [Brutal 3]

* 1/round when you hit, opponent is [Sickened] 1 round and you heal 3 hp (Fort 17 negates both)

## Activated Abilities

* **Rage**: As a swift action if not [Fatigued] or [Exhausted], you may enter a rage for 7 rounds. While raging, you gain +1 attack/damage, +1 to maneuver DCs, and +1 Fort/will. You also gain 6 temp hp. When it ends, [Fatigued] for as many rounds as you raged.
* **Grasping Shadow**: 1/round as a move action, create a 5ft spread from your square that deals 7 damage to opponents. This is a [ground] effect.
* **Bloodthirst**: As a move action, gain 1 drink of blood (can store up to 6 drinks). As a move action, expend one drink to heal 3d4 hit points.
* **Unholy Speed**: You may exchange your swift action for a move action.

## Passive Abilities

* **Fast Healing 4**
* **Better Quick Than Dead**: Ignore difficult terrain.
  + **Shoot First**: +1 to initiative (already calculated).

## [Legendary] Abilities

* **Woldhewn**: You halve energy damage and magic damage you take, after applying [resistance] and such reductions.

**Abilities:** Str 18; Dex 12; Con 18; Int 10; Wis 10; Cha 10;

**Skills**:

**Feats**: Ghoulish Enthusiasm, Exit Stage Left, Livers Need Not Apply

**Key Offensive Modifier**: Str

**Key Defensive Modifier**: Con

**Base Attack Bonus**: +3

### **Items**

Light Armor

Shadow Mooks

Mook Archetype: Striker 1

Init: +2;

Reach: 5 ft;

Speed: 40 ft;

Size: Medium;

HP: 20;

AC: 13;

Saves (all): +2;

Awareness: 13

[Melee] Attack Action

Foul Touch +4; (1d6+3)

# **Shadow Wolf, Shadow Panther**

**Track**: Utter Brute

**Mook Archetype**: Elite 2

**Init**: +2;

**Reach**: 5 ft;

**Speed**: 30 ft;

**Size**: Average;

**HP**: 39;

**AC**: 15;

**Saves (all)**: +3;

**Awareness**: 14

**[Melee] Attack Action**

Bite +6; (7) [Brutal 2, Reach]

**Feats**: Weaponized

# **Shadow Bear**

**Track**: Utter Brute

**Mook Archetype**: Elite 3

**Init**: +3;

**Reach**: 5 ft;

**Speed**: 30 ft;

**Size**: Large;

**HP**: 53;

**AC**: 18;

**Saves (all)**: +3;

**Awareness**: 15

**[Melee] Attack Action**

Bite +5; (8) [Brutal 2, Reach]

**Truly Bad People**: The first time each [Round] an attack hits you, you deal 3 damage to any one creature of your choice in [Melee] range.

**Feats**: Weaponized, Truly Bad People

# **Swarm of Bats and Owls (Myriad 1)**

**Init**: +2;

**Speed**: 30 ft;

**Size**: Medium;

**HP**: 28;

**AC**: 14;

**Saves (all)**: +2

**Awareness**: 13

This mook possesses 7 bodies, which are removed when they take damage. It regenerates 1 head at the start of each turn. Each head mus remain within [close] range of each other. Any damage dealt to the heads effects the body.

**Flail attack [Melee range]**

Each body selects up to one target (no creature can be targeted more than once). It hits automatically, dealing 1d6+1 damage.

Blackspawn Raider

**Track**: Elementalist (acid)

**Mook Archetype**: Expert 4

**Init**: +3;

**Reach**: 5 ft;

**Speed**: 35 ft;

**Size**: Medium;

**HP**: 69;

**AC**: 19;

**Saves (all)**: +4;

**Awareness**: 14

**[Melee] Attack Action**

Spear +8; (1d6+5) [Brutal 1, Guardian]

**SLA Standard Action**

**Acid Burst**- Hit's target square within [close] (4d6+3; Fort 15 half)

## Passive Abilities

* **[Resistance] to Acid**

Blood Ghost Berserker

**Orc Barbarian 4**

**Fast**: Path of the Ancestors

**Medium**: Path of War (Rage), Battle's Tempering

**Slow**: Path of Destruction

**Init**: +3;

**Reach**: 5 ft;

**Speed**: 35 ft;

**Size**: Medium;

**HP**: 56; DR 2

**AC**: 19;

**Fort** +8; **Ref** +5; **Will** +3;

**Awareness**: 15

**[Melee] Attack Action**

Greataxe +8; (1d6+9) [Brutal 2, Scything]

**[Melee] or [Ranged] Attack Action** [Melee]/[Close]

Throwing Axe +8; (1d6+6) [Quick Draw, Thrown, Traumatizing]

* Traumatizing- On crit, [Bleeding] and 8 [HP Reduction]

## Activated Abilities

* **Rage**: Enter Rage as a swift action for 7 rounds. While raging, +2 atk/dmg, +3 saves vs maneuvers, +1 Fort/Will, gain 8 temp hp. You also become [Large], gaining +5 speed, and +5 reach, with none of the usual penalties for size. Become [fatigued] after for number of rounds you spent raging. Cannot enter if [fatigued] or [exhausted].
* **Cleave**: 1/round as swift, when you hit and deal damage in melee, it also hits another target in range if the original roll beats their AC.
* **Hard to break**: 1/encounter ignore entire effect when you successfully save for half with Fort/Will.
* **Reckless strike**: As a move action, cause Power Attack's penalty to affect AC instead.

## Passive Abilities

* **Lineage**: Heal +4 hp when healed by others. Also, take no AC penalty from charging.
* **Reaver**: Every time you kill an enemy, gain +1 attack and AC for the rest of the encounter (stacks, max +4)
  + **Reprisal**: When any ally drops below 1/2 max HP, you heal for 8 hp and gain +1 to Reaver
* **Rather Quick than Dead**: Moving out of difficult terrain does not count extra movement
  + **Shoot First**: Gain +2 Init.

**Abilities:** Str 18; Dex 12; Con 18; Int 10; Wis 12; Cha 8;

**Skills**:

**Feats**: Reckless Strike, Reaver, Reprisal

**Key Offensive Modifier**: Str

**Key Defensive Modifier**: Con

**Base Attack Bonus**:+4

### **Items**

Armor (+1 AC)

Blue Abishai

**Demon Sage 7**

**Fast**: Demon

**Medium**: Sage's Wrath (Just Blade), Necromancer

**Slow**: Assassin

**Init**: +2;

**Reach**: 10 ft;

**Speed**: 40 ft;

**Size**: Medium;

**HP**: 84;

**AC**: 21;

**Fort** +6; **Ref** +8; **Will** +11;

**Awareness**: 18

**[Melee] Attack Action**

Demon Claws +12/+7; (1d6+9) [Brutal 2, Devastating, Natural]

**[Melee] Attack Action**

Grim Heritor +13/+8; (1d6+9) [Arcane, Elemental:Electricity, Brutal 2]

* Flesheater- Causes [burning] on hit.
* Charge with SLA as a swift action; charged SLA delivered on hit.

## Activated Abilities

* **Demon Magic (SLA)**: 1/encounter, use either *darkness* or *see invisibility*.
* **Apocalyptic Visions**: 1/round as a swift action, gain +3 to attacks or AC for one round.
* **Cause Fear (SLA)**: As a move action, cause opponent in [close] range to be [shaken] for 2 rounds (Will 20 neg.)
* **False Life**: As a swift action, gain 7 temp hp until the end of the [scene]
* **Blindness (SLA)**: As a standard action, cause opponent in [close] range to be [blinded] for 2 rounds.
* **Grim Heritor**: As a swift, or as part of a swift, form a melee weapon with [Arcane] and 3 other properties. It also counts as a Lesser item. This ability is Su, and thus benefit from magic bonuses to hit, [brutal], etc, despite being [Arcane].
* **Mental Thrust**: As a move action, cause opponent within [close] range to be [blown away] in a direction of your choice (Ref 18 neg.) If this would cause them to enter and leave a square you occupy, this movement provokes.
* **Mystic Focus**: 1/round as a swift action, charge your Grim Heritor with any SLA you possess. While charged, you gain 20% [miss chance]. When you hit with the Heritor, use charged SLA on the target (affecting additional squares/targets as usual).

## Passive Abilities

* **Sneak Attack**: +3d6 [precision damage] when you hit a foe who is [Flat-footed], [Helpless], [Confused], [Dazed], [Entangled], [Exhausted], [Stunned], [Shaken], [Frightened], [Cowering] or [Panicked].
  + **Slayer's Sense**: When you successfully Sneak Attack, ignore [concealed] and [fully concealed] on that target for the rest of the [encounter].
* **[Lesser Resistance] to [Electricity]**
* **[Fast Healing] 5**
* **Immunity to [Bleeding] and [Sickened]**

**Abilities:** Str 10; Dex 14; Con 18; Int 10; Wis 12; Cha 20;

**Skills**:

**Feats**: Something of a Traditionalist [Iconic], Cheerful Hemoglobin, By Will Sustained, Arcane Magister (Necromancer)

**Key Offensive Modifier**: Cha

**Key Defensive Modifier**: Con

**Base Attack Bonus**: +7/+2

### **Items**

Silent Halls (Form telepathic bonds with up to 3 people without Silent Halls, and any number of those who have it)

Grim Heritor (+1 atk, Flesheater- Causes [burning] on hit)

Bluespawn Thunderlizard

**Utter Brute Monk 6**

**Fast**: Elementalist (Electricity)

**Medium**: Utter Brute, Path of the Ancestors

**Slow**: Discipline of the Crane

**Init**: +1;

**Reach**: 10 ft;

**Speed**: 50 ft;

**Size**: Medium;

**HP**: 84; DR 2

**AC**: 22;

**Fort** +11; **Ref** +7; **Will** +6;

**Awareness**: 19

**[Melee] Attack Action**

Gore with Horn +11/+6; (15) [Brutal 2, Reach, Natural]

**[Area] Standard Action**

**Elemental Burst** [Close] range, 1 square. (6d6+3, Ref 18 half.)

## Activated Abilities

* **Elemental Bolt**: 1/encounter as standard, create a line from you out to [medium] range. All creatures in the area take 12d4 [electricity] damage (Ref 18 half) and is knocked [prone] (Ref 18 half).
* **Hard to Break**: 1/encounter, on a successful Fort or Will save that offers "Save for Half", instead take no damage.

## Passive Abilities

* **Unforgiving**: The first time each round you hit with an attack, you also inflict [HP Reduction] equal to the damage dealt or 6, whichever is lower. In addition, when you would become [Dead], you my first take a standard action, although you still die no matter what.
* **[Resistance] to [Electricity]**
* **Shape The Elements**: The first time each round an opponent fails a save vs an Elementalist ability, they are [Entangled] for 2 rounds.
* **Lineage**: Heal for +6 hp when healed by an effect originating from someone else. Also, ignore penalties to AC on charges.
* **Shocking Skin**: The first time each round an attack hits you, deal 6 damage to any target in [melee] range.
* **Storm Heart**: When you die, create a 35 ft radius spread originating from you, inflicting 24 [HP Reduction] to all creatures within the spread./

**Abilities:** Str 14; Dex 12; Con 20; Int 10; Wis 16; Cha 10;

**Skills**:

**Feats**: Weaponized, Truly Bad People, Tell Them Still Angry, Arcane Magister (Elementalist)

**Key Offensive Modifier**: Con

**Key Defensive Modifier**: Str

**Base Attack Bonus**: +6/+1

### **Items**

+2 Wis item

Doom Fist Monk

**Human Monk 4**

**Fast**: Discipline of the Dragon

**Medium**: Discipline of the Serpent

**Slow**: Discipline of the Crane

**Init**: +3;

**Reach**: 10 ft;

**Speed**: 40 ft;

**Size**: Medium;

**HP**: 44; DR 1

**AC**: 20;

**Fort** +7; **Ref** +6; **Will** +7;

**Awareness**: 19

**[Melee] Attack Action**

Dragonchain +9; (1d6+10) [Reach, Tripping, Brutal 3]

* +4 [precision] dmg on grapple, pin, trip, or disarm.

**[Melee] Attack Action**

Unarmed Strike +9; (1d6+5) [Guardian, Disarming, Parrying, Reacting, Deft]

* +4 [precision] dmg on grapple, pin, trip, or disarm.

**Maneuver DCs**

**Grapple**: 20 (Ref)

**Pin**: 20 (Fort)

**Trip**: 15 (Ref)

**Disarm**: 15 (Ref)

**Bull Rush**: 15 (Fort/Ref)

## Activated Abilities

* **Neutralize**: As a standard action, make a single attack dealing normal damage, plus +4 [precision] dmg. If it hits, They must make a Will save (DC 17) or take a -2 penalty to damage rolls for 1 round.
* **Wholeness of Body**: You have 5 points of *ki* within you, and can expend 1 as a move action t heal for 4d4 hp. You can regain a point of *ki* as a move action.
* **Perfect Defense**: 1/encounter as an immediate action force charging enemy within [Medium] Range to stop moving and lose attacks. Also, 1/encounter as an immediate action cause opponent within [Medium] range to lose benefits of Power Attack or Deadly Aim for 1 round.

## Passive Abilities

* **External Techniques**: +4 [precision] damage when you make a Disarm, Grapple, Pin, or Trip attempt.
* **Internal Principles**: Base DC for Grapple/Pin, and escaping [Grappled] and [Pinned], improves to DC 18.
* **Careful Sun**: 1/encounter reduce Fort/Will: half or partial to none.
* **[Immunity] to [Fear] and the Intimidate skill**

**Abilities:** Str 12; Dex 12; Con 16; Int 10; Wis 20; Cha 10;

**Skills**:

**Feats**: Martial Magister, Perfect Defense, Livers Need Not Apply

**Key Offensive Modifier**: Wis

**Key Defensive Modifier**: Con

**Base Attack Bonus**: +4

### **Items**

+2 Con item

Endless Pit (no fall damage)

Doom Hand Cleric

**Hobgoblin (Human) Shaman 3**

**Fast**: Spells

**Medium:** Incantation, Arcane Lore

**Slow**: Path (Smiting)

**Init**: +2;

**Reach**: 5 ft;

**Speed**: 35 ft;

**Size**: Medium;

**HP**: 30;

**AC**: 16;

**Fort** +5; **Ref** +3; **Will** +9;

**Awareness**: 18

**[Melee] Attack Action**

Mace +7; (1d6+6) [Brutal 1, Guardian, Traumatizing]

* Traumatizing: Inflict [Bleeding] and [HP Reduction] 6 on a critical hit

**[Ranged] Attack Action [Medium Range]**

Incantation +8; (4d4+5)

* Gain +1 atk until beginning of next turn.

**[Area] Standard Action**

**Dread Wave**: 30 ft cone (3d4+5 dmg). Can be [cold] or [negative], as you choose.

* Hit creatures [shaken] for 1 round (Will 16 neg.)

**[Area] Standard Action**

**Hammerfall**: 1 square within 145 feet, and each adjacent square. (3d6 dmg, Ref 16 half). Can be [fire] or physical damage.

## Activated Abilities

**Incantation (SLA):** As standard, heal ally w/in [Medium] range for 4d4+5. Gain +1 at until beginning of next turn

**Word of Shadow:** 1/encounter as immediate: Target opponent within [medium] range is [blinded] for the duration of his/her current action. *(Reminder: Blinded imposes -4 Perception and 50% miss chance)*

## Passive Abilities

**Skirmish:** Whenever you miss with an attack, gain a +1 to hit for rest of the encounter (max +3).

**Recon:** At the start of each [encounter], you and each ally may make a 5ft step before the 1st round begins.

## Spells

5/3 spells per scene. DC 16.

**1st:**

*Bless*- Allies w/in [close] range gain +1 atk and will saves for the rest of the encounter

*Bane*- As Bless, but affects enemies and gives a -1 penalty instead

*Sanctuary*- Touched creature cannot be attacked unless attacker makes a will save. Breaks if target attacks.

*Cure Light Wounds*- Heals 1 w/in [close] for 2d4+6, removes conditions ([Bleeding], [Burning], [Dazzled], [Deafened], [Fatigued], [Shaken], or [Sickened])

*Inflict Light Wounds*- Deals 2d6+6 at [close] range, Will half.

**2nd:**

*Resist Elements*- Target w/in [close] gains [lesser resistance] to Acid/cold/electric/fire for rest of the [scene]

*Elemental Vulnerability*- Target w/in [close] gains [lesser vulnerability] to Acid/cold/electric/fire for rest of the [encounter], Fort Negates

*Flame Blade*- For the rest of the scene, target weapon gains [Elemental (Fire)] and deals +1 dmg.

*Nature's Power*- 1 creature in [close] range gains +2 attack, damage, and +2 bonus to save DC's of spells/SLA's/supernatural abilities until the end of the [scene]

**Abilities:** Str 12; Dex 14; Con 10; Int 10; Wis 20; Cha 14;

**Skills:**

**Feats:** Recon, Words of Power, Open Lesser Binding

**Key Offensive Modifier:** Wisdom

**Key Defensive Modifier:** Charisma

**Base Attack Bonus:** +2

### **Items**

Armor (+1 AC)

Small Totem (Gain Darkvision)

Doom Hand Warpriest

**Hobgoblin (Human) Shaman 8**

**Fast**: Spells

**Medium:** Incantation, Sage's Wrath (Arcane Lore)

**Slow**: Path (Smiting: The Seven Circles of War)

**Init**: +2;

**Reach**: 10 ft;

**Speed**: 45 ft;

**Size**: Medium;

**HP**: 96; Fast Healing 4

**AC**: 24;

**Fort** +9; **Ref** +6; **Will** +13;

**Awareness**: 24

**[Melee] Attack Action**

Mace +11/+6; (1d6+13) [Brutal 1, Guardian, Traumatizing]

* Traumatizing: Inflict [Bleeding] and [HP Reduction] 16 on a critical hit
* If both attacks hit, the second deals 1d6+17 instead, and +4 damage to all attacks for 1 round.
* Skirmish

**[Ranged] Attack Action [Medium Range]**

Incantation +13; (9d4+10)

* Gain +2 attack until beginning of next turn.
* Skirmish

**[Area] Standard Action**

**Dread Wave**: 50 ft cone (8d4+6 dmg). Can be [cold] or [negative], as you choose.

* Hit creatures [shaken] for 1 round (Will 20 neg.)

**[Area] Standard Action**

**Hammerfall**: 1 square within 220 feet, and each square within 2 squares. (8d6 dmg, Ref 20 half). Can be [fire] or physical damage.

## Activated Abilities

* **Incantation (SLA):** As standard, heal ally w/in [Medium] range for 9d4+6. Gain +2 attack until beginning of next turn.
* **Words of Power**: Use 2/encounter as immediate actions
  + **Word of Shadow:** Target opponent within [medium] range is [blinded] for the duration of his/her current action. *(Reminder: Blinded imposes -4 Perception and 50% miss chance)*
  + **Word of Sunset**: Become [Invisible] for 1 round.
* **Imbue Spell**: As a swift action, expend a spell slot of any circle and chose a spell of that circle or lower with Target: one creature or that has an Incantation version (if both, use Incantation version). When you use Incantation this round, you may discharge the spell, causing it to affect the damaged enemy or healed ally.
* **The Scattering Wind**: 2/encounter, when you hit with a weapon, you can dispel 1 3rd circle or lower spell/SLA.

## Passive Abilities

* **Skirmish:** Whenever you miss with an attack, gain a +1 to hit for rest of the encounter (max +8).
* **Conflict**: Add your Charisma modifier to damage rolls for attacks. (calculated).
* **Struggle**: The second time you hit an opponent on your turn, you gain +4 to damage for that attack and for one round.
* **Recon:** At the start of each [encounter], you and each ally may make a 5ft step before the 1st round begins.
* **Canto**: For each 5 damage dealt by Dread Wave or Hammerfall, an ally within 100 ft is healed for 2 HP.
* **With a Word**: Whenever you use Dread Wave or Hammerfall, you may [teleport] up to 15 ft in any direction.
* **Shaman's Presence**: Allies within 30 feet gain [Fast Healing] 4.

## Spells

7/7/4 spells per scene. DC 20.

**1st:**

*Bless*- Allies w/in [close] range gain +1 atk and will saves for the rest of the encounter

* *Incantation*- As bless, but the bonus is +3 for the creature.

*Bane*- As Bless, but affects enemies and gives a -1 penalty instead

*Sanctuary*- Touched creature cannot be attacked unless attacker makes a will save. Breaks if target attacks.

*Cure Light Wounds*- Heals 1 w/in [close] for 2d4+12, removes 1 condition ([Bleeding], [Burning], [Dazzled], [Deafened], [Fatigued], [Shaken], or [Sickened])

*Inflict Light Wounds*- Deals 2d6+12 at [close] range, Will half.

**2nd:**

*Resist Elements*- Target w/in [close] gains [lesser resistance] to Acid/cold/electric/fire for rest of the [scene]

*Elemental Vulnerability*- Target w/in [close] gains [lesser vulnerability] to Acid/cold/electric/fire for rest of the [encounter], Fort Negates

*Flame Blade*- For the rest of the scene, target weapon gains [Elemental (Fire)] and deals +1 dmg.

*Nature's Power*- 1 creature in [close] range gains +2 attack, damage, and +2 bonus to save DC's of spells/SLA's/supernatural abilities until the end of the [scene]

**3rd:**

*Call Lightning*- Lightning bolt strikes foe within [long] range for 16d4 [electricity] damage (Ref half). Until end of the encounter, you can repeat this effect, choosing a new target if you wish, as a standard action at will.

* *Incantation*- This effect instead targets a weapon wielded by the target of the Incantation heal. That weapon gains +3d6 [electricity] damage.

*Cure Serious Wounds*- As *cure light wounds*, except heals 3d4+24, removes 2 conditions, and can also remove [Blinded], [Confused], [Exhausted], [Frightened], [Nauseated], [Paralyzed], [Slowed], and [Stunned].

*Inflict Serious Wounds*- As *inflict light wounds*, except 3d6+24 damage

*Holy Smite*- Create a 30 ft radius burst within [long] range. It deals 8d10 damage to each creature in the area (Fort half).

* *Incantation*- Deals 8d6 damage to the target of the Incantation.

**Abilities:** Str 14; Dex 14; Con 10; Int 10; Wis 22; Cha 18;

**Skills:**

**Feats:** Recon, Words of Power, Open Lesser Binding, The Scattering Wind

**Key Offensive Modifier:** Wisdom

**Key Defensive Modifier:** Charisma

**Base Attack Bonus:** +6/+1

### **Items**

Armor (+1 AC)

Small Totem (Gain Darkvision)

+2 Cha item

Goblin Worg Rider

**Halfing Rogue 3**

**Fast**: Esoterica Radica

**Medium**: Reign of Arrows

**Slow**: Acrobatic Adept

**Init**: +4;

**Reach**: 5 ft;

**Speed**: 35 ft (45 while mounted);

**Size**: Small;

**HP**: 33; DR 1

**AC**: 20 (19 with longspear);

**Fort** +7; **Ref** +7; **Will** +3; -2 saves vs combat maneuvers, +1 vs dismounting effects

**Awareness**: 14

**[Melee] Attack Action**

Longspear +9; (1d6+8) [Brutal 2, Reach]

**[Ranged] Attack Action** [Close]

Shortbow +9; (1d6+8) [Brutal 2, Guardian]

* Dead-Eye (+3 precision dmg vs flat-footed)

## Activated Abilities

* **When to Hold**: 2/encounter as immediate action, gain +2 to AC and all saves until beginning of next turn.
* **Just That Quick**: 1/round, when opponent attacks you, make Ref save to replace AC. Doesn't work if enemy is concealed or you are entangled.
* **The Scattering Wind**: 2/encounter, struck target has an effect of 2nd Circle or lower dispelled. This ability is a 2nd Circle [Dispelling] effect.
* **Ride Skill**: Can pass through threatened square with Ride Check (DC 10 + enemy's BAB + enemy's KOM). Increase Mount's speed for one movement as swift action with Ride Check (20= +5', 25=+10')

## Passive Abilities

* **Playing it Right**: Always able to take 10 on Ride and Stealth
* **Dead-Eye**: +3 [precision] damage to ranged attacks against flat-footed targets.
* **Cataphract**: While mounted, you gain a +2 feat bonus to attack (already calculated), do not take AC penalties from charging, and +2 damage with Power Attack and Deadly Aim.
* **To Iron Married**: Crit on 18-20

**Abilities:** Str 14; Dex 18; Con 16; Int 10; Wis 12; Cha 10;

**Skills**: Ride +7, Stealth +7, Perception +4

**Feats**: Cataphract, To Iron Married, The Scattering Wind

**Key Offensive Modifier**: Dex

**Key Defensive Modifier**: Con

**Base Attack Bonus**: +2

### **Items**

Heavy Armor +2 AC, -1 Ref

Turbo (1/encounter as free action double mount's speed for 1 round)

Greenspawn Razorfiend

**Utter Brute ??? 7**

**Fast**: Utter Brute

**Medium**: Water Elemental, Elementalist (Acid)

**Slow**: Vigilante

**Init**: +1;

**Reach**: 10 ft;

**Speed**: 50 ft; Swim

**Size**: Medium;

**HP**: 105; DR 3

**AC**: 22;

**Fort** +12; **Ref** +7; **Will** +6;

**Awareness**: 20

**[Melee] Attack Action**

Wingblades +16/+11; (16) [Brutal 2, Reach, Natural]

**[Area] Standard Action**

Acid Burst. Hits 1 square within [close] (7d6+3 [acid] damage, Fort 16 half)

## Activated Abilities

* **Acid Cone**: 1/encounter as a standard action, create a 50 ft wedge dealing 7d6 [acid] damage (Ref 16 half) and pushes creatures in the area back 35 ft, up to the max of the wedge's area (Ref 16 negates).
* **Mist Aura**: As a swift or move action, create a spread out to [Melee] range for 1 round. Allies in the spread are [concealed].
* **Brutal Kick**: As a standard action, move up to your speed and then make a melee attack with +7 damage. You can treat your Unarmed strike as being [Brutal 2, Magnum] for this attack. This attack hits [Flying] creatures as long as you are not [swimming].

## Passive Abilities

* **Uncivilized Attacker**: +3 fury/item to all attack rolls (calculated)
* **Unforgiving**: The first time each round you hit with an attack, you also inflict [HP Reduction] equal to the damage dealt or 7, whichever is lower. In addition, when you would become [Dead], you my first take a standard action, although you still die no matter what.
* **Hungry Ocean**: 1/round, when you deal damage with any offensive action, you can inflict 14 [HP Reduction] to one of the damaged creatures before they take the damage. You then heal for 7 HP.
* **Unrelenting**: At the beginning and end of your turn, you may move 5 ft. This movement doesn't provoke, and nothing can stop this movement except the [Dead] condition. Foes grappling/pinning you move with, and you are still [grappled]/[pinned]
* **[Resistance] to [Acid]**
* **Shape the Elements** The first time each round a creature fails a save vs one of your Elementalist abilities, they are [Sickened] for 2 rounds.
* **Agile Sea**: Take an extra 5 ft step each round, and ignore difficult terrain. You also gain the Swim movement mode.
* **Reaver**: Whenever you kill an enemy, gain a +1 to attack and damage until the end of the encounter (max +5)
  + **Reprisal**: When an ally drops below half max hp, you heal for 14 hp and gain +1 Reaver (max 4 times per encounter)
  + **Bravado**: As an immeidate action, reduce Reaver bonus by 1 to heal for 9 hp.

**Abilities:** Str 16; Dex 12; Con 22; Int 10; Wis 16; Cha 10;

**Skills**:

**Feats**: Weaponized, Reaver, Reprisal, Bravado

**Key Offensive Modifier**: Con

**Key Defensive Modifier**: Str

**Base Attack Bonus**: +7/+2

### **Items**

+2 Con Item

Lesser Armor (+2 AC, Streamlined- +10 speed)

Hobgoblin Bladebearer

**Hobgoblin (Human) Barbarian 3**

**Fast**: Acrobatic Adept

**Medium:** Path of War (Dervish), items

**Slow**: Path of Destruction

**Init**: +5;

**Reach**: 5 ft;

**Speed**: 35 ft;

**Size**: Medium;

**HP**: 36; DR 1

**AC**: 16; (1/rnd replace with Ref save)

**Fort** +6; **Ref** +10; **Will** +2;

**Awareness**: 14

**[Melee] Attack Action**

Twin Swords +9; (1d6+7) [Brutal 1, Reacting, Scything]

* Reacting: Take 5ft step even if you take a move action to move
* Scything: Make attack at 2 enemies adjacent to each other (1 atk at -5)

### **Activated Abilities**

**War Dance**: Enter as swift action for 5 rounds. Gain +1 atk/dmg, +1 Acrobatics, +1 Ref/Will, +2 on saves vs combat maneuvers. These are [fury] bonuses. You become [fatigued] when you stop dancing for however many rounds you were in the war dance. Cannot enter War dance if [fatigued] or [exhausted].

**Cleave:** 1/round, as a swift action, when you hit with a melee attack and deal damage, you can compare the results of the attack roll to the AC of another enemy within [melee] range. If the roll meets/exceeds their AC, that opponent takes damage equal to the damage dealt by the original attack.

**Just That Quick:** 1/round, replace AC towards one attack with the results of a Reflex save. If the result of your save is less than your AC, use your AC instead. Cannot be used if you are [entangled], or if the attacker is [concealed] or [fully concealed] from you.

**Evasion:** 1/encounter, if you successfully save vs an effect that offers a Reflex save for half, you instead take no damage. Also, gain +1 Ref (calculated already).

## Passive Abilities

**Reaver:** Gain a +1 bonus to attack and AC for each enemy you have killed in this encounter, up to a maximum of +4

**Reprisal:** Whenever an ally drops below half hit points, heal for 6 damage and gain 1 stack of Reaver.

**Master of Swordplay:** Take an extra 5ft step per round.

**Abilities:** Str 14; Dex 20; Con 14; Int 10; Wis 12; Cha 10;

**Skills:** Acrobatics +8, Athletics +5, Stealth +8, Intimidate +3, Perception +4

**Feats:** The Terrible Swift Lash, Reaver, Reprisal

**Key Offensive Modifier:** Dexterity

**Key Defensive Modifier:** Constitution

**Base Attack Bonus:** +3

### **Items**

Lesser Extradimensional Weapon (Weapon can be summoned to hand/sent to extradimensional space as a free action)

Armor (+1 AC)

Hobgoblin Regular

**Human Barbarian 1**

**Fast**: Heroica

**Medium:** Path of the Ancestors, Battle's Tempering

**Slow**: Path of Destruction

**Init**: +3;

**Reach**: 5 ft;

**Speed**: 30 ft;

**Size**: Medium;

**HP**: 15; DR 1

**AC**: 16 (15 with bow);

**Fort** +5; **Ref** +4; **Will** +1;

**Awareness**: 12

**[Melee] Attack Action**

Longsword and Shield +4; (1d6+5) [Brutal 1, Guardian, Parrying]

* Provides +1 Deflection AC when used
* As immediate action: Reduce damage of one attack by 3.
* Blade and Bow: Provides +2 dmg if partner is alive.

**[Ranged] Attack Action [Medium Range]**

Longbow +4; (1d6+6) [Brutal 2, Distant 1]

* Blade and Bow: Provides +2 dmg if partner is alive.

## Activated Abilities

**The Blade and the Bow:** You and one chosen ally gain +1 to all damage roll (stacks, if they also have this ability).

**Perfect Defense:** 1/encounter as immediate force charging enemy within [Medium] Range to stop moving and lose attacks. 1/encounter as immediate cause opponent within [Medium] range to lose benefits of Power Attack or Deadly Aim for 1 round.

**Reckless Strike:** As move action, transfer attack penalty from Power Attack to AC instead (and half the penalty to other defenses)

## Passive Abilities

**Lineage:** Any effect that would heal you, which does not originate from you, heals you for an extra 1 hp.

* **Guidance**: You gain +1 initiative (already calculated).

**Rather Quick than Dead:** Moving out of difficult terrain does not count extra movement

* **Gain Ground**: Take an extra 5ft step each round

**Abilities:** Str 16; Dex 14; Con 16; Int 10; Wis 12; Cha 10

**Skills:** Athletics +5; Larceny +3; Ride +3; Intimidate +1; Perception +2

**Feats:** Perfect Defense, Reckless Strike

**Key Offensive Modifier:** Strength

**Key Defensive Modifier:** Constitution

**Base Attack Bonus:** +1

### **Items**

Armor (+1 AC)

Hobgoblin Veteran

**Human Barbarian 3**

**Fast**: Heroica

**Medium:** Path of the Ancestors, Battle's Tempering

**Slow**: Path of Destruction

**Init**: +3;

**Reach**: 5 ft;

**Speed**: 35 ft;

**Size**: Medium;

**HP**: 45; DR 1

**AC**: 18 (17 with bow);

**Fort** +7; **Ref** +6; **Will** +2;

**Awareness**: 14

**[Melee] Attack Action**

Longsword and Shield +7; (1d6+7) [Brutal 1, Guardian, Parrying]

* Provides +1 Deflection AC when used
* As immediate action: Reduce damage of one attack by 3.
* Blade and Bow: Provides +2 dmg if partner is alive.

**[Ranged] Attack Action [Medium Range]**

Longbow +7; (1d6+9) [Brutal 2, Distant 1]

* Blade and Bow: Provides +2 dmg if partner is alive.

## Activated Abilities

* **The Blade and the Bow:** You and one chosen ally gain +1 to all damage roll (stacks, if they also have this ability).
* **Perfect Defense:** 1/encounter as immediate force charging enemy within [Medium] Range to stop moving and lose attacks. 1/encounter as immediate cause opponent within [Medium] range to lose benefits of Power Attack or Deadly Aim for 1 round.
* **Reckless Strike:** As move action, transfer attack penalty from Power Attack to AC instead (and half the penalty to other defenses)
* **Might**: As a swift action, if your partner is within [Medium] range, deal 4 damage to all opponents within [close] range of your partner. This damage ignores [immunity] and cannot be reduced or mitigated by any method.

## Passive Abilities

* **Lineage:** Any effect that would heal you, which does not originate from you, heals you for an extra 1 hp.
  + **Guidance**: You gain +1 initiative (already calculated).
* **Rather Quick than Dead:** Moving out of difficult terrain does not count extra movement
  + **Gain Ground**: Take an extra 5ft step each round
* **Epic Flail**: Your attacks gain the [Reach] property. If you make an attack without using [Reach], if the target has a deflection bonus to AC, you gain a bonus to hit equal to half the deflection bonus (minimum +1).

**Abilities:** Str 18; Dex 14; Con 16; Int 10; Wis 12; Cha 10

**Skills:** Athletics +7; Larceny +5; Ride +5; Intimidate +3; Perception +4

**Feats:** Perfect Defense, Reckless Strike, Epic Flail

**Key Offensive Modifier:** Strength

**Key Defensive Modifier:** Constitution

**Base Attack Bonus:** +3

### **Items**

Armor (+1 AC)

Hobgoblin Sergeant

**Human Paladin 3**

**Fast**: Judgement: The Seven Circles of Knowing

**Medium**: Smiting: The Seven Circles of War, Tactical Insight

**Slow**: Virtue: The Seven Circles of Renewal

**Init**: +1;

**Reach**: 5 ft;

**Speed**: 35 ft;

**Size**: Medium;

**HP**: 39;

**AC**: 19;

**Fort** +7; **Ref** +1; **Will** +7;

**Awareness**: 17

**[Melee] Attack Action**

Greatsword +6; (1d6+7) [Brutal 2, Reacting]

* Reacting: Take a 5 ft step even if you used a move action to move this turn.
* Skirmish: +1 atk per missed atk (max +3)
* And My Axe!: +1 dmg per hit on target this encounter
* Tactical Insight

## Activated Abilities

* **Mercy**: 1/encounter as an immediate action or as part of another immediate action, you may prevent up to 9 points of damage to one ally within the range of your Knowing. You may do so after you know the amount of damage they are taking.
* **Font**: 1/encounter as a swift action, place a font within 15 ft. Each round at the start of your turn, the font heals one ally within [close] range of the font for 8 hp. The font expires after 3 rounds.
* **Tactical Insight**: As a move action, you may make a Knowledge check of the appropriate type against all enemies of that type (DC 10 + highest level of applicable targets). If you succeed, allies within line of sight of you or that you can communicate with gain on of the following abilities for the rest of the encounter. (useable once per creature type)
  + +3 on attack rolls affected creatures.
  + +3 AC vs attacks made by affected creatures.

## Passive Abilities

* **Recon** At the start of each [encounter], you and each ally may make a 5ft step before the 1st round begins.
* **Knowing**: You are aware of the general moral and ideological predilections of any sentient creature within 25 ft. You are likewise aware of the major moral implications of your actions. You also gain +4 Awareness and +4 Perception
* **Skirmish**: Whenever you miss with an attack, add +1 to all attacks until the end of the encounter (max +3)
* **Savvy Librarian**: Whenever you make a Knowledge check, you may substitute a History check. Also, gain +2 History
* **And My Axe!**: Your attacks against each opponent deal +1 damage for each previous time you've hit that opponent this encounter.

**Abilities:** Str 16; Dex 12; Con 10; Int 12; Wis 10; Cha 16;

**Skills**: History +6, Perception +7

**Feats**: Savvy Librarian, Recon, And My Axe!

**Key Offensive Modifier**: Str

**Key Defensive Modifier**: Cha

**Base Attack Bonus**: +3

### **Items**

Heavy Armor (+2 AC, -1 Ref)

Kulkor Zhul Mindbender

**Halfling Mesmer 8**

**Fast**: Inspiration Magic

**Medium**: Domination Magic, Necromancer

**Slow**: Illusion Magic

**Init**: +5;

**Reach**: 10 ft;

**Speed**: 45 ft;

**Size**: Small;

**HP**: 104;

**AC**: 22;

**Fort** +5; **Ref** +10; **Will** +13; -2 vs maneuvers

**Awareness**: 18

**[Melee] Attack Action**

Arcane Focus +12/+7; (1d6+5) [Arcane, Brutal 1, Magnum, Deft]

* Increases damage of SLAs by 2. Reduces Resistances that apply to your SLAs by 4.
* Rime Wand: Sacrifice one or both attacks to shoot ice attack ([Medium] range, auto hit; Deals 13 [cold] dmg for 1 sacrificed atk, or 18 for 2). This effect counts as an SLA.

## Activated Abilities

* **Energy Tap (Su)**: As a swift action choose one enemy within [medium] range. The next time that foe takes damage, it must make a DC 19 Will save. If they fail, you heal for the damage dealt or 16 hp, whichever is lower.
* **Mantra Against the Elements (Su)**: As a swift action, choose [Acid], [Cold], [Electricity], or [Fire]. Until the end of the encounter, or you use this ability again, you have [Resistance] against energy damage with the chosen descriptor.
* **Drain Enchantment (SLA)**: As a standard action, you may [dispel] one spell/SLA of 2nd circle or lower within [medium] range. If you do, you heal for 3 times the circle of the dispelled effect.
* **Empathy (SLA)**: As a standard action, target opponent within [medium] range must make a Will save (DC 19) or be affected by Empathy until the end of the encounter. A creature affected by Empathy takes 8 damage the first time each round it makes an attack roll.
* **Backfire (SLA)**: As a standard action, target opponent within [medium] range is affected by Backfire for 3 rounds. While affected by Backfire, if they take an offensive action that is a spell, SLA, or supernatural ability, they take 32 damage. Each creature can only be affected by Backfire once per encounter.
* **Stumble (SLA)**: As a standard action, choose an opponent within [medium] range. The next time that opponent moves more than half its move speed (rounded down) in a single round, at the end of the movement they take 8 damage and fall [prone].
* **Conjure Phantasm (SLA)**: As a standard action, target opponent within [medium] range takes 13 damage and begins [burning].
* **Cause Fear (SLA)**: As a move action, cause opponent in [medium] range to become [Shaken] for 2 rounds (Will 19 negates.)
* **Vampiric Touch (SLA)**: 1/encounter, deal 8d8 [negative] damage as a melee attack (+12 to hit). You heal for half the damage dealt, and gain any excess healing as Temp HP.
* **Illusions**: Illusions do not require an action in and of themselves, but instead are added to the effects of an SLA that targets one or more opponents or is an offensive action against one or more opponents. The Illusion only affects one enemy, regardless of how many targets the triggering ability had. Only 1 Illusion can be added per turn, as this is a [Surge] effect. If the triggering ability offers a [saving](http://i.viglink.com/?key=3e5d73068289ea66ea8d40761e498176&insertId=3fe15d8da7770eda0cb364edc1ed2f89&type=L&mid=undefined&exp=-100%3ACILITE%3A132&libId=ji1txc650100su4m000DAv6a6vxnolb25&loc=http%3A%2F%2Fmcdt2-legend.wikidot.com%2Fwiki%3Akulkor-zhul-mindbender&v=1&out=https%3A%2F%2Fbitcoinira.com%2Fbuy-bitcoin%2F%3FAID%3D1074%26utm_source%3Dviglinks%26utm_campaign%3Dviglinks%26utm_medium%3DPPC%26cID%3D3606&title=Kulkor%20Zhul%20Mindbender%20-%20McDT2%20Legend&txt=%3Cspan%3Esaving%3C%2Fspan%3E) throw, the Illusion only takes effect on a failed save. Otherwise, the target must make a Will save (DC 21) or suffer the effects of the Illusion.
  + *Phantom Pain*- Inflicts [Bleeding]
  + *Imagined Burden*- Inflicts [Entangled] for 2 rounds.
  + *Fragility*- Until the end of the encounter, whenever the target gains or loses one of the below conditions, it takes 4 damage. This can only deal damage to each affected target once per round: [Battered], [Bleeding], [Blinded], [Burning], [Checked], [Confused], [Cowering], [Dazed], [Dazzled], [Deafened], [Energy Drained], [Entangled], [Exhausted], [Fatigued], [Frightened], [Nauseated], [Panicked], [Paralyzed], [Petrified], [Revealed], [Shaken], [Sickened], [Slowed], or [Stunned]
* **Summon Mote**: 1/round as a free action move the mote to a square within 80 ft. You can draw line of sight from the mote. The mote has 30 mote points per encounter. You can expend mote points as an immediate action to heal for the number expended. 1/encounter, if you are the target of a spell, you may ignore its effect. Any damage the spell would have done is subtracted from your mote points.
* **Charm**: 1/encounter as a standard action, target creature in [close] range is charmed. Whenever a charmed creature would take an offensive action against you or an ally, they must make a Will save (DC 19) or they can't take offensive actions against you or your allies for 1 round. This effect lasts until the end of the encounter or until you or an ally takes an offensive action against the charmed creature. This ability is [Mind-Affecting].

## Passive Abilities

* **Crippling Aura**: This aura must be activated with a swift action, and last until the end of the encounter. The aura is a spread out to [close] range that moves with you. Any opponent that ends its turn in the Aura takes a -10 penalty to movement on their next turn.

**Abilities:** Str 12; Dex 16; Con 10; Int 16; Wis 10; Cha 20;

**Skills**:

**Feats**: Open Lesser Binding, Summon Mote, Arcane Magister (Illusion Magic), Charm

**Key Offensive Modifier**: Cha

**Key Defensive Modifier**: Int

**Base Attack Bonus**: +6/+1

### **Items**

Armor (+1 AC)

Rime Wand

Silent Halls

Kulkor Zhul War Adept

**Human Barbarian 6**

**Fast**: Battlemage

**Medium**: Path of War (Dervish), Path of the Ancestors

**Slow**: Demo Man

**Init**: +8;

**Reach**: 5 ft;

**Speed**: 35 ft;

**Size**: Medium;

**HP**: 84; DR 2

**AC**: 23;

**Fort** +10; **Ref** +8; **Will** +7;

**Awareness**: 17

**[Melee] or [Ranged] Attack Action**

Cultist Dagger +11/+6; (1d6+7) [Thrown, Guardian, Brutal 1]

## Activated Abilities

* **Battlespells (SLA)**: Small magicks that can be used to replace attacks.
  + Can use either Flare or Chilling Squall once per round.
    - *Flare*- Melee, autohit. Deals 11 [Fire] damage, and on hit target is [Dazzled] for 1 round.
    - *Chilling Squall*- Ranged, attack roll (+11). Deals 3d6 [cold] damage.
  + Can use either Restriction or Blur once per round.
    - *Restriction*- Melee, autohit. Deals 5 damage. Inflicts [Entangled] (Fort 18 neg).
    - *Blur*- For 2 rounds, attacks against you have 20% [miss chance]
  + Can use either Dissolve or Blinding Light once per round. Usage requires 1 [power point]. You gain a [power point] as a swift or partial move action, and it lasts until the end of this round.
    - *Dissolve*- Melee, attack roll (+11). 6d6 [acid] damage. Inflicts [Sickened] for 2 rounds (Fort 18 neg).
    - *Blinding Light*- Ranged, attack roll (+11). Deals 6d6 damage. Inflicts [Blinded] for 1 round (Will 18 neg).
* **War Dance**: As a swift action, enter a war dance for up to 7 round. While dancing, gain +2 atk/dmg, +2 Acrobatics, +1 Ref/Will, +2 saves vs maneuvers, +5 move speed, and a [bonus attack] on every attack action.
* **Hard to Break**: 1/ encounter reduce Fort/Will:half to Fort/Will:none.
* **Smells Like Victory**: As a move or swift, create a vial of fire. Vials can replace an attack action (Ranged atk +13, [close]. 6d4+5 [fire] damage. Starts [burning] (Ref 18 neg.))
* **Flash-bang**: 1/round as part of a move action, prepare on of the following. Must be used within the round.
  + *Flash Grenade*- Replaces ranged attack. [close] range, creates 10 ft radius spread. All within spread are [Blinded] and [Deafened] for 2 rounds (Ref 18 neg)
  + *Flash Missile*- Augments "Smells Like Victory" vial or 1 ranged weapon. On hit, inflicts [Blinded] and [Deafened] for 1 round (Fort 18 neg).
* **Dread Secret**: 1/encounter as a swift action make a History check to discover one enemy's Dread Secret (DC 10 + 1/2 their level + their Int mod). Success means you can speak the Secret as a standard action (Will 13 or [Dazed] 2 rounds. Success: [sickened])

## Passive Abilities

* **Lineage**: Heal +6 hp when healed by others. Also, +3 init (calculated).
* **Earth Power**: On the first round of combat [Resistance] to all damage. +2 item bonus to AC, and [Immunity] to being [Blown Away].

**Abilities:** Str 12; Dex 20; Con 18; Int 10; Wis 12; Cha 10;

**Skills**: History +6

**Feats**: Multiclass Flexibility, Earthshaper Warden, Earthen Liege, Dread Secret.

**Key Offensive Modifier**: Dex

**Key Defensive Modifier**: Con

**Base Attack Bonus**: +6/+1

### **Items**

+2 Dex item

Karkilan Minotaur Marshal

**Orc Barbarian 4**

**Fast**: Path of the Ancestors

**Medium**: Path of War (Rage), Bastion: The Seven Circles of Protection

**Slow**: Path of Destruction

**Init**: +1;

**Reach**: 5 ft;

**Speed**: 35 ft;

**Size**: Medium;

**HP**: 56; DR 2

**AC**: 20;

**Fort** +9; **Ref** +2; **Will** +5;

**Awareness**: 15

**[Melee] Attack Action**

Labrys Axe +9; (1d6+10) [Brutal 2, Scything]

* Scything: Can hit two enemies w/in 5ft of each other; roll 1 atk at -5, apply to both

## Activated Abilities

* **Rage**: Enter Rage as a swift action for 7 rounds. While raging, +2 atk/dmg, +3 saves vs maneuvers, +1 Fort/Will, gain 8 temp hp. You also become [Large], gaining +5 speed, and +5 reach, with none of the usual penalties for size. Become [fatigued] after for number of rounds you spent raging. Cannot enter if [fatigued] or [exhausted].
* **Cleave**: 1/round as swift, when you hit and deal damage in melee, it also hits another target in range if the original roll beats their AC.
* **Hard to break**: 1/encounter ignore entire effect when you successfully save for half with Fort/Will.
* **Reckless strike**: As a move action, cause Power Attack's penalty to affect AC instead.

## Passive Abilities

* **Lineage**: Heal +4 hp when healed by others. Also, take no AC penalty from charging.
* **The Shield**: Project an aura of 20 ft (remove/reapply as swift). Whenever you are affected by a spell of 2nd circle or lower that has a duration, you may grant its benefit to all allies within range. [Dispelling] hitting anyone in aura gets the entire spell.
* **Reaver**: Every time you kill an enemy, gain +1 attack and AC for the rest of the encounter (stacks, max +4)
  + **Reprisal**: When any ally drops below 1/2 max HP, you heal for 8 hp and gain +1 to Reaver

**Abilities:** Str 20; Dex 12; Con 18; Int 10; Wis 12; Cha 8;

**Skills**:

**Feats**: Reckless Strike, Reaver, Reprisal

**Key Offensive Modifier**: Str

**Key Defensive Modifier**: Con

**Base Attack Bonus**: +4

### **Items**

Powerful Rage (+2 Str; not an item, but provides item bonus)

Heavy Armor (+2 AC, -1 Ref)

Miha Serani Aranea Sorceress

**Giant Arthropod Sage 8**

**Fast**: Arcane Secrets

**Medium**: Arthropod (see above), True Mage

**Slow**: Lich

**Init**: +8;

**Reach**: 10 ft;

**Speed**: 40 ft;

**Size**: Medium;

**HP**: 104; DR 1

**AC**: 23;

**Fort** +10; **Ref** +13; **Will** +8;

**Awareness**: 20

**[Melee] Attack Action**

Claws +14/+9; (1d6+10) [Brutal 2, Guardian, Natural]

* 1/round struck foe is [flat-footed] for 1 round (Ref 20 neg)

**[Melee] Attack Action**

Stinger +14/+9; (1d6+8) [Brutal 1, Traumatizing, Holdout, Deft, Natural]

* 1/round struck for is [sickened] for 1 round, takes a -1 penalty to atk/AC for 1 round, and starts [burning] (Fort 20 neg. these effects)

## Activated Abilities

* **Hungry Shadows (SLA)**: As a standard action, create a 15ft spread within [medium] range, dealing 6 dmg and inflicting a -1 penalty to attack rolls and Ref/Fort saves, as well as halving move speed, of all opponents in the spread for 2 rounds. This is an Evocation effect.
* **Stutter Step (SLA)**: As a standard action, create a 30 ft spread within [close] range, inflicting [slowed] for 1 round on all creatures besides yourself in the area (Will 20 neg). This is a [binding], Evocation effect.
* **Spellbreaker (SLA)**: As a standard action, dispel 1 2nd circle or lower effect in [medium] range.
* **Reweave (SLA)**: As a standard action, you may restore an effect that was dispelled in the last two rounds which affected a target in [medium] range.
* **Web**: 3/encounter as a move action, create a 20 ft radius spread from a square within [close] range. All opponents in the spread are [entangled] for 2 rounds (Ref 20 neg.)
* **Kingship**: You can bestow these ritual blessing on allies for the duration of a scene. Each can be used once per scene, and a creature can only have 1 blessing in effect at once. Discharging is a free action unless otherwise noted.
  + *Sword*- When you hit an opponent with an attack, they take -10 move until the end of the encounter. Can discharge effect after hitting to inflict -3 AC penalty until the end of the encounter on one opponent in [close] range.
  + *Shield*- Your melee attacks add +X damage, where X is the ally's level (1/round/opponent). Discharge to create a spread that deals 12 damage to opponents in [close] range.
  + *Sceptre*- +2 to your choice of social skill; or +2 Awareness. Discharge to gain token in social encounter with a hostile creature.
* **Foundation**: 1/scene as a standard action, gain one of the following benefits for the rest of the scene.
  + *Goetic Strength*- Choose Su or SLA abilities. Treat your level as 2 higher for chosen ability.
  + *Arcane Preparation (Su)*- Requires 5 minutes prep time. Creates spread originating from you out to [close] range. If any creatures enters a square in the spread, you are alerted mentally, given a mental image of the creature, as well as a vague sense of their intent. Can be set to ignore certain individuals or categories. Can be set to repel creatures fitting certain descriptions (no more specific than race and a range of height/weight; Will 19 allows entry). Creatures outside spread cannot establish line of sight to within the spread if they are at your [long] range or beyond. Creatures in [medium] range can only if they ignore [Figments] or [Glamer] effects. Taking any offensive action inside the spread breaks the LoS blocking effect for the rest of the scene.
* **Splendor (Su)**: These rituals take 10 minutes to cast.
  + *Splendorous Seal*- Prevent door/object from being opened without at least 2 rounds of effort. Can have 3 Seals in existence, and only one per door/object. These function while you remain within 750 ft and 5 min thereafter. As swift, discharge Seal to deal 14 dmg to all opponents w/in 20 ft of the Seal.
  + *Rune of Trickery*- Can cast up to 3 Runes on allies (1 per). Those allies can alter appearance at will (Perception DC 18 to see through it). This Rune lasts for the duration of the Quest. Discharge as a move action or partial move to [teleport] to a square within [close] range and become [invisible] for 2 rounds.
  + *Symbol of Majesty*- Can cast up to 3 Symbols on allies (1 per). This Symbol lasts for the duration of the Quest. Affected allies gain +10 [melee] range, and opponents hit by their melee attacks begin [burning]. Discharge as a move to cause all opponents in their (improved) [melee] range to be [blown away] and begin [burning].
* **Undying Magecraft (Su)**: Whenever you cast a spell or SLA, or have an effect of one [dispelled] within [close] range, you heal 4 hp.
  + **Magic Missile (SLA)** As the spell, at will.
* **Exit, Stage Left**: 1/encounter, exchange a swift action for a move action.
* **Face/Space Swap (SLA)**: 1/ scene, as a standard action, swap appearance and location with unwilling target in [close] range (Will 20 neg.) This is a [Teleport] effect. The alteration of appearance is exact, albeit cosmetic, and lasts until the end of the scene.
* **Feign Death**: As an immediate action, convince all observers you are [Dead]. This lasts for 16 minutes, and has a 5 minute cooldown afterwards. It also fools Divination effects of 4th circle or lower.

## Passive Abilities

* **[Resistance] to [Electricity]**
* **[Immunity] to [Fear], [Bleeding], [Dazzled]. [Deafened], [Blinded], and Intimidate**
* **Climbing**: You may use your dex modifier in place of your strength modifier for climb checks, you can always move at full speed while climbing, and you do not suffer any penalties from climbing.

**Abilities:** Str 10; Dex 22; Con 16; Int 10; Wis 10; Cha 18;

**Skills**: Climb +14, Bluff +12

**Feats**: Exit Stage Left, Feign Death, Senseshift Adept, Senseshift Magus

**Key Offensive Modifier**: Dex

**Key Defensive Modifier**: Con

**Base Attack Bonus**: +8/+3

### **Items**

+2 dex item

Skather Blackspawn Ninja

**Human Rogue 10**

**Fast**: Esoterica Radica

**Medium**: Assassin, Vigilante

**Slow**: I Am Ten Ninjas

**Init**: +6;

**Reach**: 15 ft;

**Speed**: 45 ft; Swim

**Size**: Medium;

**HP**: 120; DR 1

**AC**: 27;

**Fort** +7; **Ref** +14; **Will** +12;

**Awareness**: 24

**[Melee] Attack Action**

Ninja-to +16/+11; (1d6+12) [Quick-Draw, Brutal 2]

* 2/round can make this attack at [close] range without provoking.
* +2 damage per 10 ft of distance, up to a max of +10 at 50 ft

**[Ranged] Attack Action** [Close]

Blowgun +16/+11; (1d6+9) [Quick-Draw, Elemental:Acid, Brutal 1]

* +2 damage per 10 ft of distance, up to a max of +10 at 50 ft

## Activated Abilities

* **Brutal Kick**: As a standard action, move up to your (or your mount's) speed without provoking, and make 2 melee attacks. These attacks deal +20 damage each. This can target [flying] creatures if you are on the ground, and vice versa. You can treat your unarmed strike as being [Brutal 2, Magnum] for these attacks.
* **Signature Ride**: As a move action, summon your mount, and get on as a free action. It increases your speed by +15 ft, can [Fly], and a size and shape equal to your own. While mounted, you gain 20% [miss chance] any round you move at least 20 feet.
* **When To Hold**: 4/encounter as an immediate action, gain +2 to AC and all saves.
* **When To Fold**: 3/encounter as swift action, gain a move action.
* **Smoke Bomb!**: As a swift action at will, create an *obscuring mist*, as the spell. You may have three instances in existence; using it again ends the oldest effect.
* **Shadow Step**: As a swift action, or as part of activating Smoke Bomb!, above, gain [blindsight] out to [melee] range, and add [teleport] to your movement for 1 round.
* **Ninja reflexes**: 1/encounter reduce Ref:half or Ref:partial to Ref:none/negates.
* **Hard To Break**: Reduce Fort:half or Fort:partial to Fort:none/negates.

## Passive Abilities

* **Playing It Right**: Take 10 on Stealth and Acrobatics
* **When To Cheat**: Take 1 more swift or immediate action per round.
* **Sneak Attack**: Deal +4 attack and +4d6 [Precision] damage if your target is [Flat-footed], [Helpless], [Confused], [Dazed], [Entangled], [Exhausted], [Stunned], [Shaken], [Frightened], [Cowering] or [Panicked].
  + **Slayer's Sense**: Sneak attacked creatures gain no benefit from [concealed] or [fully concealed] against you for the rest of the encounter.
  + **Menacing Presence**: When an opponent ends their turn within 15 ft of a target you have used Sneak Attack on this encounter, the opponent becomes [Shaken] for 1 round.
* **Justice, Blind**: You are permanently [Blinded], but don't suffer the penalty to Perception. All enemies are [Invisible] but [Revealed], and you have [tremorsense] out to [close] range.Your attacks gain +2 dmg for every 10 ft between you and your target, up to a maximum of +10 damage.

**Abilities:** Str 14; Dex 22; Con 14; Int 10; Wis 18; Cha 10;

**Skills**: Acrobatics +18, Athletics +14, Stealth +18

**Feats**: The Sun Grows Dim, My Shadow Grows Long, Justice Blind, Master Scout

**Key Offensive Modifier**: Dex

**Key Defensive Modifier**: Wis

**Base Attack Bonus**: +10/+5

### **Items**

Vigilante Armor (Greater Armor; +3 AC; Adept- +2 Stealth; Detecting- Always know if there are enemies in [close] range)

Wyrmlord Koth

**Orc Sage 7**

**Fast**: Tactician Spellcasting

**Medium**: Sage's Wrath (Arcane Lore), Necromancer

**Slow**: Force of Will

**Init**: +0;

**Reach**: 10 ft;

**Speed**: 40 ft;

**Size**: Medium;

**HP**: 84; DR 1

**AC**: 24;

**Fort** +10; **Ref** +8; **Will** +8;

**Awareness**: 19

**[Melee] Attack Action**

Heavy Mace w/ shield +11; (1d6+10) [Brutal 2, Guardian] Crit 18-20

**[Area] Standard Action**

**Dread Wave**: 50 ft cone (7d4+5 dmg). Can be [cold] or [negative], as you choose.

* Hit creatures [shaken] for 1 round (Will 18 neg.)

**[Area] Standard Action**

**Hammerfall**: 1 square within 205 feet, and each square within 10 ft. (7d6 dmg, Ref 18 half). Can be [fire] or physical damage.

## Activated Abilities

* **A Stitch in Time**: As a standard action, up to two allies within 15 feet may make a single melee or ranged attack.
* **Vampiric Touch**: 1/encounter, deal 7d8 [negative] damage as a melee attack. You heal 1/2 the damage dealt, and any excess becomes temp hp that lasts until the end of the encounter.
* **Blast of Force**: 1/encounter swing mace as standard action to inflict 12 [HP Reduction] to enemies in melee range. This also knocks them prone (Fort 18 neg.)
* **Into The Breach**: As a standard action, [teleport] one ally within [close] range to any other point within [close] range. If this puts them within their [melee] range of an enemy, they may take a single attack action.
* **Healing Burst**: As a move action 1/round, heal all allies within 15ft of you for 11 hp (yourself included).
* **Cause Fear**: As a move action, target w/in [close] range is [shaken] for 2 rounds (Will 18 neg.)
* **The Sky Empties**: 2/encounter as a move action, [Teleport] up to 35 ft.
  + As a swift action, cause your next [Teleport] to create a line between starting point and destination, up to 35 ft long. All creatures along the line take 14 [electricity] damage.
* **Crippling Aura**: As a swift action 1/encounter, project an aura out to [close] range until the end of the encounter. Any opponent who ends his turn in the aura takes -10 to move speed on their next turn. This ability is [Negative].

## Passive Abilities

* **Red Hymn**: For every 5 points of damage dealt by Dread Wave or Hammerfall, an ally of your choice w/in 100ft is healed 2 HP. Can spread healing between different allies, but can only apply healing buffs once per ally per round.
* **With A Word**: Whenever you use Dread Wave or Hammerfall, afterwards you may [teleport] 15 feet in any direction.
* **Apprentice of Darkness**: You can affect Undead with [negative] effects, and treat [immunity] to [negative] as [greater resistance] instead.
* **The Earth Cracks**: Gain Tremorsense out to 30 ft

## Spells

7/5/4 per scene. DC 18

**1st Level**

**Grease**: Create 15ft spread within [close] range. When cast and on your turn, creatures in area Ref save or fall [prone]. Creatures must also save in order to leave the area (failure: fall [prone]). Area gives move speed penalty of half their speed.

**Magic Missile**: Shoot 3 missiles at [medium] range, dealing 5 dmg each. the damage cannot be reduced below 3 per missile. Struck targets are [revealed] for one round.

**Obscuring Mist**: Create 25ft radius cloud centered on current location. [Blindsight] needed to gain line of sight past 5ft. Creatures without [tremorsense] or [ghostwise sight] treat adjacent as [concealed] and further as [fully concealed]. With [tremorsense] or [ghostwise sight], adjacent is visible and further is [concealed].

**2nd Level**

**Glitterdust**: Create 15ft spread within [medium] range. Creatures in area are [blinded] for 3 rounds (Will neg.). Blinded creatures can spend move action to clear eyes, ignore effect for 1 round. Until end of encounter, creatures in the area are [revealed], cease to be [invisible], cannot become [invisible], and take -2 to Stealth.

**Darkness**: Create a 30ft radius area of darkness within [close] until end of [encounter]. Suppresses [light] spells lower than 3rd circle.

**Invisibility**: Touched creature is [invisible] for the scene. Breaks if they take an offensive action.

**3rd Level**

**Haste**: All allies within [close] range gain +10 speed, +1 AC, and a [bonus attack] until the end of the encounter

**Dispel Magic**: Dispel up to two spells within [long] range of 2nd circle or lower, or dispel 1 spell of 5th circle or lower.

**Slow**: Create 30ft radius spread within [close] range, inflicting the [slowed] condition on all opponents in area until end of the encounter (Will partial; on success, [slowed] for 1 round) *{Reminder: [Slowed] creatures must skip either their standard or move action each turn. This is a [Binding] effect}*

**Abilities:** Str 18; Dex 10; Con 14; Int 20; Wis 14; Cha 8;

**Skills**:

**Feats**: To Iron Married, The Earth Cracks, The Sky Empties, Into The Breach

**Key Offensive Modifier**: Int

**Key Defensive Modifier**: Str

**Base Attack Bonus**: +5

### **Items**

Heavy Armor (+2 AC, -1 Ref)

Forceful Mace (+1 atk, 1/encounter force blast)

Wymrlord Ulwai Stormcaller

**Human Shaman 9**

**Fast**: Air Elemental

**Medium**: Incantation, Shaman Spells

**Slow**: Shaman's Path (Runesong Scholar)

**Init**: +2;

**Reach**: 15 ft;

**Speed**: 45 ft; [Flying]

**Size**: Medium;

**HP**: 108;

**AC**: 24;

**Fort** +8; **Ref** +6; **Will** +14;

**Awareness**: 25

**[Melee] Attack Action**

Whip +12/+7; (1d6+8) [Reach, Brutal 1, Tripping]

**[Ranged] Attack Action** [Medium]

Incantation +15; (11d4+6)

* Gain +3 BAB for 1 round.

## Activated Abilities

* **Incantation (SLA)**: Heal HP equal to 11d6+6 at [medium] range. Afterwards, gain +3 BAB for a round.
* **Imbue Spell (SLA)**: As swift, expend spell (must be single target or have Incantation version). Discharges on the target on next Incantation with no save. This is a [surge] effect.
* **Gust (SLA)**: As a standard action, 1/round as a move, or 1/round replacing an attack, cause all opponents within [close] (or one opponent within [medium]) range to take 15 damage and reduce their movement by 20 ft for 4 rounds. When replacing an attack, can replace 1 additonal attack to instead deal 21 damage and reduce speed by 25.
* **Pressure (SU)**: As a free action, create a pressure spread out to [melee] range. At the end of your turn the pressure spread deals 6 damage to all enemies in its area, and remove the benefits of any Stealth checks they may have made. You cannot use Stealth while it is active; it can be dismissed as a free action.
* **Truenaming**: You may use any of these effects as a swift action, at will unless otherwise stated. All these effects except the first two require the target(s)'s truename.
  + *Know Truenames*- Learn the true name of a creature in [close] range (Will 20 neg. and can't be affected again this scene)
  + *Grant Moniker*- 1/encounter give temporary truename to 9 creatures in [close] range. this lasts for the encounter.
  + *Heed My Words*- Target hears your next sentence at any distance, and if in [Extreme] range is [shaken] for 1 round, at your option.
  + *Affirmation of Existence*- Cause creature to become [Revealed] for 1 round, and learn location (exact square if in [medium] range, cardinal direction if within [extreme])
  + *Denial of Existence*- [Medium] range. Deals 12 damage.
* **Song Shield**: Gain 1 Song Shield at the start of each turn, which dissipate at the end of the encounter. When you suffer energy damage, apply [lesser resistance] to it, and lose one Song Shield.
* **A Song of Arrows**: 3/encounter attack as an immediate action.

## Passive Abilities

* **Shaman's Presence**: Allies within 30 ft gain [Fast Healing] 4.
* **[Immunity] to falling damage**

## Spells

0/0/5/3. DC 20.

Spell Points: 42. A 1st circle spell costs 1 point, a 2nd circle costs 2. Can't be used to pay for 3rd or higher spells.

**1st Circle**

* *Cure Light Wounds*- Heals 2d4+18 and removes 1 condition ([Bleeding], [Burning], [Dazzled], [Deafened], [Fatigued], [Shaken], or [Sickened])
* *Inflict Light Wounds*- Deals 2d6+18 damage (Will half)
* *Obscuring Mist*-
* *Bless*- Allies in [close] gain +1 atk and +1 will for the encounter
  + *Incantation*- Targeted creature gets +4 atk and +4 will
* *Bane*- As bless, but penalties and affects enemies

**2nd Circle**

* *Resist Elements*- Creature within [close] gains [lesser resistance] to one energy type for scene.
* *Elemental Vulnerability*- Target within [close] gain [vulnerability] to on energy type for the encounter (Fort neg)
* *Nature's Power*- Creature gains +2 atk/dmg, +2 DCs for spells, SLAs, and supernatural abilities for the scene.
* *Lightning Blade*- One ally's weapon in [close] range gain [Elemental:Electricity] for the scene, and also does +4 damage.

**3rd Circle**

* *Call Lightning*- [Long] Range, Encounter duration. When cast and as a standard afterwards, deal 18d4 [electricity] damage to one target (Ref half).
  + *Incantation*- Targeted ally's weapon gains +3d6 [electricity] damage.
* *Dispel Magic*- Dispel two 2nd circle effects, or one 5th circle.
* *Cure Serious Wounds*- Heals 3d4+36, cures 2 conditions ([Bleeding], [Blinded], [Burning], [Confused], [Dazzled], [Deafened], [Exhausted], [Fatigued], [Frightened], [Nauseated], [Paralyzed], [Shaken], [Sickened], [Slowed], or [Stunned])
* *Inflict Serious Wounds*- Deals 3d6+36 damage (Will half)

**Abilities:** Str 10; Dex 14; Con 10; Int 12; Wis 22; Cha 18;

**Skills**:

**Feats**: Glyphweave Adept, Manyspell Magus, A Song of Arrows [Style], Mystic Healer

**Key Offensive Modifier**: Wis

**Key Defensive Modifier**: Cha

**Base Attack Bonus**: +6/+1

### **Items**

Endless pit

Armor +1 AC

Wyrmlord Saarvith

**Halfling Ranger 7**

**Fast**: Battle's Tempering

**Medium**: Comboist, I Am Ten Ninjas

**Slow**: Swashbuckler

**Init**: +5;

**Reach**: 10 ft;

**Speed**: 40 ft;

**Size**: Small;

**HP**: 98;

**AC**: 22;

**Fort** +8; **Ref** +11; **Will** +5;

**Awareness**: 18

**[Melee] Attack Action**

Greatsword +13/+8; (1d6+10) [Brutal 2, Reacting]

* Once More!
* Dance With Me (+11 precision dmg if you move 10 ft before)
* Adds 1 [M Tag]; lasts for 1 round or until your next attack action.
* Mixed styles: 1/round if this hits, your next ranged attack this round ignores the highest source of [miss chance] they possess.
* Blowback: Can replace attack 1/round. Adds +3 fury to hit, and on hit, enemy is [Blown Away] (Fort 20 neg.). After this attack, if they failed the save, you may switch to your ranged weapon. Also on a failed save, you gain a ranged [bonus attack]. *Reminder: A non-[flying] and non-[soaring] creature is knocked [prone] and pushed away 1d4x10 ft. A [Flying] or [Soaring] creature is pushed away 2d6x10 ft and is not knocked prone.*
* Uppercut: Can replace attack as long as the enemy has 1 [M Tag]. Adds +3d4 precision damage, and on hit enemy become [flying] for 1 round and become [checked] in all directions for 1 round (Ref 20 negates the [checked]. A creature with [flying] can negate the [checked] as an immediate action.). After a successful hit, you may switch to your ranged weapon. Also, on a failed save, you gain a ranged [bonus attack].

**[Ranged] Attack Action** [Close]

Blackpowder Pistol +13/+8; (1d6+2d4+6) [Point-Blank, Magnum, Reacting]

* Magnum- Ignore up to 3 points of DR or [Resistance].
* Once More! (adds a melee attack)
* Dance With Me (+11 precision dmg if you move 10 ft before)
* Adds 1 [R Tag]; lasts for 1 round or until your next attack action.
* Mixed Styles: 1/round if this hits, your next melee attack this round inflicts [Shaken] (Will 20 neg.)
* Crushing Pounce: Can replace attack 1/round. Adds +3d4 precision damage, and on hit enemy is [sickened] for 1 round (Ref 20 neg.). After this attack, if they failed the save, you may switch to your melee weapon and move adjacent to the target. Also on a failed save, you gain a melee [bonus attack].
* Wingclip: Can replace attack as long as the enemy has 1 [R Tag]. This attack deals +3 fury to hit, and if it hits a [flying] opponent, they stop [flying], lose the [fly] movement mode until the start of your next turn, and is knocked [prone]. You may switch to a melee weapon. Also, on a failed save, you gain a melee [bonus attack].

Note: [Accurate] means the attack gains +3 fury bonus to hit. [Powerful] means you add +3d4 [precision] damage to the attack.

## Activated Abilities

* **Dive for Cover/Ninja Reflexes**: 2/encounter reduce a successful saves vs Ref: half to Ref: none.
* **Smoke Bomb!** As a swift action at will, create an *obscuring mist*, as the spell. You can have 3 of these active; using the 4th causes the 1st to dissipate
* **Shadow Step**: As a swift action, or as part of Smoke Bomb's activation, gain [Blindsight] out to [melee] range and add [Teleport] to your movement for 1 round.
* **Kensai**: You may make any number of your attacks intentionally miss. For each one, you gain 1 point of focus. As a free action, you may spend up to 3 focus, gaining the same number as a bonus to either atk/dmg or AC/Saves for 1 round. You can only spend up to 3 points per round in this way.

## Passive Abilities

* **Basic Combo**: If the enemy has at least one [R Tag] or [M Tag], you may add your choice of [Accurate] or [Powerful] to your attacks.
* **Rather Quick Than Dead**: Ignore difficult terrain. In addition, take an extra 5 ft step each round.
* **Reacting**: You can take a 5ft step even on a turn you use your move action to move.
* **The Terrible Swift Lash**: You can take an extra 5 ft step each round, and can take this 5 ft step during an attack action.
* **For Ire**: Gain [Fast Healing] 4 and you can take AoOs and immediate actions while [Flat-footed].
* **Dance With Me**: Whenever you move at least 10 ft, your next attack this round deals +11 [precision] damage.
* **Once More!**: Whenever you make a single attack as a standard action that is not a spell/SLA, and then move at least 10 ft afterwards, you get a Once More! attack at the end of the movement. This is a melee attack at full BAB; this is not a [Bonus attack].
* **Recon**: At beginning of the encounter, before the first round, each of your allies may make a 5 ft step. You may instead take two 5 ft steps.

**Abilities:** Str 14; Dex 20; Con 10; Int 18; Wis 12; Cha 10;

**Skills**:

**Feats**: Martial Magister (Comboist), Recon, The Terrible Swift Lash, Kensai

**Key Offensive Modifier**: Dex

**Key Defensive Modifier**: Int

**Base Attack Bonus**: +7/+2

### **Items**

Crackle Bag (5/scene as a swift or part of a move, spread cracklers over 15x15 ft square within [close] range until end of the [scene]. Apply to 30x30 as a standard instead. Can conceal them with Larceny checks. Creatures who move into one of the squares (or is in one of the squares chosen when placed) creates noise. Creatures within your [close] range know the exact square. Those within your [medium] range know the general direction. Those aware of the cracklers can avoid them, but treat area as difficult terrain)

Ozyrrandion The Dragon

**Dragon Monk 5**

**Fast**: Dragon

**Medium**: [Dragonspark Adept](http://www.ruleofcool.com/smf/index.php/topic,1342.0.html), Vigilante

**Slow**: Discipline of the Crane

**Init**: +1;

**Reach**: 10 (15 with bite) ft;

**Speed**: 70 ft; [Flying]

**Size**: Medium;

**HP**: 85;

**AC**: 24;

**Fort** +10; **Ref** +6; **Will** +6;

**Awareness**: 16

**[Melee] Attack Action**

Claws +10; (1d6+12) [Brutal 3, Natural]

**[Melee] Attack Action**

Bite +10; (1d6+8) [Brutal 1, Reach, Guardian]

**[Area] Move Action**

**Acid Breath** 20 ft cone, useable 1/round. (15 [acid] damage, Ref 17 half)

## Activated Abilities

* **Brutal Kick**: As a standard action, move up to your speed and make a melee attack. It deals +5 damage, and can be treated as [Brutal 2, Magnum] instead of other properties, if you wish. Can target non-[flying] creatures if you are [flying], and vice versa.

## Passive Abilities

* **[Resistance] to [Acid]**
* **On a Pale Horse**: 3/encounter, when you leave an opponent [dead] or [unconscious], you can force all opponents within 30 fit of that creature to begin [Cowering] for 1 round (Will 17 negates.)

**Abilities:** Str 20; Dex 12; Con 10; Int 10; Wis 12; Cha 16;

**Skills**:

**Feats**: Open Lesser Binding, Breakneck Pace, On a Pale Horse [Iconic]

**Key Offensive Modifier**: Str

**Key Defensive Modifier**: Cha

**Base Attack Bonus**: +5

### **Items**

Vigilante Armor (+2 AC, +10 move speed)

Fury Stone (+2 Str)

Regiarix The Dragon

**Dragon ??? 7**

**Fast**: Dragon

**Medium**: Dragonspark Adept, Water Elemental

**Slow**: Smiting

**Init**: +2;

**Reach**: 10 (15 with bite) ft;

**Speed**: 40 ft; [Flying], [Swim]

**Size**: Medium;

**HP**: 139;

**AC**: 26;

**Fort** +11; **Ref** +5; **Will** +10;

**Awareness**: 18

**[Melee] Attack Action**

Claws +14/+9; (1d6+17) [Brutal 3, Natural]

* Attacks with this weapon heal you for half the damage dealt or 7 hp, whichever is less
* Skirmish
* Arcantric Accuracy

**[Melee] Attack Action**

Bite +14/+9; (1d6+13) [Brutal 1, Reach, Guardian]

* Skirmish
* Arcantric Accuracy

**[Area] Move Action**

**Acid Breath** 25 ft cone, 1/round. (19 [acid] damage, Ref 18 half)

* Can sacrifice up to 2 attacks to increase damage by 6 per attack and increase size by 5 ft per attack.

## Activated Abilities

* **Hungry Ocean**: 1/round when you take an offensive action that deals damage, inflict 14 [HP reduction] to one of the damaged foes, and heal for 7 hp.
* **Shadow Aura**: As a swift or move action, create a spread with radius [melee] for 1 round. Allies are concealed while in this spread.
* **Vengeance is Mine!**: 1/round the first time you make an attack (that is not an intentional miss) or spend a standard action activating a spell or SLA, you gain 1 focus point. As an immediate action when damaged by an opponent, you can spend any number of focus points to deal damage to that opponent. The damage is equal to 7 times the points spent (max. the damage dealt by the triggering attack/ability).

## Passive Abilities

* **Agile Sea**: You may take an extra 5 ft step each round. In addition, you ignore difficult terrain.
* **Dancing**: You may take an extra 5 ft step on your turn if you spend your move action on anything except movement.
* **[Resistance] to [Acid]**
* **Skirmish**: Whenever you miss with an attack, gain +1 to all attacks for the rest of the encounter (max +7).
* **Conflict**: Add your Cha mod to damage on attacks. (Calculated)
* **Arcantric Acuracy**: You gain a +2 feat bonus to attacks (calculated). This increases by +1 until the end of the [round] whenever you are targeted by a spell or SLA (max +5 total)
* **Truly Bad People**: The first time each round an attack hits you, you deal 7 damage to any target in [melee] range.
* **You Will Falter**: Whenever an opponent within [close] range would be healed by any means, including [fast healing], that healing is reduced by 7 hp or half of its total, whichever is less.

**Abilities:** Str 20; Dex 14; Con 10; Int 10; Wis 12; Cha 18;

**Skills**:

**Feats**: Vengeance is Mine! [Iconic], You Will Falter, Truly Bad People, Arcantric Accuracy

**Key Offensive Modifier**: Str

**Key Defensive Modifier**: Cha

**Base Attack Bonus**: +7/+2

### **Items**

Scales (+4 AC, Dancing)

Tyragun The Dragon

**Dragon ??? 11**

**Fast**: Dragon

**Medium**: Dragonspark Adept, Items

**Slow**: Heavy Weapons Expert

**Init**: +2;

**Reach**: 25 ft;

**Speed**: 55 ft;

**Size**: Large;

**HP**: 209;

**AC**: 32;

**Fort** +15; **Ref** +7; **Will** +15; +2 vs maneuvers

**Awareness**: 24

**[Melee] Attack Action**

Claws +18/+13/+13; (1d6+17) [Brutal 3, Magnum, Reach, Natural]

* Heal for half damage dealt, or 11 hp, whichever is lower.
* Ignores up to 4 points of DR or [resistance]

## Activated Abilities

* **Breath of the Dragon**: 1/round as a move action, create a 35 ft wedge originating from you that deals 28 [electricity] damage (Ref 21 half)
  + **Burninate**: Once every two rounds, can sacrifice up to 2 attacks to increase the effect of your next Breath of the Dragon. Each sacrificed attack adds +8 damage and +5 ft of size.
* **Old Faithful**: As a standard action at will, or 1/round as a swift action, fire at a target in [medium] range. All creatures in a 5 ft radius of that square take 11d6+14 [electricity] damage (Ref 21 half), which ignores up to 4 points of [resistance].
* **Brace Youself**: This ability requires you to first brace yourself as a move action. Afterwards, 2/encounter as a standard action, fire at a target in [medium] range. All creatures in a 5 ft radius of that square take 11d6+14 [electricity] damage and cause them to become [Blinded] and [Deafened] for 2 rounds (Ref 21 half, neg. deaf, reduce blind to dazzle), which ignores up to 4 points of [resistance].
* **Heavy Firepower**: 1/encounter as a standard action, fire a blast at a specific location in [long] range. When it arrives or hits an obstruction, it causes a 20 ft radius burst, dealing 11d6+8 [electricity] damage, which ignores up to 4 points of [resistance], and pushing all creatures within the the closest empty square outside of the blast.
* **Utilitarian Destruction**: 2/encounter as a standard action, shoot at a target in [medium] range. On a successful attack roll (+18), the target takes 11d8+8 [electricity damage], which ignores up to 4 points of [resistance]. [Flying] creatures struck by the attack loses the ability to fly for 1 round and suffers a Hazardous Fall (5d6 fall damage).
* **Battle Cry**: 1/encounter as a swift action, inflict [Frightened] on all opponents in [close] range for 1 round (Will 21 neg)
* **The Sky Empties**: 2/encounter as a move action, [Teleport] up to 55 ft. As a swift action at will, the next time you [teleport], you create a lineup to 55 ft long between your start point and destination, dealing 22 [electricity damage to all creatures in the area.

## Passive Abilities

* **Draconic Presence**: The first time each encounter an opponent enters your [melee] range, they become [shaken] until the end of the encounter (Will 21 neg)
* **Dignity**: Any condition or [Binding] effect has their duration reduced by 1 round, to a minimum of 1 round. If it would last the encounter, it instead lasts 8 rounds (or for the encounter). If it would last for the scene, it lasts for the encounter. If it would last for the Quest, it lasts for the scene. If it is permanent, it is unchanged.
* **You Will Falter**: When any effect, including [fast healing], would heal an opponent in [close] range, that healing is reduced by 22, to a minimum of half the original healing.
* **[Tremorsense] 40 ft**
* **[Fast Healing] 5**
* **[Immunity] to [Bleeding], [Paralyzed], [Stunned], [Dazed], [Nauseated], [Slowed], Fall damage**
* **[Resistance] to [Electricity]**

**Abilities:** Str 22; Dex 14; Con 10; Int 10; Wis 16; Cha 22;

**Skills**:

**Feats**: You Will Falter x2, The Earth Cracks, The Sky Empties, Cheerful Hemoglobin

**Key Offensive Modifier**: Str

**Key Defensive Modifier**: Cha

**Base Attack Bonus**: +11/+6/+6

### **Items**

+2 Str, +2 Cha, +2 Wis items, Endless Pit,

Abandoned Arsenal (Adds [Magnum] and [Reach] to all weapons)

Greater Claws (+2 attack, Battle Cry)

Relic Scales (+6 AC, Fortress)

Varanthian The Fiendish Behir

**Utter Brute Monk 10**

**Fast**: Utter Brute (Attacker)

**Medium**: Demon, Path of the Serpent

**Slow**: Elementalist (Lightning)

**Init**: +3;

**Reach**: 20 ft;

**Speed**: 60 ft; Flying

**Size**: Large;

**HP**: 190; DR 4,

**AC**: 28;

**Fort** +17; **Ref** +10; **Will** +7;

**Awareness**: 22

**[Melee] Attack Action**

Hulking Smash +23/+18; (24) [Brutal 3, Reach, Devastating, Natural]

* Bull rushes made with this weapon push them twice as far

**[Area] Standard Action**

Lightning Burst. Hits 1 square within [close] (10d6+6 [electricity] damage, Ref 21 half)

**Maneuver DCs**

**Grapple**: 23 (Ref)

**Pin**: 23 (Fort)

**Bull Rush**: 21 (Fort/Ref)

## Activated Abilities

* **Pushing Blow**: Make a single melee attack as a standard action. If it hits, deal normal damage and the target must make a Fort save (DC 21) or be pushed back. You can push them back 40 ft, or you can push them only 10 ft and then move into the square they previously occupied.
* **Close Meridian**: Make a single melee attack as a standard action. If it hits, deal normal damage and the target must make a Fort save (DC 21) or be [Sickened] for 1 round.
* **Open Gate**: Make a single melee attack as a standard action. If it hits, deal normal damage and the target must make a Will save (DC 21) or all creatures gain a +2 bonus on skill checks and saves vs that creature's abilities for 1 round.
* **Demon Magic (SLA)**: 1/encounter as a standard action, you may use either *darkness* or *see invisibility*.
* **Lightning Bolt (SLA)**: Create a line with [medium] length originating from you. All creatures in the area take 20d4 [electricity] damage and are knocked [prone] (Ref 21 half and neg.)
* **Heart of Lightning**: You have 8 sparks of pure lightning within you, and can expend 1 as a move action to heal for 10d4 hp. You can regain a spark as a move action.
  + **Seven Storm Spirits**: As a move action, expend 3 spars to heal all allies in [close] range for 10d4+10 hp.

## Passive Abilities

* **Attacker**: Gain a +4 fury and item bonus to all attacks (calculated)
* **Soldier**: You gain a +3 bonus to all attacks, +3 to Fort, +30 hp, and +10 move speed (Calculated). These bonuses are fury bonuses.
* **Thick Skinned**: +4 item bonus to AC (calculated), and [Lesser Resistance] to physical damage.
* **Unforgiving**: The first time each round you hit with an attack, you also inflict [HP Reduction] equal to the damage dealt or 10, whichever is lower. In addition, when you would become [Dead], you my first take a standard action, although you still die no matter what.
* **Unrelenting**: At the beginning and end of your turn, you may move 5 ft. This movement doesn't provoke, and nothing can stop this movement except the [Dead] condition. Foes grappling/pinning you move with, and you are still [grappled]/[pinned]
* **External Techniques**: Add +10 [precision] damage to Trip, Disarm, Grapple, and Pins. Varanthian usually doesn't use this ability, generally using the rage bonuses to attack instead.
* **Open and Close**: Whenever an opponent fails a save versus your Close Meridian, Open Gate, Pushing Blow, Disarm, Grapple, or Trip attack, you gain a [Bonus Attack].
* **Ceaseless Flow**: 1/round, you can replace any attack with your Close Meridian, Open Gate, or Pushing Blow, or a Disarm, Grapple, or Trip attack, at the same attack bonus. If this replacement effect hits, you can use this again this round. Replaced [bonus attacks] still count as [bonus attacks].
* **Shape The Elements**: The first time each round a creature is affected by your Elementalist abilities, they are [Entangled] for 2 rounds on a failed save.
* **[Resistance] to [Electricity]**
* **[Immunity] to [Slowed]**

**Abilities:** Str 18; Dex 16; Con 22; Int 10; Wis 14; Cha 10;

**Skills**:

**Feats**: Weaponized, Multiclass Flexibility, Livers Need Not Apply, Juggernaut [Iconic], Seven Drunken Immortals

**Key Offensive Modifier**: Con

**Key Defensive Modifier**: Str

**Base Attack Bonus**: +10/+5

### **Items**

+2 dex item

The Ghostlord

**[Legendary] Lich Druid 13**

**Fast**: Shapeshifter

**Medium**: Sandman, Lich

**Slow**: Animal Companion

**Init**: +3;

**Reach**: 15 ft;

**Speed**: 50 ft;

**Size**: Medium;

**HP**: 185; DR 2, Fast healing 5; Half damage from magic and energy damage.

**AC**: 28;

**Fort** +12; **Ref** +12; **Will** +15;

**Awareness**: 28

## Wildshaping

You can change forms as a move action, and heal 5 HP whenever you do

### **Brute Form (Usually Ogre Zombie)**

Your size becomes Large, giving +5 reach, +5 ft speed, and +2 on saves vs maneuvers.

Gain +6 (+3 on which is also item) fury bonus to all attacks (calculated below), and +13 dmg on charges

1/encounter you may reduce the effects of a Fort save for half/partial.

Saves change: Fort +16, Ref +12, Will +15

**[Melee] Attack Action**

Smash +24/+20/+20; (1d6+15) [Brutal 3]

* +13 dmg on charge

### **Defender Form (Usually a Skeleton)**

+6 Item and deflection bonus to AC and Gain 39 temp HP.

Take 1 extra AoO per turn.

1/encounter you may reduce the effects of a Fort save for half/partial.

Saves change: Fort +19, Ref +15, Will +18

**[Melee] Attack Action**

Claw +18/+14/+14; (1d6+11) [Brutal 2, Guardian]

### **Navigator Form (Usually a zombified bird or wolf)**

Gain +15 ft speed, and the Swim and Fly movement modes.

Gain 13 temp HP.

When you provoke an AoO for movement, you may make an AoO against the attacking foe.

1/encounter you may reduce the effects of a Ref save for half/partial.

Saves change: Fort +12, Ref +15, Will +15

**[Melee] Attack Action**

Smash +18/+14/+14; (1d6+9) [Deft, Guardian, Brutal 1]

## Activated Abilities

* **Magic Missile (SLA)**: As the spell, at will, as a standard action.
* **Cause Fear (SLA)**: As a move action, force opponent in [medium] range to become [shaken] for 2 rounds (Will 24 negates)
* **Sandblast (SLA)**: As a standard action, create a 55ft wedge that causes all creatures in the area to take 30 damage and be [blinded] for 1 round (Fort 24 negates the blind).
  + **Sandspray**: As above, but 1/round as a move, and it affects one opponent in [medium] range.
* **Quicksand (SLA)**: 1/encounter, as a standard action, create up to 5 10ft squares of quicksand, which must be placed within [medium] range and adjacent to each other. This area is difficult terrain, and anyone entering it or starting their turn in it is [Entangled] (Ref 24 neg) as long as they are in the area. If a creature starts their turn in the area while [Entangled], they become [Slowed] (Fort 24 neg.) while they remain in the area. If a creature starts their turn in the area while [Slowed], they become [Checked] in all directions (Fort 24 neg.) while they remain in the area. Any creature affected by [Entangled], [Slowed], or [Checked] in this way cannot begin [Flying]. This is a [Ground], [Binding] effect that lasts until the end of the encounter. You are immune to the effects of this ability.
* **To Sand (SLA)**: 1/encounter as a swift action, you may create one of these effects. They have a range of [long]
  + *Disarm*- One weapon turns into sand (Will 24 negates). Affected weapons cannot be used or wielded, and reform at the end of the encounter.
  + *Discorporate*- One opponent turns partially to sand, taking 13 damage, -20 ft penalty to speed, and -1 penalty to atk/AC. These effects are negated with Fort 24, and last until the end of the encounter.
  + *Unfoot*- One opponent is made [flat-footed] until the start of their next turn and knocked [prone] (Ref 24 negates both).
* **Sandcastle (SLA)**: 1/encounter as a standard, create a wall of sand up to 130 feet long originating from within [medium] range. You must place the wall such that it takes up no occupied spaces. This wall blocks line of sight and line of effect. A creature may remove all squares within their [melee] range as a standard action. You may pass through this wall without penalty, though it still blocks sight and effects.
* **Stone Fist**: Once every two rounds rounds as a swift action, inflict 26 [HP Reduction] to two opponents in 75 ft.
* **The Left Hand of Death**: 2/scene as a move action, create a spread out to [close] range which is centered on you and lasts for 2 rounds. Any healing done in the area is delayed for 1 round.

## Passive Abilities

* **Undying Magecraft (SU)**: Whenever you cast an SLA, or an effect is [dispelled] within [close] range, you heal 6 HP.
* **Necrotic Aura (Su)**: Creatures in your [melee] range take a -3 penalty on all d20 rolls. Creatures in [close] take a -2, and creatures in [medium] take a -1.
* **Hellfire Empowerment**: +2 DC to spells, SLAs, and SU abilities (calculated). +1 range category on those with targets, up to [Extreme] range. When an opponent is dealt damage by or fails a save against spell/SLA/SU, they begin [Burning].
* **Animal Companion**: You possess a companion, below. It moves on your turn, moving up to its speed and making one choice of offensive action. If you fall [unconscious] or [dead], so does your companion.
  + **Evasive**: 1/encounter the companion may reduce the effects of a Ref save for half/partial.
  + **Life Link**: Any effect that heals you, also heal your companion for the same amount.
  + 1/encounter as a move action, summon the companion to your side from any location.
* **[Resistance] to [Cold]**
* **[Immunity] to [Fear], [Bleeding], Intimidate**
* **[Fast Healing] 5**
* **[Tremorsense] 40 ft, [Ghostwise sight] 45 ft**
* **You Will Falter**: When any effect, including [fast healing], would heal an opponent in [close] range, that healing is reduced by 26, to a minimum of half the original healing.
  + **You Will Fail**: When any effect, except [fast healing], would heal an opponent in [medium] range, that healing is reduced by 13, to a minimum of 1 hp healed. This ability stacks with You Will Falter

## [Legendary] Powers

These powers cease if the Ghostlord's Phylactery is destroyed.

* **Woldhewn**: You halve energy damage and magic damage you take, after applying [resistance] and such reductions
* **Servant of Twelve Labors**: With a Scene of effort, move enough material to dig a small canal, create a trench complete with fortifications, or surround a camp with a solid wall.
* **Plot Armor**: Whenever you die, you return at the end of the Scene. This does not take effect if your HP drops to -260 or lower.

**Abilities:** Str 10; Dex 16; Con 14; Int 22; Wis 20; Cha 10;

**Skills**:

**Feats**: Lich's Wrath, The Earth Cracks, You Will Falter x2, You Will Fail, The Left Hand of Death

**Key Offensive Modifier**: Int

**Key Defensive Modifier**: Wis

**Base Attack Bonus**: +13/+8/+3

### **Items**

Will o'Wisp Lantern

Stone Fist (1/2 rounds as a swift, inflict 26 [HP Reduction] to two opponents in 75 ft)

# **Ghost Lion Companion**

**Mook Archetype**: Scout 13

**Init**: +6;

**Reach**: 15 ft;

**Speed**: 45 ft; Flying

**Size**: Medium;

**HP**: 228;

**AC**: 32;

**Saves (all)**: +10;

**Awareness**: 28

**Beast Strike**: Deals 13 damage to opponents in [melee] range and inflicts [bleeding]. This damage ignores [Resistance]. Damaged foes take -2 AC for 1 round.

**Agile**: This creature does not provoke AoOs from moving.

Jorr Natherson

**Human Ranger 5**

**Fast**: Battle's Tempering

**Medium:** Professional Soldier, items

**Slow**: Daggers and Bolts (Reign of Arrows)

**Init**: +7;

**Reach**: 10 ft;

**Speed**: 40 ft; (Can [Fly] and [Swim])

**Size**: Medium;

**HP**: 70;

**AC**: 20 (21 with dagger);

**Fort** +6; **Ref** +10; **Will** +7;

**Awareness**: 17

**[Melee] Attack Action**

Dagger +10; (1d6+5) [Guardian, Holdout, Thrown]

* +1 deflection AC when wielded.
* Can be used at [medium] range

**[Ranged] Attack Action** **[Long Range]**

Longbow +10; (1d6+8) [Brutal 2, Distant 1]

**[Ranged] Attack Action [Close Range]**

Grappling Hook +10; (1d8+5)

* Ref 17 or knocks struck targets [prone]. Targets knocked [Prone] can be pulled 15 ft towards you as a swift action.

## Activated Abilities

**Reap the Whirlwind:** You can deploy up to 2 traps as a swift action per encounter. These can be concealed with Larceny, and last until the end of the encounter, unless stated otherwise.

* *Tanglefoot Paste*: Cover up to 5 squares in [close] range, which must be connected to each other. Anyone who enters one of those squares must make a Fort save, DC 17, or stop moving and become [flat-footed] until their next turn.
* *Tripwire*: Create a 30 ft line between 2 squares within [medium] range. Those who leave a square covered by the line must make Ref 17 or fall [prone]. Only works twice before breaking.
* *Fumigator*: Throw to any square in [medium] range, creating a 20 ft radius of gas. Whenever a creature enters the gas or starts their turn inside it, Will 17 or lose vision, treating all creatures as [fully concealed] for the next 2 rounds. The gas lasts for 4 rounds before dissipating.

**Return Fire:** 1/round, when an enemy within [close] range attacks you, you may make a ranged attack that doesn't provoke AoO's. (+10, 5 damage. Struck foes are [flat-footed] for 1 round).

**Dive for Cover:** 1/encounter, when you make a Reflex save against an effect with Ref Half or Ref Partial, you may ignore the effect entirely.

## Passive Abilities

**Dead-Eye:** When you hit a [flat-footed] foe, you deal an extra 6 [precision] damage.

**Rather Quick Than Dead:** Ignore difficult terrain, gain +2 Initiative (already calculated)

**To Iron Married:** Crit on 18-20.

**Sniper:** Use Perception in place of Bluff for in combat usage while wielding a ranged weapon.

**Musketeer**: The first attack you make each round using Deadly Aim deals +5 damage.

**Abilities:** Str 12; Dex 20; Con 10; Int 18; Wis 14; Cha 10;

**Skills:** Acrobatics +10, Perception +8, Larceny +10

**Feats:** To Iron Married, Sniper, Musketeer

**Key Offensive Modifier:** Dexterity

**Key Defensive Modifier:** Intelligence

**Base Attack Bonus:** +3

### **Items**

Armor (+1 AC)

Wings of Faith (gain [fly])

Shield Amulet (+2 Will saves)

Cloak of the Endless Journey (Gain [Swim] and *endure elements,* ignore difficult terrain. Turn into a 4 man tent, though it appears to be sized for 1.1/day gain food for 1 day for 1 creature.)

Lizardfolk

**Mook Archetype**: Striker 1

**Init**: +2;

**Reach**: 10 (5 if disarmed) ft;

**Speed**: 40 ft;

**Size**: Medium;

**HP**: 20;

**AC**: 14 (13 if disarmed);

**Saves (all)** +2;

**Awareness**: 11

**[Melee] Attack Action**

Spear +4; (1d6+3) [Reach, Guardian]

**[Melee] Attack Action**

Unarmed strike +4; (1d6+1)

Astral Deva Planetar And Solars

# **Astral Deva**

**Celestial Shaman 14**

**Fast**: Shaman Spells

**Medium**: Celestial

**Slow**: Shaman's Path (Smiting)

**Init**: +3;

**Reach**: 15 ft;

**Speed**: 55 ft; Flying

**Size**: Medium;

**HP**: 168; DR 2

**AC**: 33;

**Fort** +17; **Ref** +10; **Will** +19;

**Awareness**: 32

**[Melee] Attack Action**

Heavy Mace +24/+19/+19; (1d6+25+8 [fire]) [Brutal 2, Guardian]

* Skirmish
* Spell Storing: Add spell as standard, discharge on hit as a swift.
* Add +8 dmg for encounter when you charge (max +16)
* Add +8 dmg for round on second hit (goes up to +16 if you hit 4 times)
* When directly above triggers, inflict [Battered] for 1 round, and on later hits increase duration of [Battered] by 1 round
* Inflict [Dazed] on [Battered] foes (Fort 25 neg)

## Activated Abilities

* **Dazzling Radiance (Su)**: Your radiant spread must be active to use this. As a swift action, cause all opponents in your radiant spread to become [Dazzled] for 5 rounds (Fort 25 reduces it to 1 round).
  + **Aura of Vitality**:2/encounter, when activating Dazzling Radiance, all allies in range of Divine Radiance gain 28 temp HP.
* **Sway the Heavens**: 5/round, when you hit an opponent who has been [revealed] by your Divine Radiance, you may render that opponent unable to make AoOs for 1 round.
* **Cleansing Light (SLA)**: 2/encounter, use *Heal*, as the spell (Will 25).
* **Burnished Phylactery**: 1/encounter as an immediate action, create a spiritual [bond](http://i.viglink.com/?key=3e5d73068289ea66ea8d40761e498176&insertId=7d28de048c0199398ed4898efba1592f&type=L&mid=undefined&exp=-100%3ACILITE%3A134&libId=ji1u7haf0100su4m000DA196pwrni238ml&loc=http%3A%2F%2Fmcdt2-legend.wikidot.com%2Fwiki%3Aastral-deva-planetar-and-solars&v=1&out=https%3A%2F%2Fbitcoinira.com%2Fbuy-bitcoin%2F%3FAID%3D1074%26utm_source%3Dviglinks%26utm_campaign%3Dviglinks%26utm_medium%3DPPC%26cID%3D3606&title=Astral%20Deva%20Planetar%20And%20Solars%20-%20McDT2%20Legend&txt=%3Cspan%3Ebond%3C%2Fspan%3E) between your self an an ally in [medium] range. Until the end of the encounter, if they are within 95 ft of you and would take damage, the damage is split evenly with you.
* **Simple Icon**: 2/encounter as a swift action, give each ally besides yourself within [close] range a Swap token. You may then immediately destroy a Swap token and swap spaces with that ally, as per *dimensional swap*. After doing so, you may do so again with another ally. The Swap tokens are destroyed at the end of your turn, regardless.
* **Radiant Souls**: You have 4 souls of pure Goodness within you, and can expend 1 as a move action to heal for 14d4 hp. You can regain a soul as a move action.
  + **Seven Saintly Souls**: As a move action, expend 3 souls to heal all allies in [close] range for 14d4+14 hp.
* **Words of Power**: You may use the Words of Power 3/encounter
  + **Word of Shadow**: As an immediate action, cause opponent in [medium] range to be [blinded] for the duration of their action.
  + **Word of Sunset**: As an immediate action, become [Invisible] for 1 round.
  + **Word of Wind**: When you move, turn into wind, provoking no AoOs for the movement and allowing you to pass through occupied squares and narrow gaps.
* **The Right Hand of Creation**: 2/scene as a move action, create a spread out to [close] range originating from you, which lasts for 2 rounds. Any damage dealt within the spread may be delayed for 1 round, at your option.
* **Lightbender Adept**: 1/scene as a move action, cause [Invisible] creatures in [close] range to become [revealed] and take -5 Stealth until then end of the encounter.

## Passive Abilities

* **Divine Radiance (Su)**: You can activate your radiant spread as a free action, and dismiss it as a swift. The spread extends to [close] range, and opponents in the area are [Revealed] and lose the [Covered] condition. Any opponent who leaves the spread is still affected by it for 1 round.
* **Skirmish**: When you miss with an attack roll, gain +1 to attack rolls for the rest of the encounter (Max +14)
* **Conflict**: Add Wis (+8) to damage (Calculated)
* **Struggle**: The second time in a turn you hit an opponent, add +Wis dmg to attacks for the rest of the round. The 4th time you hit an opponent in a round, add it again.
  + **Escalation**: Whenever Struggle activates, you may inflict [Battered] for 1 round on the triggering opponent. Each time you hit them again, the duration increases by 1 round. Also, whenever you hit a [Battered] opponent with an attack, they become [Dazed] for 1 round (Fort 25 negates the [dazed]).
* **Annihilation**: When you charge, gain +Wis to damage for the encounter. This stacks with itself, but only up to two times.
* **[Immunity] to [Prone], [Paralyzed], [Stunned], [Dazed], [Nauseated], and [Slowed]**
* **Fortress**: If an opponent would cause you to be moved, you may instead not move.

## Spells

7/7/6/6/4. DC 25

**1st**

*Bless*

*Bane*

*Endure Elements*

*Obscuring Mist*

**2nd**

*Resist Elements*

*Elemental Vulnerability*

*Nature's Power*

*Flame Blade*

**3rd**

*Call Lightning*

*Dispel Magic*

*Searing Light*

**4th**

*Cure Critical Wounds*

*Inflict Critical Wounds*

*Hold Monster*

*Dimensional Anchor*

**5th**

*Crush of Earth*

*Reverse Gravity*

*Heal*

*Harm*

*Sunburst*

**Abilities:** Str 22; Dex 16; Con 14; Int 10; Wis 26; Cha 10;

**Skills**:

**Feats**: Lightbender Adept, Words of Power, Livers Need Not Apply, Seven Drunken Immortals, Create Teleportation Circle, The Right Hand of Creation

**Key Offensive Modifier**: Wis

**Key Defensive Modifier**: Str

**Base Attack Bonus**: +14/+9/+9

### **Items**

+2 Str, +2 Wis item

Silent Halls

Burnished Phylactery

Greater Weapon (+2 attacks, Spell storing)

Coldfire Ingot (Add +8 [fire] damage to attacks)

Simple Icon

Relic Armor (+4 AC, Fortress)

Unfinished Cathedral

# **Planetar**

**Celestial Shaman 17**

**Fast**: Shaman Spells

**Medium**: Celestial

**Slow**: Shaman's Path (Smiting)

**Init**: +3;

**Reach**: 20 ft;

**Speed**: 60 ft; Flying

**Size**: Medium;

**HP**: 238; DR 2

**AC**: 36;

**Fort** +19; **Ref** +11; **Will** +21;

**Awareness**: 36

**[Melee] Attack Action**

Heavy Mace +28/+23/+23/+23; (37+8 [fire]) [Brutal 2, Guardian]

* Skirmish
* Spell Storing: Add spell as standard, discharge on hit as a swift.
* Add +9 dmg for encounter when you charge (max +18)
* Add +9 dmg for round on second hit (goes up to +18 if you hit 4 times)
* Add +9 damage if below half HP
* When directly above triggers, inflict [Battered] for 1 round, and on later hits increase duration of [Battered] by 1 round
* Inflict [Dazed] on [Battered] foes (Fort 27 neg)

## Activated Abilities

* **Dazzling Radiance (Su)**: Your radiant spread must be active to use this. As a swift action, cause all opponents in your radiant spread to become [Dazzled] for 5 rounds (Fort 27 reduces it to 1 round).
  + **Aura of Vitality**: 2/encounter, when activating Dazzling Radiance, all allies in range of Divine Radiance gain 34 temp HP.
* **Sway the Heavens**: 6/round, when you hit an opponent who has been [revealed] by your Divine Radiance, you may render that opponent unable to make AoOs for 1 round.
* **Cleansing Light (SLA)**: 2/encounter, use *Heal*, as the spell (Will 27).
* **Burnished Phylactery**: 1/encounter as an immediate action, create a spiritual [bond](http://i.viglink.com/?key=3e5d73068289ea66ea8d40761e498176&insertId=7d28de048c0199398ed4898efba1592f&type=L&mid=undefined&exp=-100%3ACILITE%3A134&libId=ji1u7haf0100su4m000DA196pwrni238ml&loc=http%3A%2F%2Fmcdt2-legend.wikidot.com%2Fwiki%3Aastral-deva-planetar-and-solars&v=1&out=https%3A%2F%2Fbitcoinira.com%2Fbuy-bitcoin%2F%3FAID%3D1074%26utm_source%3Dviglinks%26utm_campaign%3Dviglinks%26utm_medium%3DPPC%26cID%3D3606&title=Astral%20Deva%20Planetar%20And%20Solars%20-%20McDT2%20Legend&txt=%3Cspan%3Ebond%3C%2Fspan%3E) between your self an an ally in [medium] range. Until the end of the encounter, if they are within 110 ft of you and would take damage, the damage is split evenly with you.
* **Simple Icon**: 2/encounter as a swift action, give each ally besides yourself within [close] range a Swap token. You may then immediately destroy a Swap token and swap spaces with that ally, as per *dimensional swap*. After doing so, you may do so again with another ally. The Swap tokens are destroyed at the end of your turn, regardless.
* **Radiant Souls**: You have 5 souls of pure Goodness within you, and can expend 1 as a move action to heal for 17d4 hp. You can regain a soul as a move action.
  + **Seven Saintly Souls**: As a move action, expend 3 souls to heal all allies in [close] range for 17d4+17 hp.
* **Words of Power**: You may use the Words of Power 3/encounter
  + **Word of Shadow**: As an immediate action, cause opponent in [medium] range to be [blinded] for the duration of their action.
  + **Word of Sunset**: As an immediate action, become [Invisible] for 1 round.
  + **Word of Wind**: When you move, turn into wind, provoking no AoOs for the movement and allowing you to pass through occupied squares and narrow gaps.
* **The Right Hand of Creation**: 2/scene as a move action, create a spread out to [close] range originating from you, which lasts for 2 rounds. Any damage dealt within the spread may be delayed for 1 round, at your option.
* **Lightbender Adept**: 1/scene as a move action, cause [Invisible] creatures in [close] range to become [revealed] and take -5 Stealth until then end of the encounter.
* **Crystal Ball** 1/round as a free action, you may establish line of sight from any square within [close] range for 1 round. This effect does not require line of sight or line of effect.
* **The Iron Clan Archives** You may use *legend lore* at will (this still requires 1 hour of casting). 1/encounter as a non-action, you may ask a specifc question about each creature in [extreme] range, as if you had exceeded the DC to identify them by 5 points.

## Passive Abilities

* **Divine Radiance (Su)**: You can activate your radiant spread as a free action, and dismiss it as a swift. The spread extends to [close] range, and opponents in the area are [Revealed] and lose the [Covered] condition. Any opponent who leaves the spread is still affected by it for 1 round.
* **That Hideous Strength**: 1/round when you make an attack, you may force all opponents in range of your Divine Radiance to make a Will save (DC 27) or be [battered] for 2 rounds.
* **Skirmish**: When you miss with an attack roll, gain +1 to attack rolls for the rest of the encounter (Max +17)
* **Conflict**: Add Wis (+9) to damage (Calculated)
* **Struggle**: The second time in a turn you hit an opponent, add +Wis dmg to attacks for the rest of the round. The 4th time you hit an opponent in a round, add it again.
  + **Escalation**: Whenever Struggle activates, you may inflict [Battered] for 1 round on the triggering opponent. Each time you hit them again, the duration increases by 1 round. Also, whenever you hit a [Battered] opponent with an attack, they become [Dazed] for 1 round (Fort 25 negates the [dazed]).
* **Annihilation**: When you charge, gain +Wis to damage for the encounter. This stacks with itself, but only up to two times.
* **Scorched Earth**: If your HP drops below half your normal max, you gain +Wis to damage for the encounter or until you are above half HP.
* **[Immunity] to [Prone], [Paralyzed], [Stunned], [Dazed], [Nauseated], and [Slowed]**
* **Fortress**: If an opponent would cause you to be moved, you may instead not move.

## Spells

8/7/7/7/4. DC 27

**1st**

*Bless*

*Bane*

*Endure Elements*

*Obscuring Mist*

**2nd**

*Resist Elements*

*Elemental Vulnerability*

*Nature's Power*

*Flame Blade*

**3rd**

*Call Lightning*

*Dispel Magic*

*Searing Light*

**4th**

*Cure Critical Wounds*

*Inflict Critical Wounds*

*Hold Monster*

*Dimensional Anchor*

**5th**

*Crush of Earth*

*Reverse Gravity*

*Heal*

*Harm*

*Sunburst*

**6th**

*Greater Dispel Magic*

*Lightning Storm*

*Heart of Oak*

**Abilities:** Str 22; Dex 16; Con 16; Int 10; Wis 28; Cha 10;

**Skills**:

**Feats**: Lightbender Adept, Words of Power, Livers Need Not Apply, Seven Drunken Immortals, Create Teleportation Circle, The Right Hand of Creation, Weaponized

**Key Offensive Modifier**: Wis

**Key Defensive Modifier**: Str

**Base Attack Bonus**: +17/+12/+!2/+!2

### **Items**

+2 Str, +2 Wis items

Silent Halls

Burnished Phylactery

Greater Weapon (+2 attacks, Spell storing)

Coldfire Ingot (Add +8 [fire] damage to attacks)

Simple Icon

Crystal Ball

Relic Armor (+4 AC, Fortress)

Unfinished Cathedral

The Iron Clan Archives

# **Solar**

**Celestial Shaman 20**

**Fast**: Shaman Spells

**Medium**: Celestial

**Slow**: Shaman's Path (Smiting)

**Init**: +5;

**Reach**: 25 ft;

**Speed**: 65 ft; Flying

**Size**: Medium;

**HP**: 300; DR 3

**AC**: 40;

**Fort** +22; **Ref** +14; **Will** +24;

**Awareness**: 40

**[Melee] Attack Action**

Heavy Mace +32/+27/+27/+27; (40+9 [fire]) [Brutal 2, Guardian]

* Skirmish
* Spell Storing: Add spell as standard, discharge on hit as a swift.
* Add +10 dmg for encounter when you charge (max +20)
* Add +10 dmg for round on second hit (goes up to +20 if you hit 4 times)
* Add +10 damage if below half HP
* On hit: Inflict [Battered] and a -10 penalty to Ac until end of the encounter.
* Inflict [Dazed] on [Battered] foes (Fort 30 neg)

## Activated Abilities

* **Dazzling Radiance (Su)**: Your radiant spread must be active to use this. As a swift action, cause all opponents in your radiant spread to become [Dazzled] for 5 rounds (Fort 30 reduces it to 1 round).
  + **Aura of Vitality**: 2/encounter, when activating Dazzling Radiance, all allies in range of Divine Radiance gain 40 temp HP.
  + **Divine Mercy**: 1/encounter when activating Dazzling Radiance, cause one ally within [long] range to gain [Immunity] to all damage for 1 round.
* **Sway the Heavens**: 7/round, when you hit an opponent who has been [revealed] by your Divine Radiance, you may render that opponent unable to make AoOs for 1 round.
* **Cleansing Light (SLA)**: 2/encounter, use *Heal*, as the spell (Will 30).
* **Burnished Phylactery**: 1/encounter as an immediate action, create a spiritual [bond](http://i.viglink.com/?key=3e5d73068289ea66ea8d40761e498176&insertId=7d28de048c0199398ed4898efba1592f&type=L&mid=undefined&exp=-100%3ACILITE%3A134&libId=ji1u7haf0100su4m000DA196pwrni238ml&loc=http%3A%2F%2Fmcdt2-legend.wikidot.com%2Fwiki%3Aastral-deva-planetar-and-solars&v=1&out=https%3A%2F%2Fbitcoinira.com%2Fbuy-bitcoin%2F%3FAID%3D1074%26utm_source%3Dviglinks%26utm_campaign%3Dviglinks%26utm_medium%3DPPC%26cID%3D3606&title=Astral%20Deva%20Planetar%20And%20Solars%20-%20McDT2%20Legend&txt=%3Cspan%3Ebond%3C%2Fspan%3E) between your self an an ally in [medium] range. Until the end of the encounter, if they are within 125 ft of you and would take damage, the damage is split evenly with you.
* **Simple Icon**: 2/encounter as a swift action, give each ally besides yourself within [close] range a Swap token. You may then immediately destroy a Swap token and swap spaces with that ally, as per *dimensional swap*. After doing so, you may do so again with another ally. The Swap tokens are destroyed at the end of your turn, regardless.
* **Radiant Souls**: You have 6 souls of pure Goodness within you, and can expend 1 as a move action to heal for 20d4 hp. You can regain a soul as a move action.
  + **Seven Saintly Souls**: As a move action, expend 3 souls to heal all allies in [close] range for 20d4+20 hp.
* **Words of Power**: You may use the Words of Power 3/encounter
  + **Word of Shadow**: As an immediate action, cause opponent in [medium] range to be [blinded] for the duration of their action.
  + **Word of Sunset**: As an immediate action, become [Invisible] for 1 round.
  + **Word of Wind**: When you move, turn into wind, provoking no AoOs for the movement and allowing you to pass through occupied squares and narrow gaps.
* **The Right Hand of Creation**: 2/scene as a move action, create a spread out to [close] range originating from you, which lasts for 2 rounds. Any damage dealt within the spread may be delayed for 1 round, at your option.
* **Lightbender Adept**: 1/scene as a move action, cause [Invisible] creatures in [close] range to become [revealed] and take -5 Stealth until then end of the encounter.
* **Crystal Ball** 1/round as a free action, you may establish line of sight from any square within [close] range for 1 round. This effect does not require line of sight or line of effect.
* **The Iron Clan Archives** You may use *legend lore* at will (this still requires 1 hour of casting). 1/encounter as a non-action, you may ask a specifc question about each creature in [extreme] range, as if you had exceeded the DC to identify them by 5 points.

## Passive Abilities

* **Divine Radiance (Su)**: You can activate your radiant spread as a free action, and dismiss it as a swift. The spread extends to [close] range, and opponents in the area are [Revealed] and lose the [Covered] condition. Any opponent who leaves the spread is still affected by it for 1 round.
* **That Hideous Strength**: 1/round when you make an attack, you may force all opponents in range of your Divine Radiance to make a Will save (DC 30) or be [battered] for 2 rounds.
* **Skirmish**: When you miss with an attack roll, gain +1 to attack rolls for the rest of the encounter (Max +20)
* **Conflict**: Add Wis (+10) to damage (Calculated)
* **Struggle**: The second time in a turn you hit an opponent, add +Wis dmg to attacks for the rest of the round. The 4th time you hit an opponent in a round, add it again.
  + **Escalation**: Whenever Struggle activates, you may inflict [Battered] for 1 round on the triggering opponent. Each time you hit them again, the duration increases by 1 round. Also, whenever you hit a [Battered] opponent with an attack, they become [Dazed] for 1 round (Fort 30 negates the [dazed]).
* **Annihilation**: When you charge, gain +Wis to damage for the encounter. This stacks with itself, but only up to two times.
* **Scorched Earth**: If your HP drops below half your normal max, you gain +Wis to damage for the encounter or until you are above half HP.
* **War Engine**: All attacks inflict [Battered] and -10 AC until the end of the encounter on hit.
* **[Immunity] to [Prone], [Paralyzed], [Stunned], [Dazed], [Nauseated], and [Slowed]**
* **Fortress**: If an opponent would cause you to be moved, you may instead not move.
* **Mystic Healer**: Convert d4's from healing spells to d6's.

## Spells

8/7/7/7/7/4. DC 30

**1st**

*Bless*

*Bane*

*Endure Elements*

*Obscuring Mist*

**2nd**

*Resist Elements*

*Elemental Vulnerability*

*Nature's Power*

*Flame Blade*

**3rd**

*Call Lightning*

*Dispel Magic*

*Searing Light*

**4th**

*Cure Critical Wounds*

*Inflict Critical Wounds*

*Hold Monster*

*Dimensional Anchor*

**5th**

*Crush of Earth*

*Reverse Gravity*

*Heal*

*Harm*

*Sunburst*

**6th**

*Greater Dispel Magic*

*Lightning Storm*

*Heart of Oak*

**7th**

*Miracle*

*Mass Heal*/

*Mass Harm*

*Firestorm*

**Abilities:** Str 24; Dex 20; Con 18; Int 10; Wis 30; Cha 10;

**Skills**:

**Feats**: Lightbender Adept, Words of Power, Livers Need Not Apply, Seven Drunken Immortals, Create Teleportation Circle, The Right Hand of Creation, Weaponized, Mystic Healer

**Key Offensive Modifier**: Wis

**Key Defensive Modifier**: Str

**Base Attack Bonus**: +20/+15/+15/+15

### **Items**

+2 Str, +2 Wis, +2 dex items

Silent Halls

Burnished Phylactery

Greater Weapon (+2 attacks, Spell storing)

Coldfire Ingot (Add +8 [fire] damage to attacks)

Simple Icon

Crystal Ball

Relic Armor (+4 AC, Fortress)

Unfinished Cathedral

The Iron Clan Archives

Barghest

**Undead ??? 4**

**Fast**: Ghoul

**Medium**: Shapeshifter, Path of Ancestors

**Slow**: Path of Destruction

**Init**: +1;

**Reach**: 5 ft;

**Speed**: 35 ft;

**Size**: Medium;

**HP**: 56; DR 2

**AC**: 18;

**Fort** +9; **Ref** +3; **Will** +3;

**Awareness**: 13

**[Melee] Attack Action**

Ghoul Bite +9; (1d6+12) [Brutal 3, Natural]

* In Brute form, atk at +10
* 1/round when this hits, foe is [sickened] 1 round and you heal 4 hp (Fort 19 negates both)

**[Melee] Attack Action**

Bite +10; (1d6+10) [Brutal 2, Tripping, Natural]

## Shapeshifting

At this level, they know only how to take Brute Form.

* **Brute Form**: (Usually resembles a Dire Wolf)

**[Melee] Attack Action**

Bite +10; (1d6+10) [Brutal 2, Tripping]

## Activated Abilities

* **Negation Aspect**: 1/encounter reduce a save for half or partial to none/negates. This affects Fort in Brute and Defender froms, and Ref in Stalker/Navigator

## Passive Abilities

* **[Fast Healing] 4**
* **Ghostwise Sight 45 ft**
* **Reaver**
  + **Bravado**

**Abilities:** Str 20; Dex 12; Con 18; Int 10; Wis 8; Cha 10;

**Skills**:

**Feats**: Ghoulish Enthusiasm, Reaver, Bravado

**Key Offensive Modifier**: Str

**Key Defensive Modifier**: Con

**Base Attack Bonus**: +4

### **Items**

+2 con item

Chimera

For each Chimera, choose either [Acid], [Cold], [Electricity], or [Fire]. Whenever you see [x] below, replace it with the chosen descriptor.

**Track**: Dragonspark Adept

**Mook Archetype**: Expert 8

**Init**: +4;

**Reach**: 10 ft;

**Speed**: 40 ft; Flying

**Size**: Medium;

**HP**: 135;

**AC**: 22;

**Saves (all)**: +7;

**Awareness**: 22

**[Melee] Attack Action**

Tooth and Claw +13/+8; (1d6+8)

## Activated Abilities

* **Breath of the Dragon**: 1/round as move, create 30 ft cone dealing 20 [x] damage (Ref 18 half)
* **Burninate**: Once every two rounds, can replace up to 2 attacks in attack action to boost next use of Breath of the Dragon, dealing +6 damage and increasing the cone's size by 5 ft for each sacrificed attack.

## Passive Abilities

* **[Resistance] to [X]**

Dryad

**Elf Druid 3**

**Fast**: Enchantress

**Medium**: Verdant

**Slow**: Mechanist Savant

**Init**: +2;

**Reach**: 5 ft;

**Speed**: 35 ft;

**Size**: Medium;

**HP**: 30;

**AC**: 17;

**Fort** +6; **Ref** +3; **Will** +8;

**Awareness**: 17

**[Melee] Attack Action**

Dagger +7; (1d6+4) [Guardian, Thrown, Quick Draw]

**[Ranged] Attack Action**

Shortbow +7; (1d6+5) [Guardian, Distant, Brutal 1]

## Activated Abilities

* **Redirected Wrath (SLA)**: At will as a standard action, select one opponent within [close] range. They must make a DC 15 Will save or be forced to move up to their speed to a location of the Dryad's choosing and take an attack action against a target of the Dryad's choice.
* **Psychic Blast (SLA)**: At will as a standard action, deal 3d6 damage (Fort 15 half) to a target within [close] range.
* **Enforce Friendship (SLA)**: 1/encounter force one target in [close] range to view another as a friend. They cannot attack the designated friend, as though they were under a *sanctuary* effect. This does not end if the designated friend takes an offensive action, unless it is toward the targeted creature.
* **Entangling Growth (SLA)**: At will, as a move action, you can create a 10 ft spread within [close] range that lasts until the end of the encounter. Opponents who enter it or start their turn within it are [Entangled] for 1 round (Ref 15 neg.)
* **Tree Stride**: As a swift action, add [Teleport] to your movement for a round.

## Passive Abilities

**Abilities:** Str 10; Dex 14; Con 14; Int 10; Wis 18; Cha 12;

**Skills**: Nature +9

**Feats**: Multiclass Flexibility, By Will Sustained, Shadow Blink

**Key Offensive Modifier**: Wis

**Key Defensive Modifier**: Con

**Base Attack Bonus**: +3

### **Items**

+2 con item

armor (+1 AC)

Ettin

**Track**: Path of Destruction

**Mook Archetype**: Elite 6

**Init**: +3;

**Reach**: 15 ft;

**Speed**: 40 ft;

**Size**: Medium;

**HP**: 101;

**AC**: 21;

**Saves (all)**: +5; +2 vs maneuvers

**Awareness**: 16

**[Melee] Attack Action**

Greatclub +12; (1d6+10) [Brutal 2]

* Whirlwind: You can choose to apply [volley] to this attack and hit everything in [melee] range.

**[Melee] Attack Action**

Unarmed +11; (1d6+3)

* Whirlwind: You can choose to apply [volley] to this attack and hit everything in [melee] range.

## Activated Abilities

* **Cleave**: 1/round as a swift action, if you hit with a melee attack and deal damage this turn, compare the roll to an enemy adjacent to the first target. If it would hit their AC, they take the same damage.
* **Mighty Blow**: 1/round as a swift action, after hitting a foe in melee, you may perform a Bull Rush maneuver against the struck foe.

## Passive Abilities

* **Slow and Steady**: If you would become [prone], instead half your speed for one round.
* **Disrupting Presence**: The first time each round that an opponent within [melee] range tries to use a spell, SLA, or supernatural ability, they take 6 damage.

**Feats**: Juggernaut [Iconic], Slow and Steady

**Items**: Greater Weapon (~~+2~~ +1 hit, Mighty: see mighty blow, above)

Hell Hound

**Wildborn ??? [Level 3]**

**Fast**: Wildborn

**Medium:** Elementalist, Fire Elemental

**Slow**: Battle's Tempering

**Init**: +5;

**Reach**: 5 ft;

**Speed**: 50 ft;

**Size**: Medium;

**HP**: 39; DR 1

**AC**: 17;

**Fort** +6; **Ref** +8; **Will** +4;

**Awareness**: 18

**[Melee] Attack Action**

Tooth & Claw +7; (1d6+8) [Brutal 2, Reacting]

* Reacting: Take a 5ft step even if you've already used a move action this round

**[Ranged] Attack Action [Medium Range]**

Flame Kiss (4 fire damage, begins [burning])

* *Reminder: [Burning] does 1d4 dmg/rnd for 3 rnds, being hit again with it resets duration. Can be removed on self or ally w/in [melee] with a move action that provokes.*

**[Ranged] Attack Action [Close Range]**

Fire Burst (3d6+3 [fire], Ref 14 halves) [Affects all creatures within target square]

## Activated Abilities

**Perception**: Use move action to reduce saves of opponent within [Long] range by -2 until the beginning of your next turn. DC 10+lvl of target+target's Cha

**Vigor:** As part of move action, make Vigor check. DC 15: Gain 5 temp hp. DC 20: 10 temp hp. DC 25: 10 temp hp and [fast healing] 5 for 1 round.

## Passive Abilities

**Flame Kissed:** [Immunity] to [fire], heal for half of what the fire dmg would have been.

**Rather Quick than Dead:** Moving out of difficult terrain doesn't cost extra movement. Also, +1 init

**Burning Blood:** The first time each [Round] an attack hits you, you deal 3 damage to any one creature of your choice in [Melee] range.

**Ghostwise Sight (45 ft):**

**Darkvision**

+2 Awareness and Perception

**Abilities:** Str 12; Dex 18; Con 14; Int 10; Wis 16; Cha 10;

**Skills:** Acrobatics +7; Athletics +4; Stealth +7; Vigor +5; Perception +8;

**Feats:** Guild Initiation, Breakneck Pace, Truly Bad People

**Key Offensive Modifier:** Dex

**Key Defensive Modifier:** Wis

**Base Attack Bonus:** +3

### **Items**

Armor (+1 AC)

Hydra

# **Myriad Mook (Grunt)**

## 8-Headed Hydra(Level 5)

Note: In RHoD this replaces the 6 headed hydra, not the 8 head version. use the stats for 9-headed hydras instead.

**Init**: +3;

**Speed**: 35 ft;

**Size**: Medium;

**HP**: 104;

**AC**: 19;

**Fort** +5; **Ref** +5; **Will** +5;

**Awareness**: 18

This mook possesses 8 bodies ("heads"), which are removed when they take damage. It regenerates 1 head at the start of each turn. Each head mus remain within [close] range of each other. Any damage dealt to the heads effects the body.

**Flail attack [Melee range]**

Each body selects up to one target (no creature can be targeted more than once). It hits automatically, dealing 1d6+5 damage.

## 9-Headed Hydra (Level 8)

**Init**: +4;

**Speed**: 40 ft;

**Size**: Medium;

**HP**: 167;

**AC**: 22;

**Fort** +7; **Ref** +7; **Will** +7;

**Awareness**: 21

This mook possesses 9 bodies ("heads"), which are removed when they take damage. It regenerates 1 head at the start of each turn. Each head mus remain within [close] range of each other. Any damage dealt to the heads effects the body.

**Flail attack [Melee range]**

Each body selects up to one target (no creature can be targeted more than once). It hits automatically, dealing 1d6+8 damage.

Manticore

**Dragon Ranger 5**

**Fast**: Battle's Tempering

**Medium**: Dragon

**Slow**: Reign of Arrows

**Init**: +4;

**Reach**: 10 ft;

**Speed**: 45 ft; (Flying)

**Size**: Large;

**HP**: 80;

**AC**: 19;

**Fort** +10; **Ref** +7; **Will** +6;

**Awareness**: 15

**[Melee] Attack Action**

Teeth and Claws +9; (1d6+12) [Brutal 3]

**[Ranged] Attack Action** [Medium]

Spikes +11; (1d6+8) [Brutal 1, Distant 1, Magnum, Quick-Draw]

* Magnum- Reduce DR by 3
* Alternate: Volley Attack- Hit all foes w/in 20ft of target. 1 attack roll vs all. Hit- 10 dmg, Miss- 5 dmg

## Activated Abilities

* **Return Fire**: 1/round, when attack at range w/in [close], make ranged attack- +11 atk, 5 dmg, leaves target flat-footed for 1 round.
* **Meteor Crush**: Make a single melee attack as a standard action against a [flying] foe. If it hits, +5 bonus damage, and they lose [flying] until your next turn and are knocked [prone].

## Passive Abilities

* **Dead-Eye**: +6 [precision] damage on ranged attacks vs flat-footed targets.
* **Rather Quick Than Dead**: Ignore difficult terrain, +2 Init (calculated)
* **Dive for Cover**: 1/encounter when you make successful Ref save vs effect, take no damage instead of half.
* **To Iron Married**: Crit on 18-20
* **Senses**: Darkvision, and Tremorsense 40ft

**Abilities:** Str 20; Dex 14; Con 12; Int 10; Wis 10; Cha 18;

**Skills**:

**Feats**: The Earth Cracks, To Iron Married, Meteor Crush

**Key Offensive Modifier**: Str

**Key Defensive Modifier**: Cha

**Base Attack Bonus**: +5

### **Items**

Armor (+1 AC)

Small Totem (gain darkvision)

Fury Stone (+2 Str)

Manticore Tail (As blaze bolter except swap out elemental:fire for quickdraw. +2 atk. add [volley] to any attack, it hits all w/in 20 ft of original target, deals only x2 KOM to hit targets, x1 KOM to missed ones)

Ogre

**Track**: Path of Destruction

**Mook Archetype**: Elite 3

**Init**: +3;

**Reach**: 10 ft;

**Speed**: 35 ft;

**Size**: Medium;

**HP**: 53;

**AC**: 17;

**Saves (all)**: +4; +2 vs maneuvers

**Awareness**: 14

**[Melee] Attack Action**

Greatclub +8; (1d6+6) [Brutal 2]

* Whirlwind: You can choose to apply [volley] to this attack and hit everything in [melee] range.

**[Melee] Attack Action**

Unarmed +7; (1d6+1)

* Whirlwind: You can choose to apply [volley] to this attack and hit everything in [melee] range.

## Activated Abilities

* **Cleave**: 1/round as a swift action, if you hit with a melee attack and deal damage this turn, compare the roll to an enemy adjacent to the first target. If it would hit their AC, they take the same damage.

## Passive Abilities

* **Simply Smashing**: If three of your attacks hit the same enemy 3 times in a row, the third deal +9 damage and knocks them [prone]

**Feats**: Juggernaut [Iconic], Simply Smashing

**Items**: Lesser Weapon (Masterwork, ~~+2~~ +1 hit

Wyvern

**Dragon ??? 6**

**Fast**: Dragon

**Medium**: Arthropod, items

**Slow**: Knight

**Init**: +3;

**Reach**: 15 ft;

**Speed**: 45 ft; Fly, Swim

**Size**: Large;

**HP**: 108;

**AC**: 24;

**Fort** +11; **Ref** +7; **Will** +8;

**Awareness**: 17

**[Melee] Attack Action**

Claws +10/+5; (1d6+12) [Brutal 3, Natural]

* 1/round heal for the amount dealt by your claws, or 6 hp, whichever is less.

**[Melee] Attack Action**

Stinger +12/+7; (1d6+9) [Brutal 1, Deft, Holdout, Traumatizing, Natural]

* 1/round struck for is [sickened] for 1 round, takes a -1 penalty to atk/AC for 1 round, and starts [burning] (Fort 18 neg. these effects)

## Activated Abilities

* **Great Leap**: As a move action begin [flying] for until the end of turn (with +10 move speed buff) and move up to your speed. When you cease [flying], you deal 6 damage to targets in [melee] range. This is a [ground] effect.
* **Battle Cry**: 1/encounter as a swift action, cause all opponents within [close] range to become [frightened] for 1 round (Will 18 neg).

## Passive Abilities

* **Deadly Blades**: Whenever you make a combat maneuver and the target fails the save (or it doesn't require a save), you deal +11 [precision] damage. This never applies to Power Attack, Deadly Aim, or Precise Strike unless combined with another maneuver.
* **Challenging Presence**: Opponents in your [melee] range must attack you if able when making their melee attacks.
* **Master of Combat**: +2 to the DCs of Bull Rush, Disarm, Grapple, Pin, and Trip.
* **Tremorsense 30 ft**

**Abilities:** Str 20; Dex 12; Con 10; Int 10; Wis 12; Cha 20;

**Skills**:

**Feats**: Multiclass Flexibility, Martial Magister, The Earth Cracks

**Key Offensive Modifier**: Str

**Key Defensive Modifier**: Cha

**Base Attack Bonus**: +6/+1

### **Items**

+2 str, +2 cha items

Stinger (Greater Weapon, +2 attack. War Cry)

Yrthak

**Dragon ??? 9**

**Fast**: Boombox

**Medium**: Dragon, Discipline of the Serpent

**Slow**: Acrobatic Adept

**Init**: +;

**Reach**: 5 ft;

**Speed**: ft;

**Size**: Medium;

**HP**: ;

**AC**: ;

**Fort** +; **Ref** +; **Will** +;

**Awareness**:

**[Melee] Attack Action**

Claws +X; (1d6+KOM) [Brutal 3, ]

**[Ranged] Attack Action**

Weapon name +X; (1d6+KOM) [properties]

## Activated Abilities

## Passive Abilities

**Abilities:** Str ; Dex ; Con ; Int ; Wis ; Cha ;

**Skills**:

**Feats**:

**Key Offensive Modifier**:

**Key Defensive Modifier**:

**Base Attack Bonus**:

### **Items**