### **Altaria's Monster Compendium**

The format for statblocks is:

Track/Track/Track/Track Level

Str 8, Dex 8, Con 8, Int 8, Wis 8, Cha 8

KOM: . KDM:

HP , AC , Reach , Size , Init , Speed , Awareness , DR , Fast Healing

Attacks:

Skills:

Feats:

Swift:

Move:

Standard:

Passive:

Fort +, Ref +, Will +

Any flavour text or notes.

EL 1

**Thieves' Guild Thug**

Show Fighter/Discipline of the Serpent/Discipline of the Dragon/Discipline of the Crane 1

Str 18, Dex 12, Con 14, Int 8, Wis 16, Cha 8

KOM: Str. KDM: Wis

HP 26, AC 15, Reach 5, Size Medium, Init +1, Speed 35, Awareness 14, DR 1, Fast Healing 0

Attacks: Unarmed Strike +5 [Melee], 1d6+8, [Brutal 2, Disarming, Tripping, Unbalancing]

Skills: Athletics +5, Stealth +2, Vigour +3, Perception +4, Intimidate +5

Feats: Martial Magister, Sinister Sinews

Swift: Armed Entertainer: As a swift action on a hit deal 1 damage, interaction checks deal 1 damage

Move: N/A

Standard: N/A

Passive: Internal Principles: 1 Precision damage on a manoeuvre attack

Careful Sun: Hard to Break – Fort

Fort +6, Ref +3, Will +3

Thugs used by the Guild for intimidation. They beat people up, usually via tripping them up and then beating them up more.

**Dawnhold Thegn**

Path of Destruction/Path of the Ancestors/Smiting/Battle’s Tempering 1

Str 18, Dex 12, Con 18, Int 10, Wis 10, Cha 8

KOM: Str. KDM: Con

HP 28, AC 17, Reach 5, Size Medium, Init +2, Speed 30, Awareness 11, DR 2, Fast Healing 0

Attacks: Greataxe +5 [Melee], 1d6+8, [Brutal 2, Scything]

Skills: Athletics +5, Acrobatics +2, Vigour +5, Medicine +1, History +1

Feats: Perfect Defence, And My Axe!

Swift: Perfect Defence: Once/encounter each as an immediate action, cancel a Charge, Power Attack or Deadly Aim

Move: N/A

Standard: N/A

Passive: Rather Quick than Dead: Immune to difficult terrain

Lineage: Heal +1 HP when healed, no AC penalty on charge

Skirmish: +1 to attack rolls for encounter after a miss

And my Axe!: +1 damage for every previous hit against target

Fort +6, Ref +0, Will +2

The thegns serve as the standing army and local law enforcement of Dawnhold, the administrative district of Dawn, the city founded by Sir Galahad.

**Bandit**

Swashbuckler/Battle’s Tempering/A Reign of Arrows/Professional Soldier 1

Str 14, Dex 18, Con 16, Int 10, Wis 10, Cha 8

KOM: Dex. KDM: Con

HP 26, AC 16, Reach 5, Size Medium, Init +4, Speed 35, Awareness 11, DR 1, Fast Healing 0

Attacks: Shortsword +5 [Melee], 1d6+6, [Brutal, Guardian, Reacting]

Crossbow +5 [110 ft], 1d6+6, [Distant, Brutal, Magnum]

Skills: Athletics +3, Acrobatics +5, Stealth +5, Vigour +4, Perception +1

Feats: Reckless Strike, Livers Need Not Apply

Swift: Reap the Whirlwind: Once/encounter as a swift action deploy a Tripwire, Tanglefoot Paste or Fumigator

Move: Reckless Strike: As part of a move action, apply Power Attack penalty to AC

Livers Need Not Apply: Five charges, spend a charge as a move action to heal 1d4 HP

Standard: N/A

Passive: Rather Quick than Dead: Immune to difficult terrain and +1 5 ft step

Dance With Me!: +4 Precision damage after moving at least 10 ft

Fort +5, Ref +6, Will +1

Bandits gon' bandit. They like ambushing people using traps.

**Wasteland Barbarians**

Path of Rage/Path of Destruction/Path of the Ancestors/Iron Magi 1

Str 20, Dex 10, Con 18, Int 8, Wis 12, Cha 8

KOM: Str. KDM: Con

HP 28, AC 16, Reach 5, Size Medium, Init +1, Speed 35, Awareness 12, DR 2, Fast Healing 0

Attacks: Greatsword +6 [Melee], 1d6+9, [Brutal 2, Reacting]

Skills: Athletics +6, Vigour +5, Perception +2, Intimidate +6, Larceny +1

Feats: Sinister Sinews, Reckless Strike

Swift: A Cadence of Blows: By replacing an attack, or as a Chain Finisher, increase AC by 1 and decrease target’s AC by 1

Rage: As a swift action, enter Rage for six rounds, gaining +1 to attack, damage, manoeuvre DCs, Fort and Will and 2 temporary HP

Move: Reckless Strike: As part of a move action, apply Power Attack penalty to AC

Standard: N/A

Passive: Lineage: Heal +1 HP when healed

Fort +7, Ref +0, Will +3

In the wasteland just beyond Dawnhold live many Barbarian tribes. They can use some innate magic to move very fast (teleport) after a chain of attacks, but otherwise just hit things.

**Wildcats**

Path of the Dervish/Wildborn/Battle’s Tempering/Path of Destruction 1

Str 8, Dex 18, Con 14, Int 10, Wis 18, Cha 8

KOM: Dex. KDM: Wis

HP 28, AC 17, Reach 5, Size Small, Init +5, Speed 30, Awareness 17, DR 1, Fast Healing 0

Attacks: Claws +6 [Melee], 1d6+6, [Brutal 2, Reacting]

Skills: Acrobatics +5, Stealth +5, Athletics +0, Perception +7, Vigour +3

Feats: Recon, Feign Death

Swift: War Dance: As a swift action enter a Frenzy for five rounds, gaining +1 to attack, Acrobatics, damage, Reflex and Will

Feign Death: As an immediate action, appear dead for five minutes

Move: N/A

Standard: N/A

Passive: Rather Quick than Dead: Immune to difficult terrain

Recon: At start of encounter, all allies move five ft

Fort +2, Ref +6, Will +6

The Barbarians also have wildcats they use instead of attack dogs.

**Skeleton**

Skeleton Champion/Smiting/Heroica/Vigilante 1

Str 18, Dex 18, Con 14, Int 10, Wis 8, Cha 8

KOM: Str. KDM: Dex

HP 28, AC 18, Reach 5, Size Medium, Init +4, Speed 35, Awareness 10, DR 1, Fast Healing 0

Attacks: Greataxe +5 [Melee], 1d6+8, [Brutal 2, Scything]

Skills: Athletics +5, Stealth +5, Vigour +3, Medicine +1, Nature +1

Feats: And My Axe!, Skeleton King

Swift: Skeleton King: Once/encounter, all allies in 30 ft heal 1 HP on a hit for two rounds

Move: N/A

Standard: Rattling Bones: Gain 1 focus point at start of encounter and 1 in each round where an ally attacks, spend three focus points during an attack to heal 1 HP and make a Bonus Attack

Passive: Skirmish: +1 to hit for Encounter after a miss

And my Axe!: +1 to damage for every hit against target

Fort +6, Ref +4, Will +1

Bog-standard Necromancer minion

**Ghast**

Vampire/Path of the Ancestors/Battle’s Tempering/Discipline of the Serpent 1

Str 14, Dex 20, Con 12, Int 8, Wis 8, Cha 16

KOM: Dex. KDM: Cha

HP 26, AC 15, Reach 5, Size Medium, Init +7, Speed 35, Awareness 10, DR 0, Fast Healing 0

Attacks: Ghastly Bite +6 [Melee], 1d6+10, [Brutal 3, Traumatising, Magnum], heal half damage dealt up to 5 and gain temporary HP equal to amount healed

Skills: Athletics +3, Stealth +6, Vigour +2, Intimidate +4, Bluff +4

Feats: Blood Thirst, Mighty Smash

Swift: N/A

Move: N/A

Standard: N/A

Passive: Internal Principles: +1 Precision damage on manoeuvres

Rather Quick than Dead: Immune to difficult terrain

Lineage: Heal +1 HP when healed

Mighty Smash: Inflict -1 to attack on target after three hits

Fort +2, Ref +7, Will +5

Too weak to paralyse people, these entry-level Ghasts can still make your attacks more sluggish after enough bites.

EL 2

**Bandit Leader (Alchemist)**

Combat Alchemist/Battle’s Tempering/Swashbuckler/I Am Ten Ninjas 2

Str 14, Dex 18, Con 10, Int 10, Wis 18, Cha 8

KOM: Dex. KDM: Wis

HP 42, AC 18, Reach 5, Size Medium, Init +4, Speed 35, Awareness 16, DR 0, Fast Healing 0

Attacks: Longsword +6 [Melee], 1d6+7, [Brutal 2, Guardian]

Crossbow +6 [120 ft], 1d6+6, [Distant, Brutal, Magnum]

Skills: Athletics +4, Acrobatics +6, Stealth +6, Medicine +2, Perception +6

Feats: Martial Magister, Wake

Swift: Smoke Bomb!: As a swift action, create an Obscuring Mist around self, can have up to four at once

Move: Brews: DC 17; Liquid Courage, Performance Enhancer X2, Rainbow Droplet, Overdose

Standard: N/A

Passive: Rather Quick than Dead: Immune to difficult terrain and +1 5 ft step

Dance With Me!: +6 Precision damage after moving at least 10 ft

Wake: Twice/round when moving past a creature deal 4 damage and push back 5 ft

Fort +5, Ref +7, Will +5

This particular breed of bandit leader is a sneaky one who prefers poisons and thievery to outright robbery.

**Cleric of Hextor**

Arcane Secrets/Incantation/Shaman Spellcasting/Knight 2

Str 18, Dex 8, Con 10, Int 10, Wis 10, Cha 20

KOM: Str. KDM: Cha

HP 39, AC 20, Reach 5, Size Medium, Init -1, Speed 35, Awareness 12, DR 0, Fast Healing 0

Attacks: Longsword +6 [Melee], 1d6+8, [Brutal 2, Guardian]

Incantation +6 [120 ft], 3d4+5, can also heal

Skills: Athletics +6, Vigour +2, Intimidate +7, Diplomacy +7, Bluff +7

Feats: Arcane Magister, Simply Smashing

Swift: N/A

Move: N/A

Standard: Hungry Shadows: Create a 15 ft radius of shadow within 120 ft which deals 4 damage and gives a -1 to attack and Reflex and halves speed for two rounds

Spells: DC 18; 5; Bless, Cure Light Wounds, Obscuring Mist

Passive: Deadly Blades: +6 Precision damage on a successful manoeuvre

Simply Smashing: On three consecutive hits deal 12 damage and knock Prone

Fort +7, Ref +0, Will +8

A standard soldier in the Lich King's forces. Generally accompanied by some Undead.

**Cultist of Orcus**

Ghoul/Necromancer/Arcane Secrets/Force of Will 2

Str 20, Dex 8, Con 20, Int 8, Wis 6, Cha 16

KOM: Str. KDM: Con

HP 45, AC 19, Reach 5, Size Medium, Init -1, Speed 35, Awareness 10, DR 2, Fast Healing 0

Attacks: Clutch of Orcus +7 [Melee], 1d6+11, [Brutal 3], once/round on hit heal 2 HP and force DC 18 Fort save or Sickened

Skills: Athletics +7, Vigour +7, Intimidate +5, Bluff +5, Arcana +1

Feats: Ghoulish Enthusiasm, Truly Bad People

Swift: N/A

Move: Cause Fear: One creature in 30 ft must make a DC 14 Will Save or become Shaken for two rounds

Healing Burst: All allies in 15 ft heal 7 HP

Standard: Hungry Shadows: Create a 15 ft radius within 120 ft which deals 5 damage and gives a -1 to attack and Reflex and halves speed for two rounds

Passive: Truly Bad People: On first melee attack in a round, deal 2 damage to creature in melee range

Fort +8, Ref -1, Will +6

Orcus cultists like to attack by channelling negative energy through a grab until their finishing move rips their target's heart out and dissolves it.

**Hieracosphinx Cub**

Pegasus/Wildborn/Discipline of the Crane/Discipline of the Dragon 2

Str 18, Dex 10, Con 14, Int 10, Wis 20, Cha 8

KOM: Str. KDM: Wis

HP 45, AC 18, Reach 5, Size Medium, Init +0, Speed 60 (Fly), Awareness 19, DR 1, Fast Healing 0

Attacks: Talons +6 [Melee], 1d6+8, [Brutal 2, Reacting]

Skills: Athletics +6, Vigour +4, Perception +9, Acrobatics +2, Nature +2

Feats: Recon, Breakneck Pace

Swift: N/A

Move: N/A

Standard: N/A

Passive: Careful Sun: Hard to Break – Fort

Fort +5, Ref +3, Will +8

It's a baby lion! No, it's a baby eagle! Oh wait, this is a fantasy setting, it's both!

**Clock Golem Type A**

Sentient Construct/Arcane Secrets/Water Elemental/Incantation 2

Str 8, Dex 20, Con 14, Int 18, Wis 12, Cha 6

KOM: Int. KDM: Dex

HP 45, AC 19, Reach 5, Size Medium, Init +5, Speed 30, Awareness 13, DR 1, Fast Healing 0

Attacks: Incantation +6 [120 ft], 3d4+5, can also heal

Bash +6 [Melee], 1d6+7, [Brutal 2, Unbalancing]

Skills: Stealth +7, Acrobatics +7, Vigour +4, Arcana +6, Medicine +6

Feats: By Will Sustained, Recon

Swift: N/A

Move: N/A

Standard: Hungry Shadows: Create a 15 ft radius within 120 ft which deals 5 damage, halves speed and inflicts a -1 to attack and reflex for two rounds

Passive: Harder, Better, Faster, Stronger: +2 to manoeuvre saves

Agile Sea: +1 5 ft step, immune to difficult terrain

Recon: All allies move 5 ft at start of encounter

By Will Sustained: Immune to Sickened

Fort +5, Ref +5, Will +4

The go-to mook for Chronomancers. Clock golems are a humanoid form made of gears suffused with a blue glow with a mirror in their centre engraved with a clock face.

**Clock Golem Type B**

Sentient Construct/Arcane Secrets/Divine Beast/Water Elemental 2

Str 8, Dex 18, Con 14, Int 20, Wis 12, Cha 6

KOM: Int. KDM: Dex

HP 42, AC 18, Reach 5, Size Medium, Init +4, Speed 30, Awareness 13, DR 1, Fast Healing 0

Attacks: Time Warp +7 [Melee], 1d6+7, [Brutal, Reach, Traumatising], +1d6 Precision damage on an interaction check

Skills: Stealth +6, Acrobatics +6, Vigour +4, Arcana +7, Perception +7

Feats: By Will Sustained, Mechanist Insight

Swift: N/A

Move: N/A

Standard: Hungry Shadows: Create a 15 ft radius within 120 ft which deals 5 damage, halves speed and inflicts a -1 to attack and reflex for two rounds

Passive: Harder, Better, Faster, Stronger: +2 to manoeuvre saves

Agile Sea: +1 5 ft step, immune to difficult terrain

By Will Sustained: Immune to Sickened

Fort +5, Ref +5, Will +4

Type B Clock Golems attack by locking on to their targets and then stabbing them with a spear of chronomantic energy

**Clock Golem Type C**

Sentient Construct/Arcane Secrets/Lurking Terror/Incantation 2

Str 8, Dex 18, Con 12, Int 22, Wis 14, Cha 6

KOM: Int. KDM: Dex

HP 42, AC 18, Reach 5, Size Medium, Init +4, Speed 30, Awareness 14, DR 0, Fast Healing 0

Attacks: Incantation +8 [120 ft], 3d4+7, can also heal

Skills: Stealth +6, Acrobatics +6, Vigour +4, Arcana +7, Medicine +7

Feats: By Will Sustained, Recon

Swift: Blight: As a swift action once/encounter, create a 30 ft radius within 30 ft which counts as difficult terrain and forces a DC 17 Will save at start of turn or be inflicted with Vulnerability to damage for one round.

Move: N/A

Standard: Hungry Shadows: Create a 15 ft radius within 120 ft which deals 5 damage, halves speed and inflicts a -1 to attack and reflex for two rounds

Passive: Harder, Better, Faster, Stronger: +2 to manoeuvre saves

Recon: All allies move 5 ft at start of encounter

By Will Sustained: Immune to Sickened

Fort +4, Ref +6, Will +5

Type C Clock Golems create areas of warped time in addition to firing beams of chronomantic energy

**Werewolf**

Path of Rage/Path of the Ancestors/Show Fighter/Wildborn 2

Str 14, Dex 10, Con 18, Int 10, Wis 18, Cha 8

KOM: Con. KDM: Wis

HP 42, AC 17, Reach 10, Size Large, Init +1, Speed 55, Awareness 18, DR 2, Fast Healing 0

Attacks: Tooth and Claw +6 [Melee], 1d6+7, [Brutal 2, Reacting]

Skills: Athletics +4, Vigour +6, Perception +8, Medicine +2, Intimidate +1

Feats: Juggernaut, Breakneck Pace

Swift: Armed Entertainer: Interaction checks deal 2 damage, as a swift action on hit deal 2 damage

Rage: As a swift action, gain 4 temporary HP, +1 to attack and damage, +1 to Fort and Will and +2 to manoeuvre DCs for 6 rounds

Move: N/A

Standard: N/A

Passive: Lineage: +2 HP healing when healed

Fort +7, Ref +1, Will +7

Foot soldiers in the lycanthrope forces, they turn into wolves when angry

**Wereboar Halfshift Zombie**

Skeleton Champion/Utter Brute/Path of the Ancestors/Discipline of the Crane 2

Str 18, Dex 10, Con 22, Int 8, Wis 12, Cha 8

KOM: Con. KDM: Str

HP 48, AC 17, Reach 5, Size Medium, Init +0, Speed 50, Awareness 13, DR 3, Fast Healing 0

Attacks: Tooth and Claw +8 [Melee], 16, [Brutal 2, Reach]

Skills: Athletics +6, Vigour +8, Perception +3, Acrobatics +2

Feats: Weaponised, Skeleton King

Swift: Skeleton King: As a swift action, all allies in 30 ft heal 2 HP on a hit for two rounds

Move: N/A

Standard: Devastating Strike: At start of encounter and every round in which an ally makes an attack, gain 1 focus point, spend three during an attack to heal 2 HP and make a Bonus Attack

Passive: Lineage: No AC penalty on Charge, +2 HP when healed

Fort +9, Ref +3, Will +2

The result of a lycanthrope attack on the Cult of Orcus is zombies with thick hides and tusks

**Clock Golem Type D**

Sentient Construct/Arcane Secrets/Divine Beast/Force of Will 2

Str 8, Dex 22, Con 14, Int 18, Wis 12, Cha 6

KOM: Int. KDM: Dex

HP 48, AC 20, Reach 5, Size Medium, Init +6, Speed 35, Awareness 13, DR 1, Fast Healing 0

Attacks: Time Warp +6 [Melee], 1d6+5, [Brutal, Reach, Traumatising], +1d6 Precision damage on an interaction check

Skills: Stealth +8, Perception +6, Acrobatics +8, Arcana +6, Medicine +6

Feats: By Will Sustained, Mechanist Insight

Swift: N/A

Move: Healing Burst: As a move action, all allies in 15 ft heal 8 HP

Standard: Hungry Shadows: Create a 15 ft radius within 120 ft which deals 5 damage, halves speed and inflicts a -1 to attack and reflex for two rounds

Passive: Harder, Better, Faster, Stronger: +2 to manoeuvre saves

By Will Sustained: Immune to Sickened

Fort +5, Ref +6, Will +4

Type Ds are less mobile than Type Bs, but they work together much better

**Lesser Bonedrinker**

Vampire/Discipline of the Serpent/Discipline of the Dragon/Show Fighter 2

Str 12, Dex 20, Con 14, Int 8, Wis 8, Cha 16

KOM: Dex. KDM: Cha

HP 39, AC 16, Reach 5, Size Medium, Init +5, Speed 40, Awareness 11, DR 1, Fast Healing 0

Attacks: Tentacle +7 [Melee], 1d6+7, [Brutal 2, Magnum, Reach, Tripping], heal half damage dealt up to 5 and gain temp HP equal to amount healed

Skills: Athletics +3, Stealth +7, Vigour +4, Intimidate +5, Perception +1

Feats: Blood Thirst, Martial Magister

Swift: Armed Entertainer: Deal 2 damage on interaction checks, deal 2 damage with a swift action after a hit

Move: N/A

Standard: N/A

Passive: External Techniques: 2 Precision damage on manoeuvre attacks

Reckless Moon: Evasion

Fort +5, Ref +8, Will +4

A Zombie with bone marrow-sucking tentacles, don't let them grapple you

**Songseer**

Chirurgic Poet/Arcane Lore/Arcane Secrets 2

Str 8, Dex 18, Con 10, Int 10, Wis 20, Cha 12

KOM: Wis. KDM: Dex

HP 42, AC 18, Reach 5, Size Medium, Init +4, Speed 35, Awareness 17, DR 0, Fast Healing 0

Attacks: Dreamblade +6 [Melee], 1d6+6, [Brutal, Barbed, Guardian]

Hammerfall [130 ft, One square radius], 2d6, DC 18 Reflex save for half

Dread Wave [20 ft wave], 2d4+5, DC 18 Will save or Shaken

Skills: Acrobatics +6, Arcana +2, Perception +7, Diplomacy +3, Intimidate +3, History +2

Feats: Arcane Magister, Summon Mote

Swift: Summon Mote: If the Mote is within 5 ft of an unused weapon, may immediately switch to that weapon

Move: N/A

Standard: Hungry Shadows: Create a 15 ft radius in 120 ft which deals 5 damage and inflicts a -1 to attack, Reflex and halves move speed for two rounds

Passive: Dream of Hope: As a free action take up to five points of HP Reduction to heal an ally for twice that amount

Fort +1, Ref +7, Will +9

Mages who look into the Dreamsong to see the future through the shadows of emotions across time. They use creatures of the Dream as familiars and allies

**Rage Dream**

Path of Rage/Path of Destruction/Path of the Ancestors/Iron Magi 2

Str 20, Dex 12, Con 22, Int 6, Wis 10, Cha 8

KOM: Str. KDM: Con

HP 54, AC 19, Reach 10, Size Large, Init +2, Speed 45, Awareness 12, DR 3, Fast Healing 0

Attacks: Claw +6 [Melee], 14, [Brutal 2, Traumatising]

Skills: Athletics +7, Vigour +8, Perception +2, Intimidate +7

Feats: Weaponised, Sinister Sinews

Swift: Rage: Enter a Rage for 8 rounds, gaining 4 temporary HP, +1 to attack, damage, Fort and Will, and +2 to manoeuvre DCs

Cleave: On a hit, apply the hit to one other enemy in reach

A Cadence of Blows: By replacing an attack or as a chain finisher, increase AC by one and decrease target AC by one

Move: N/A

Standard: N/A

Passive: Lineage: Heal +2 when healed

Fort +9, Ref +1, Will +3

Faint red spectres that take the form of a gorilla, Rage Dreams are not subtle enemies.

**Hubris Dream**

Dragon/Judgement/Bastion/Tactician Spellcasting 2

Str 18, Dex 8, Con 14, Int 12, Wis 10, Cha 20

KOM: Str. KDM: Cha

HP 39, AC 17, Reach 10, Size Large, Init -1, Speed 45, Awareness 16, DR 1, Fast Healing 0

Attacks: Claws +5 [Melee], 1d6+10, [Brutal 3]

Skills: Athletics +6, Vigour +4, Nature +3, Medicine +3, Intimidate +7, Diplomacy +7

Feats: Multiclass Flexibility, Arcane Magister

Swift: N/A

Move: N/A

Standard: Spells: DC 18; 6; Magic Missile, Dimensional Swap, Grease

Passive: The Shield: Share effects of 1st Circle or lower with allies in 20 ft

Fort +5, Ref +4, Will +8

Hubris Dreams take the form of shining drakes, though they are too proud to enter battle proper and prefer to support their 'underlings' from the sidelines.

**Dawnguard Recruit**

Path of Destruction/Path of the Ancestors/Smiting/Battle’s Tempering 2

Str 20, Dex 8, Con 14, Int 8, Wis 10, Cha 18

KOM: Str. KDM: Cha

HP 42, AC 19, Reach 5, Size Medium, Init +0, Speed 40, Awareness 12, DR 1, Fast Healing 0

Attacks: Longsword +7 [Melee], 1d6+10, [Brutal 2, Guardian]

Skills: Athletics +7, Vigour +4, Perception +2, Diplomacy +6, Intimidate +6

Feats: A Light Against Shadow, Perfect Defence

Swift: Cleave: As a swift action, apply a hit to another enemy within reach

Perfect Defence: As an immediate action once/encounter each, cancel a charge or negate the bonus form Power Attack or Deadly Aim

Move: A Light Against Shadow: Thrice/encounter, deal 4 HP reduction and Blind all enemies in 10 ft, DC 15 Fort save negates Blind

Standard: N/A

Passive: Lineage: Heal +2 when healed

Rather Quick than Dead: Additional five ft step and immune to difficult terrain

Skirmish: Gain +1 to hit on a miss, stacking up to +2

Fort +8, Ref -1, Will +7

The golden-armoured Dawnguard, Paladins of Pelor, are the Huskarls of Dawnhold. Their recruits still have a lot of work to do

**Raptoran Warrior**

Pegasus/Path of the Dervish/Discipline of the Crane/Path of the Ancestors 2

Str 8, Dex 20, Con 18, Int 12, Wis 12, Cha 8

KOM: Dex. KDM: Con

HP 36, AC 17, Reach 5, Size Medium, Init +5, Speed 65 (Fly), Awareness 13, DR 2, Fast Healing 0

Attacks: Tomahawk +7 [Melee/30 ft], 1d6+7, [Brutal 2, Thrown]

Skills: Athletics +1, Acrobatics +7, Stealth +7, Larceny +7, Nature +3, Perception +3

Feats: Recon, Breakneck Pace

Swift: War Dance: Enter a Frenzy for 6 rounds, gaining a +1 to hit and damage, Acrobatics, Ref and Will

Move: N/A

Standard: N/A

Passive: Lineage: No AC penalty on charge, heal +2 when healed

Recon: All allies make a 5 ft step at start of battle

Fort +7, Ref +6, Will +4

What happens when you attack the lair of a Djinn? He summons his hired, winged warriors from the Plane of Air

**Zombie**

Ghoul/Path of the Ancestors/Path of Rage 2

Str 18, Dex 12, Con 24, Int 8, Wis 6, Cha 12

KOM: Str. KDM: Con

HP 51, AC 20, Reach 5, Size Medium, Init +2, Speed 40, Awareness 10, DR 3, Fast Healing 0

Attacks: Bite +6 [Melee], 1d6+10, [Brutal 3], DC 15 Fort save on hit or Sickened for one round and heal 2 and gain a Bonus Attack

Skills: Athletics +6, Vigour +9, Intimidate +3, Stealth +3, Larceny +3

Feats: Ghoulish Enthusiasm, Slow and Steady

Swift: Rage: Enter a Rage for 10 rounds, gaining a +1 to attack and damage, Fort and Will, +2 to manoeuvre DCs and 4 temporary HP

Move: N/A

Standard: N/A

Passive: Lineage: +2 HP when healed

Slow and Steady: Half speed instead of being knocked Prone

Fort +10, Ref +2, Will +4

The Cult of Orcus likes to keep Zombies around in their lairs to keep the atmosphere in the right place

**Skeleton**

Skeleton Champion/Knight/Force of Will/Iron Magi 2

Str 20, Dex 18, Con 14, Int 10, Wis 8, Cha 8

KOM: Str. KDM: Dex

HP 42, AC 17, Reach 5, Size Medium, Init +4, Speed 40, Awareness 11, DR 1, Fast Healing 0

Attacks: Waraxe +7 [Melee], 1d6+9, [Brutal 2, Disarming]

Skills: Athletics +7, Acrobatics +6, Stealth +6, Vigour +4, Medicine +2

Feats: Skeleton King, I Am Not Left-Handed

Swift: A Cadence of Blows: By replacing an attack or as a chain finisher, gain +1 to attack against an enemy and increase own AC by 1, stacking twice

Skeleton King: Once/encounter for two rounds all allies in 30 ft heal HP equal to their level on a hit

Move: Healing Burst: All allies in 15 ft heal 6 HP

Standard: Rattling Bones: Spend 3 focus points during an attack to heal 2 HP and make a Bonus Attack

Passive: Deadly Blades: +7 Precision damage on a successful manoeuvre

I Am Not Left-Handed: Gain a focus point at start of encounter, start of every round and every round in which an ally makes an attack or uses an ability. Spend up to 2 focus points as a free action to reduce target in 30 ft’s AC by that number.

Fort +8, Ref +7, Will +0

For when a Necromancer needs more than just a minion, a unit of Skeletons all making bursts of negative energy each round to heal each other is formidable

**Quasit**

Demon/Assassin/I Am Ten Ninjas/Esoterica Radica 2

Str 8, Dex 18, Con 8, Int 12, Wis 14, Cha 20

KOM: Dex. KDM: Cha

HP 39, AC 19, Reach 5, Size Small, Init +4, Speed 30, Awareness 14, DR 0, Fast Healing 0

Attacks: Claws +7 [Melee], 1d6+6, [Brutal 2, Devastating]

Skills: Acrobatics +6, Stealth +6, Bluff +11, Perception +4, Arcana +3, Medicine +3

Feats: Shadow Blink, The Bigger They Are

Swift: Smoke Bomb: Create an Obscuring Mist, as the spell

Shadow Blink: Make all movement this round a teleport

Move: N/A

Standard: N/A

Passive: Sneak Attack: +1d6 Precision damage against flat-footed, bound and fear’d enemies

Playing it Right: Take 10 on Bluff and Stealth

The Bigger They Are: +1 to damage against larger creatures

Fort +0, Ref +7, Will +8

Too small to fight and without enough magic to manipulate, Quasits strike from the shadows in battle to make an impact

**Demonic Spider**

Demon/Professional Soldier/Battle’s Tempering/Discipline of the Serpent 2

Str 20, Dex 12, Con 8, Int 12, Wis 8, Cha 18

KOM: Str. KDM: Cha

HP 42, AC 20, Reach 5, Size Small, Init +2, Speed 35, Awareness 11, DR 0, Fast Healing 0

Attacks: Bite +8 [Melee], 1d6+9, [Brutal 2, Magnum, Traumatising, Devastating]

Skills: Athletics +7, Stealth +3, Larceny +3, Intimidate +9, Medicine +3

Feats: The Bigger They Are, The Earth Cracks

Swift: Reap the Whirlwind: Can deploy a Tripwire, Tanglefoot Paste or Fumigator as a swift action once/encounter

Move: N/A

Standard: N/A

Passive: Rather Quick Than Dead: Immune to difficult terrain

External Techniques: +2 Precision damage on a manoeuvre attack

The Bigger They Are: +1 to damage against larger enemies

The Earth Cracks: Tremorsense 20 ft

Fort +6, Ref +4, Will +7

For when Lolth wants in on the action, but doesn't have Driders to spare

**Iron Wolf**

Sentient Construct/Wildborn/Path of Destruction/Heroica 2

Str 14, Dex 10, Con 22, Int 8, Wis 16, Cha 8

KOM: Con. KDM: Wis

HP 39, AC 17, Reach 5, Size Medium, Init +0, Speed 40, Awareness 17, DR 3, Fast Healing 0

Attacks: Tooth and Claw +8 [Melee], 1d6+10, [Brutal 2, Reacting]

Skills: Athletics +4, Vigour +8, Stealth +2, Intimidate +1, Perception +7

Feats: Recon, Exit Stage Left

Swift: Cleave: Apply an attack to another enemy in reach

Exit Stage Left: Once/encounter make a move action

Move: N/A

Standard: N/A

Passive: Harder, Better, Faster, Stronger: +2 to manoeuvre saves

The Blade and the Bow: Self and chosen partner gain +1 to damage

Recon: All allies take a five-ft step at start of encounter

Fort +9, Ref +0, Will +6

The statues around Odard Ironmane's mansion aren't just for show.

**Dark Scorpion**

Utter Brute/Combat Alchemist/Discipline of the Serpent/Discipline of the Crane 2

Str 20, Dex 8, Con 18, Int 16, Wis 8, Cha 8

KOM: Con. KDM: Str

HP 51, AC 20, Reach 5, Size Medium, Init -1, Speed 45, Awareness 11, DR 2, Fast Healing 0

Attacks: Stinger +7 [Melee], 12, [Brutal 3, Magnum, Reach]

Skills: Athletics +7, Nature +5, Vigour +6, Arcana +5

Feats: Weaponised, Open Lesser Binding

Swift: N/A

Move: Lesser Brews: DC 14; Rainbow Droplet, Firewater, Ironblood Draught, Liquid Courage, Performance Enhancer

Standard: N/A

Passive: External Techniques: +2 Precision damage on manoeuvres

Fort +8, Ref +7, Will +0

Summoned by Pestilence for a first round of attack, a Scorpion left alone long enough to apply a lot of poison to its stinger is deadly

EL 3

**Cuthgils**

Esoterica Radica/Assassin/Electricity Elementalist/Discipline of the Serpent 3

Str 12, Dex 20, Con 8, Int 12, Wis 18, Cha 10

KOM: Dex. KDM: Wis

HP 48, AC 18, Reach 5, Size Medium, Init +5, Speed 35, Awareness 17, DR 0, Fast Healing 0

Attacks: Unarmed Strike +8 [Melee], 1d6+8, [Brutal 2, Disarming, Tripping, Unbalancing]

Electric Burst [30 ft], 3d6+4, DC 14 Reflex save for half

Skills: Acrobatics +10, Perception +7, Intimidate +3, Stealth +8, Athletics +4, Medicine +3

Feats: Martial Magister, Open Lesser Binding, Spectacular Beats

Swift: When to Hold: Twice/encounter as an immediate action gain +2 to AC and save until start of next turn

Move: N/A

Standard: Spectacular Beats: As a free action can find an improvised weapon, can use up the improvised weapon on a manoeuvre to increase DC by 2

Passive: Playing it Right: Teak 10 on Acrobatics and Perception

Sneak Attack: +1d6 Precision damage against Feared, Binded, Flat-Footed and otherwise unaware enemies

Internal Principles: +3 Precision damage on manoeuvres

Fort +5, Ref +9, Will +6

A high ranking enforcer in the Thieves' Guild covered in magical tattoos. Starts the encounter by shooting electricity while the enemy fights his thugs, once they're dead starts a routine of: Pick up improvised weapon, use Acrobatics to flat-foot an enemy, hit with improvised weapon with a manoeuvre, usually Disarm.

**Aramir**

True Mage/Tactician Spellcasting/Bastion/Tactical Insight 3

Str 8, Dex 10, Con 6, Int 20, Wis 20, Cha 14

KOM: Int. KDM: Wis

HP 52, AC 18, Reach 5, Size Medium, Init +0, Speed 35, Awareness 18, DR 2, Fast Healing 0

Attacks: Force Bolt [30 ft], 1d6+5, [Arcane, Magnum, Brutal 2]

Staff [Melee], 1d6+5, [Tripping, Guardian, Parrying]

Skills: Diplomacy +5, Bluff +5, Perception +8, Knowledge +8

Feats: Arcane Magister, Dartmuth Secret, Telekinetic Adept

Swift: N/A

Move: Combative Precognition: With a knowledge check, give self and allies +3 to attack or AC against one enemy type

Standard: Spells: DC 18; 5, 4; Comprehend Languages, Obscuring Mist, Magic Missile; Invisibility, Darkvision, Fog Cloud

Passive: Sword: One ally inflicts a -10 penalty to speed on a hit, can discharge as a free action to reduce AC of target within 30 ft by 1

Shield: One ally deals 3 damage to the first creature to attack them in melee each round, can discharge as a free action to deal 8 damage to all in 30 ft

The Shield: Allies within 15 ft share effects of 1st Circle or lower

Fort +0, Ref +9, Will +9

Leader of a group of Elven merchants. Stays in the back using Fog Clouds to control the battlefield and Tactical Insight to buff his bodyguards, though prefers to stay in 15 ft of them to convey his Sword and Shield buffs to them through the Bastion.

**Cox**

Esoterica Radica/Demo Man/Fortune’s Friend/Combat Alchemist 3

Str 8, Dex 8, Con 14, Int 18, Wis 8, Cha 22

KOM: Int. KDM: Cha

HP 59, AC 20, Reach 5, Size Medium, Init +1, Speed 35, Awareness 12, DR 1, Fast Healing 0

Attacks: Dagger +7 [Melee], 1d6+4, [Hold-Out, Quick Draw, Deft]

Alchemist’s Bomb +8 [30 ft], 3d4+4, DC 17 Reflex save or Burning, requires a swift or move action to prepare

Skills: Vigour +5, Arcana +7, Nature +7, Engineering +9, Medicine +7, Diplomacy +9

Feats: Martial Magister, Explosives Expert, Optimistic Viscera

Swift: When to Hold: Twice/encounter as an immediate action, gain a +2 to AC and saves for a round

Move: Brews: Black Teardrop, Liquid Courage, Performance Enhancer X2, Hazy Blur

Standard: N/A

Passive: Playing it Right: Take 10 on Medicine and Engineering

A Little to the Left: Once/encounter, when reduced to 0 or lower, survive with 1 HP and make a move action

Fort +7, Ref +6, Will +11

An old contact of the Thieves' Guild who worked as a poisoner and con artist, grown weak and fat in his old age but still able to fight with improvised bombs and a poisoned dagger

**Lesser Fear Elemental**

Mummy/Necromancer/Virtue/Judgement 3

Str 18, Dex 12, Con 8, Int 8, Wis 12, Cha 20

KOM: Str. KDM: Cha

HP 60, AC 19, Reach 5, Size Medium, Init +1, Speed 35, Awareness 18, DR 0, Fast Healing 0

Attacks: Fear Lash +7 [Melee], 1d6+6, [Reach, Magnum, Disarming]

Fear Bolt +7 [30 ft], 1d6+6, [Magnum, Point-Blank, Unbalancing]

Skills: Acrobatics +4, Stealth +4, Perception +8, Intimidate +8, Bluff +8

Feats: Keep Them in Line, Arcane Magister, Slow and Steady

Swift: Font: Once/encounter create a Font within 15 ft which heals an ally in 30 ft for 10 HP at the start of each turn.

Keep Them in Line: When enemy fails save against Growing Horror, grant all allies in 30 ft +1 to all rolls and all enemies in 30 ft -1 to all rolls until end of encounter

Move: Cause Fear: Force one enemy in 30 ft to make a DC 18 Will Save or Shaken for two rounds

Standard: N/A

Passive: Growing Horror: When an enemy in 30 ft fails a fear save, heal 3 HP, first enemy hit in a round must make a DC 16 Will Save or Shaken for one round

Well Embalmed: Lesser Resistance to Physical

Slow and Steady: When knocked Prone, instead half speed

Fort +5, Ref +5, Will +9

A mass of black energy that fights with a small group of Zombies and strikes fear into the heart of enemies.

**Clock Golem Type C Mark 2**

Sentient Construct/Arcane Secrets/Lurking Terror/Incantation 3

Str 8, Dex 18, Con 12, Int 22, Wis 14, Cha 6

KOM: Int. KDM: Dex

HP 56, AC 19, Reach 5, Size Medium, Init +4, Speed 40, Awareness 15, DR 0, Fast Healing 0

Attacks: Incantation +9 [120 ft], 4d4+8, can also heal

Skills: Stealth +7, Acrobatics +7, Vigour +5, Arcana +10, Medicine +8

Feats: By Will Sustained, Recon, Arcane Magister

Swift: Blight: As a swift action once/encounter, create a 30 ft radius within 30 ft which counts as difficult terrain and forces a DC 19 Will save at start of turn or be inflicted with Vulnerability to damage for one round.

Move: N/A

Standard: Hungry Shadows: Create a 15 ft radius within 120 ft which deals 5 damage, halves speed and inflicts a -1 to attack and reflex for two rounds

Heavy Metal: Deal 9 damage to every enemy in melee range and force a DC 17 Reflex save or Knocked Down

Passive: Harder, Better, Faster, Stronger: +2 to manoeuvre saves

Recon: All allies move 5 ft at start of encounter

By Will Sustained: Immune to Sickened

Fort +5, Ref +6, Will +6

A larger, sleeker version of the Mark 1 Clock Golems, the gears that make up its body now hidden under a layer of blue metal.

**Harpy Hunter**

Pegasus/Reign of Arrows/Battle’s Tempering/Path of the Ancestors 3

Str 8, Dex 22, Con 16, Int 12, Wis 12, Cha 8

KOM: Dex. KDM: Con

HP 44, AC 17, Reach 5, Size Medium, Init +8, Speed 45 (Fly), Awareness 14, DR 1, Fast Healing 0

Attacks: Spear +9 [Melee/35 ft], 1d6+7, [Brutal, Reach, Thrown]

Skills: Acrobatics +9, Ride +9, Vigour +6, Nature +4, Perception +4, Medicine +4

Feats: Recon, Musketeer, To Iron Married

Swift: N/A

Move: N/A

Standard: Dash: Can charge at double speed without provoking and attack at any point on the Charge

Passive: Recon: All allies make a 5 ft step at start of encounter

Musketeer: First Deadly Aim in a round deals +6 damage

To Iron Married: Crit on an 18-20

Lineage: +3 HP when healed

Dead-Eye: +3 Precision Damage against Flat-Footed

Fort +7, Ref +7, Will +5

The hunting parties of these winged humanoids are composed of eagle-eyed spearmen with deadly accuracy

**Gargoyle**

Discipline of the Serpent/Discipline of the Dragon/Air Elemental/Dragon 3

Str 20, Dex 8, Con 14, Int 8, Wis 10, Cha 18

KOM: Str. KDM: Cha

HP 62, AC 20, Reach 10, Size Large, Init -1, Speed 45 (Fly), Awareness 13, DR 1, Fast Healing 0

Attacks: Ranseur +8 [Melee], 1d6+11, [Brutal 3, Reach, Traumatising]

Wind Blast [130 ft], 1d6+10, [Guardian, Parrying, Distant, Brutal 2]

Skills: Athletics +8, Vigour +5, Intimidate +7, Perception +3, History +2

Feats: The Earth Cracks, Juggernaut, To Pierce the Heavens

Swift: To Pierce the Heavens: As a swift action once/encounter, double Melee range and make it impassable, those within may choose to be pushed outside of it.

Move: N/A

Standard: Gust: By replacing an attack, deal 8 damage to an enemy in 130 ft and reduce their speed by 5 ft

Passive: Internal Principles: +3 Precision damage on manoeuvres

Careful Sun: Hard to Break – Fort

The Earth Cracks: Tremorsense 20 ft

Fort +9, Ref -1, Will +8

These animated stone statues are possessed by air elemental spirits, hence the gusts of wind they produce when not skewering you

**Hell Hound**

Demon/Smiting/Battle’s Tempering/Fire Elementalist 3

Str 16, Dex 12, Con 8, Int 12, Wis 10, Cha 24

KOM: Str. KDM: Cha

HP 60, AC 22, Reach 5, Size Small, Init +2, Speed 35, Awareness 13, DR 0, Fast Healing 0

Attacks: Claw +7 [Melee], 1d6+6, [Brutal 2, Devastating]

Fire Burst [30 ft], 3d6+7, DC 20 Reflex save for half

Skills: Athletics +6, Stealth +4, Arcana +4, Intimidate +14, Bluff +11, Vigour +2

Feats: Shadow Blink, Arcane Magister, Open Lesser Binding

Swift: Shadow Blink: Make all movement this round a Teleport

Move: N/A

Standard: Demon Magic: Once/encounter each can cast See Invisibility and Darkness

Passive: Skirmish: Gain a +1 to attack rolls for the encounter on a miss, stacking up to +3

Fort +4, Ref +5, Will +11

For some reason Orcus Cultists prefer their dogs on fire

**Songseer Adept**

Arcane Lore/Chirurgic Poet/Arcane Secrets 3

Str 8, Dex 18, Con 10, Int 10, Wis 20, Cha 12

KOM: Wis. KDM: Dex

HP 56, AC 18, Reach 5, Size Medium, Init +4, Speed 35, Awareness 18, DR 0, Fast Healing 0

Attacks: Dreamblade +7 [Melee], 1d6+6, [Brutal, Barbed, Guardian]

Hammerfall [140 ft, 5 ft radius], 3d6, DC 18 Reflex save for half

Dread Wave [20 ft cone], 3d4+5, DC 18 Will or Shaken

Skills: Acrobatics +7, Stealth +7, Perception +8, Diplomacy +4, Intimidate +4, Arcana +3

Feats: Arcane Magister, Summon Mote, Shadow Blink

Swift: Shadow Blink: Make all movement this round a teleport

Move: N/A

Standard: Hungry Shadows: Create a 15 ft radius within 130 ft which deals 5 damage, halves speed and gives -1 to attack and Reflex for two rounds

Stutter Step: Create a 30 ft radius within 30 ft which forces a DC 16 Will Save or Slowed for one round

Passive: Dream of Hope: As a free action take up to 5 HP Reduction to heal an ally in 30 ft for twice that amount

Summon Mote: Can establish line of sight from a space within 80 ft

Fort +1, Ref +8, Will +9

More advanced Songseers gain the ability to weave despair into their opponents so crushing they can barely move

**Clock Golem Type B Mark 2**

Sentient Construct/Arcane Secrets/Divine Beast/Water Elemental 3

Str 8, Dex 18, Con 14, Int 20, Wis 12, Cha 6

KOM: Int. KDM: Dex

HP 56, AC 19, Reach 5, Size Medium, Init +4, Speed 40, Awareness 13, DR 1, Fast Healing 4

Attacks: Time Warp +8 [Melee], 1d6+8, [Brutal, Reach, Traumatising], +1d6 Precision damage on an interaction check

Skills: Stealth +7, Acrobatics +7, Vigour +7, Arcana +8, Perception +8

Feats: By Will Sustained, Mechanist Insight, Recon

Swift: N/A

Move: N/A

Standard: Hungry Shadows: Create a 15 ft radius within 120 ft which deals 7 damage, halves speed and inflicts a -1 to attack and reflex for two rounds

Passive: Harder, Better, Faster, Stronger: +2 to manoeuvre saves

Agile Sea: +1 5 ft step, immune to difficult terrain

By Will Sustained: Immune to Sickened

Recon: All allies may make a 5 ft step at start of encounter

Fort +6, Ref +5, Will +5

**Clock Golem Type A Mark 2**

Sentient Construct/Arcane Secrets/Incantation/Water Elemental 3

Str 8, Dex 20, Con 14, Int 18, Wis 12, Cha 6

KOM: Int. KDM: Dex

HP 60, AC 20, Reach 5, Size Medium, Init +5, Speed 30, Awareness 13, DR 1, Fast Healing 0

Attacks: Incantation +7 [120 ft], 4d4+6, can also heal

Bash +6 [Melee], 1d6+7, [Brutal 2, Unbalancing]

Skills: Stealth +8, Acrobatics +8, Vigour +5, Arcana +7, Medicine +7

Feats: By Will Sustained, Recon, Shadow Blink

Swift: Shadow Blink: Make all movement this round a Teleport

Move: N/A

Standard: Hungry Shadows: Create a 15 ft radius within 120 ft which deals 6 damage, halves speed and inflicts a -1 to attack and reflex for two rounds

Heavy Metal: Deal 9 damage to all enemies in 5 ft and force a DC 15 Reflex save or Knocked Down

Passive: Harder, Better, Faster, Stronger: +2 to manoeuvre saves

Agile Sea: +1 5 ft step, immune to difficult terrain

Recon: All allies move 5 ft at start of encounter

By Will Sustained: Immune to Sickened

Fort +6, Ref +5, Will +5

**Clock Golem Type D Mark 2**

Sentient Construct/Arcane Secrets/Divine Beast/Force of Will 3

Str 8, Dex 22, Con 14, Int 18, Wis 12, Cha 6

KOM: Int. KDM: Dex

HP 64, AC 21, Reach 5, Size Medium, Init +6, Speed 40, Awareness 14, DR 1, Fast Healing 6

Attacks: Time Warp +7 [Melee], 1d6+6, [Brutal, Reach, Traumatising], +1d6 Precision damage on an interaction check

Skills: Stealth +9, Perception +7, Acrobatics +9, Arcana +7, Medicine +7

Feats: By Will Sustained, Mechanist Insight, Shadow Blink

Swift: Shadow Blink: Make all movement this round teleport

Move: Healing Burst: As a move action, all allies in 15 ft heal 9 HP

Standard: Hungry Shadows: Create a 15 ft radius within 120 ft which deals 6 damage, halves speed and inflicts a -1 to attack and reflex for two rounds

Passive: Harder, Better, Faster, Stronger: +2 to manoeuvre saves

By Will Sustained: Immune to Sickened

Fort +5, Ref +6, Will +4

**Cave Troll**

Utter Brute/Earth Elemental/Sentient Construct/Discipline of the Dragon 3

Str 20, Dex 8, Con 20, Int 12, Wis 10, Cha 8

KOM: Str. KDM: Con

HP 68, AC 20, Reach 15, Size Large, Init -1, Speed 45, Awareness 13, DR 2, Fast Healing 2

Attacks: Claw +10 [Melee], 16, [Brutal 2, Reach]

Earthspike [5 ft radius], 8, move action

Skills: Athletics +8, Vigour +8, Perception +3, Nature +4

Feats: Open Lesser Binding (Broken Stele), Weaponised, Juggernaut

Swift: N/A

Move: N/A

Standard: N/A

Passive: Harder, Better, Faster, Stronger: +2 to manoeuvre Saves

Careful Sun: Hard to Break – Fort

Unforgiving: Once/round deal 4 HP Reduction on an attack, take a standard action while dying

Fort +9, Ref +4, Will +1

While still a threat to miners that needs to be dealt with, the Cave Trolls of Albion are nowhere near as strong as their counterparts in the Dwarven lands and do not regenerate from death.

**Soulless Warforged**

Sentient Construct/Discipline of the Serpent/Discipline of the Dragon 3

Str 18, Dex 8, Con 20, Int 18, Wis 8, Cha 6

KOM: Int. KDM: Con

HP 60, AC 22, Reach 5, Size Medium, Init -1, Speed 40, Awareness 12, DR 2, Fast Healing 5

Attacks: Axe and Shield +7 [Melee], 1d6+11, [Brutal 2, Guardian, Disarming, Unbalancing]

Skills: Athletics +7, Vigour +8, Arcana +7, Engineering +7, Perception +2

Feats: Battleforged, Perfect Defence, Wake

Items: Dancing Shield: +1 5 ft step if haven’t moved

Swift: Perfect Defence: As an immediate action once/encounter, prevent a Charge or negate Power Attack bonus

Move: N/A

Standard: N/A

Passive: Nanites: +2 to manoeuvre saves

Careful Sun: Hard to Break – Fort

External Technique: +3 Precision damage on manoeuvres

Wake: Twice/round, push back an enemy moved past and deal 4 damage

Fort +9, Ref +5, Will +3

Before Moradin created the Soulforge, the Dwarves were still creating constructs for battle, just without free will. A trip to the Archives will give a first-hand demonstration of their effectiveness

**Dark Spider**

Lurking Terror/Professional Soldier/Battle’s Tempering/Assassin 3

Str 6, Dex 22, Con 18, Int 8, Wis 8, Cha 16

KOM: Con. KDM: Dex

HP 56, AC 21, Reach 5, Size Medium, Init +7, Speed 35, Awareness 12

Attacks: Stinger [Melee] +7, 1d6+4, [Brutal 2, Reach]

Skills: Acrobatics +9, Vigour +7, Stealth +11, Larceny +9, Bluff +9, Intimidate +9

Feats: Ghost Hunter, Martial Magister, The Earth Cracks

Active: Blight: As a swift action, create a web in a 35 ft radius burst within 35 ft, can have up to two webs. These are treated as difficult terrain, whenever an opponent begins its turn in a web, it gains Vulnerability to all damage for a round if it fails a DC 17 Will Save, and becomes Sickened for one round for every turn it ends in the web (DC 17 Fort Save negates). If affected by either effect, the target starts bleeding, which cannot be removed in a web.

Tripwire: As a swift action, deploy a 30 ft line of web within 130 ft, those crossing the line must make a DC 19 Reflex Save or fall prone, a line of web can trigger twice before snapping

Ghost Hunter: Once/Scene, as a move action, gain See Invisibility for the Encounter, +2 to Perception and Force on all attacks

Passive: Rather Quick Than Dead: +1 to Initiative

Sneak Attack: +1d6 precision damage when attacking a Flat-Footed, Helpless, Stunned, Dazed, Exhausted, Confused, Fear’d or Entangled enemy

Martial Magister: +2 to trap and Grapple DCs, +2 to Stealth

The Earth Cracks: 20 ft Tremorsense

Fort +5, Ref +9, Will +5

Part of Pestilence’s second wave of attack, Dark Spiders produce draining webs of negative energy

**Rouen Soldier**

Path of Rage/A Reign of Arrows/Battle’s Tempering/Path of Destruction 3

Str 18, Dex 12, Con 18, Int 10, Wis 10, Cha 10

KOM: Str. KDM: Con

HP 56, AC 20, Reach 5, Size Medium, Init +2, Speed 40, Awareness 13, DR 2, Fast Healing 0

Attacks: Sword and Shield +7 [Melee], 1d6+9, [Brutal 2, Guardian]

Crossbow +7 [130 ft], 1d6+7, [Brutal, Distant, Magnum]

Skills: Athletics +7, Stealth +4, Vigour +7, Ride +4, Perception +3

Feats: Musketeer, And My Axe!, To Iron Married

Swift: Rage: Rage for 7 rounds, gaining +3 fury to attack and damage, +2 to DCs, Fort and Will, and +5 reach and speed

Cleave: Apply a hit to another enemy in reach

Move: N/A

Standard: N/A

Passive: Dead-Eye: +3 Precision damage on ranged attacks against flat-footed opponents

Rather Quick Than Dead: Immune to difficult terrain

To Iron Married: Crit on an 18-20

Musketeer: +4 damage on Deadly Aim

And My Axe!: +1 damage for every previous hit on target

Fort +8, Ref +4, Will +1

Trained soldiers of the Northern lands which fight with both blade and bow, though they do sometimes slip into the battle rage of their raiding ancestors

EL 4

**Dawnguard**

Path of Destruction/Path of the Ancestors/Smiting/Battle’s Tempering 4

Str 20, Dex 8, Con 14, Int 8, Wis 10, Cha 18

KOM: Str. KDM: Cha

HP 70, AC 21, Reach 5, Size Medium, Init +1, Speed 40, Awareness 14, DR 1, Fast Healing 0

Attacks: Longsword +9 [Melee], 1d6+15, [Brutal 2, Guardian]

Skills: Athletics +9, Vigour +6, Perception +4, Diplomacy +8, Intimidate +8

Feats: A Light Against Shadow, Perfect Defence, Livers Need Not Apply

Swift: Cleave: As a swift action, apply a hit to another enemy within reach

Perfect Defence: As an immediate action once/encounter each, cancel a charge or negate the bonus form Power Attack or Deadly Aim

Move: A Light Against Shadow: Thrice/encounter, deal 8 HP reduction and Blind all enemies in 20 ft, DC 17 Fort save negates Blind

Livers Need Not Apply: Four charges, spend a charge as a move action to heal 4d4 HP

Standard: N/A

Passive: Lineage: Heal +4 when healed

Hard to Break: Hard to Break – Fort

Rather Quick than Dead: Additional five ft step and immune to difficult terrain

Dive for Cover: Evasion

Skirmish: Gain +1 to hit on a miss, stacking up to +4

Fort +9, Ref +0, Will +8

A helmet in the shape of the sun denotes a fully-fledges member of the golden-armoured elite fighters of the Dawnguard.

**Juvenile Gravinid**

Earth Elemental/Knight/Show Fighter/Discipline of the Dragon 4

Str 20, Dex 6, Con 22, Int 10, Wis 12, Cha 8

KOM: Str. KDM: Con

HP 90, AC 22, Reach 10, Size Large, Init -2, Speed 45, Awareness 15, DR 9, Fast Healing 0

Attacks: Stinger +9 [Melee], 1d6+8, [Brutal, Magnum, Reach]

Earthspike [5 ft Radius], 9, move action

Skills: Athletics +9, Vigour +10, Perception +5, Intimidate +3, Geography +4

Feats: Martial Magister, Earthshaper Warden, Juggernaut

Swift: Armed Entertainer: Interaction checks deal 4 damage, swift action on a hit to deal 4 damage

Move: N/A

Standard: N/A

Passive: Manoeuvre Mastery: Manoeuvre DC is 22

Deadly Blades: +9 Precision damage on successful manoeuvre

Valiant Challenge: Enemies in Reach must attack self

Careful Sun: Hard to Break – Fort

Earthshaper Warden: Resistance to damage in first round of combat

Fort +10, Ref +3, Will +3

Gravinids are a species of purple, multi-tailed scorpion with control over gravity. Juveniles only have three tails and can only produce localised bursts of gravity affecting those on the ground

**Feral Vampire**

Vampire/Dervish/Path of the Ancestors/Path of Destruction 4

Str 8, Dex 20, Con 8, Int 12, Wis 12, Cha 20

KOM: Dex. KDM: Cha

HP 75, AC 20, Reach 5, Size Medium, Init +7, Speed 35, Awareness 15, DR 0, Fast Healing 0

Attacks: Bite +9 [Melee], 1d6+8, [Brutal 2, Mangum], heal half damage up to 5 and gain temp HP equal to healing

Skills: Stealth +9, Acrobatics +9, Bluff +9, Intimidate +9, Medicine +5

Feats: Blood Thirst, And My Axe!, To Iron Married

Swift: Discorporation: Make all movement Flight which can pass through enemies and doesn’t provoke for the round

War Dance: Enter a War Dance for 3 rounds, gaining a +2 to Acrobatics, attack and damage, +1 to Ref and Will, +5 to speed and a Bonus Attack

Cleave: On a hit, apply the hit to another enemy in reach

Move: N/A

Standard: Whirlwind: Replace one attack per round with a Volley against all enemies in reach

Passive: And My Axe!: +1 to damage for every previous hit against target

To Iron Married: Crit on an 18-20

Lineage: +4 HP when healed

Fort +1, Ref +9, Will +9

Trapped in a base of the Cult of Orcus, the feral Vampire immediately enters a rage, flying around the battlefield in mist form and attacking targets at random until it is put down or it runs out of energy. If it does, it attempts to flee in mist form until it is no longer fatigued, then resumes its onslaught.

**Litweard**

Necromancer/Tactician Spellcasting/True Mage/Virtue 4

Str 8, Dex 8, Con 8, Int 24, Wis 14, Cha 18

KOM: Int. KDM: Cha

HP 70, AC 18, Reach 5, Size Medium, Init -1, Speed 35, Awareness 16, DR 0, Fast Healing 0

Attacks: Staff +10 [140 ft], 1d6+7, [Arcane, Distant, Cold, Point-Blank]

Skills: Diplomacy +8, Bluff +8, Larceny +3, Knowledge +11

Feats: Arcane Magister, Open Lesser Binding, You Will Falter

Swift: Font: Place a Font in 20 ft which heals an ally in 35 ft for 12 HP at start of every turn and lasts 4 rounds

False Life: Gain 4 temporary HP

Move: N/A

Standard: Spells: DC 22; 6, 5; Magic Missile, Grease, Silent Image; Invisibility, Darkness, Glitterdust

Chill Touch: With a melee attack deal 7d4+7 negative energy damage

Passive: The Shield: Enemies attacking in melee take 4 damage, as a free action can discharge to deal 11 damage to all enemies in 35 ft

You Will Falter: Enemies in 35 ft have healing reduced by 4

Fort +3, Ref +9, Will +8

The leader of the first branch of the Cult of Orcus the party encountered. As an illusionist, Litweard hides in shadows and behind illusions as his Hell Hounds and Quasits fight his enemies, only emerging to deal the finishing blow or when his minions are dead to fight with his Chill Touch

**Blackfire Golem**

Sentient Construct/Necromancer/Fire Elemental/Battle’s Tempering 4

Str 10, Dex 18, Con 14, Int 20, Wis 10, Cha 6

KOM: Dex. KDM: Int

HP 75, AC 22, Reach 10, Size Large, Init +6, Speed 45, Awareness 14, DR 1, Fast Healing 0

Attacks: Hammer +8 [Melee], 1d6+9, [Brutal 2, Magnum]

Armour [Guardian, Reacting, Parrying]

Flame’s Kiss [140 ft], 5, causes Burning, move action

Skills: Acrobatics +8, Vigour +6, Arcana +9, Engineering +9, History +9

Feats: By Will Sustained, Juggernaut, Battleforged

Swift: N/A

Move: N/A

Standard: Chill Touch: With a melee attack deal 4d4+6 negative damage

Heavy Metal: Deal 10 damage to every enemy in melee range and force a DC 16 Reflex save or Knocked Down

Passive: Flame’s Kiss: All fire damage heals for half instead

Harder, Better, Faster, Stronger: +2 to manoeuvre saves

Dive for Cover: Evasion

By Will Sustained: Immune to Sickened

Fort +6, Ref +7, Will +4

The work of a mad sorcerer, Blackfire Golems are ten foot tall masses of stone with a hammer instead of one hand and an orb which fires weakened hellfire or negative energy on the other.

**Dullahan**

Skeleton Champion/Knight/Discipline of the Dragon/Vigilante 4

Str 22, Dex 8, Con 14, Int 18, Wis 8, Cha 8

KOM: Str. KDM: Int

HP 70, AC 20, Reach 10, Size Large, Init -1, Speed 45, Awareness 13, DR 1, Fast Healing 0

Attacks: Greataxe +9 [Melee], 1d6+12, [Brutal 2, Scything]

Skills: Athletics +10, Vigour +6, Medicine +8, Nature +8, Arcana +8

Feats: Skeleton King, My Name is War, Perfect Defence

Swift: Rattling Bones: While having at least 1 focus point, gain a +2 to next attack and deal +6 elemental damage

Skeleton King: All allies in 35 ft heal HP equal to their level on hit for 2 rounds

My Name is War: Gain a focus point every round in which self makes an attack, spend 3 as an immediate action to copy an ability

Perfect Defence: Once/encounter as an immediate action stop a charge or negate the Power Attack bonus

Move: N/A

Standard: Devastating Strike: Gain 1 focus point at start of battle and 1 every round in which an ally attacks, spend three during an attack to gain a Bonus Attack

Passive: Deadly Blades: +10 Precision damage on successful manoeuvre

Valiant Challenge: Enemies in melee range must target self

Careful Sun: Hard to Break – Fort

Obsidian Mind: Immune to Fear

Fort +10, Ref +6, Will +3

These headless undead knights charge into battle then alternate between combat manoeuvres and and furious flurries of axe slashes

**Odard Ironmane**

Vigilante/Battle’s Tempering/Path of the Ancestors/Smiting 4

Str 18, Dex 10, Con 10, Int 18, Wis 10, Cha 14

KOM: Str. KDM: Int

HP 70, AC 21, Reach 5, Size Medium, Init +2, Speed 40, Awareness 14, DR 0, Fast Healing 0

Attacks: Maul +8 [Melee], 1d6+9, [Brutal 2, Magnum]

Skills: Athletics +8, Vigour +4, Medicine +8, Engineering +8, Diplomacy +6

Feats: To Iron Married, Perfect Defence, Open Lesser Binding

Swift: Perfect Defence: Once/encounter each as an immediate action, negate a charge or the bonus from Power Attack or Deadly Aim

Move: N/A

Standard: Brutal Kick: Move equal to speed without provoking and make an attack that can hti Flying opponents which deals +4 damage

Passive: Skirmish: +1 to attack rolls for the Encounter on any miss, stacking up to +4

Lineage: No AC penalty on a Charge

Hard to Break: Hard to Break – Fort

Dive for Cover: Evasion

To Iron Married: Crit on an 18-20

Fort +8, Ref +8, Will +4

A corrupt magnate of the iron mining industry who fights in his own enchanted armour styled after his favourite champion in the League of Lycia (Mordekaiser es numero uno)

**Decapus**

Discipline of the Serpent/Professional Soldier/Acrobatic Adept/Tactician Spellcasting 4

Str 8, Dex 22, Con 6, Int 18, Wis 10, Cha 14

KOM: Dex. KDM: Int

HP 60, AC 20, Reach 5, Size Small, Init +6, Speed 30, Awareness 14, DR 0, Fast Healing 0

Attacks: Tentacle +11 [Melee], 1d6+9, [Brutal 2, Reach, Grappling, Tripping]

Skills: Acrobatics +10, Stealth +10, Larceny +10, Bluff +6, Perception +4, Nature +8

Feats: Martial Magister, Slow and Steady, Feign Death

Swift: Reap the Whirlwind: Tanglefoot Paste and Fumigator prepared

A Personal Touch: Replace attack with Grappling Tentacle, +11, 1d8+6, [35 ft] and knocks Prone (DC 18 Reflex negates), as a swift action, can pull Prone opponent 15 ft closer

Feign Death: As an immediate action, appear dead for eight minutes

Move: N/A

Standard: Pushing Blow: Can use Pushing Blow as a manoeuvre

Neutralise: Can use Neutralise as a manoeuvre

Spells: DC 16; 7; Minor Image, Obscuring Mist, Comprehend Languages

Passive: Just That Quick: Twice/round, replace AC with Reflex Save

Evasion: Evasion

External Techniques: +4 Precision damage on manoeuvres

Internal Principles: Manoeuvre DC is 21

Slow And Steady: Half speed for a round instead of going Prone

Fort +1, Ref +11, Will +6

A sadistic form of fey which takes the form of a severed head, lures in enemies with the cries for help of its previous victims, and then attacks with a mass of tentacles

**Korred**

Iron Magi/Professional Soldier/Battle’s Tempering/Arcane Lore 4

Str 8, Dex 14, Con 6, Int 20, Wis 10, Cha 20

KOM: Cha. KDM: Int

HP 75, AC 21, Reach 5, Size Small, Init +6, Speed 30, Awareness 14, DR 0, Fast Healing 0

Attacks: Claw +10 [Melee], 1d6+6, [Brutal, Deft, Magnum]

Sonic Wave [20 ft Cone], 4d4+5, DC 17 Will Save or Shaken for one round

Sonic Boom [5 ft radius, 160 ft], 4d6, DC 17 Reflex Save for half

Skills: Acrobatics +6, Stealth +6, Larceny +7, Nature +9, Diplomacy +9

Feats: Truly Bad People, Wake, Deft Strike

Swift: Reap the Whirlwind: Can deploy a Tanglefoot Paste and Tripwire

A Cadence of Blows: As a chain component or finisher gain a +1 to AC and reduce target AC by 1.

Howl of the North Wind: As a chain finisher cause all creatures in 35 ft to take 4 damage and make a DC 17 Reflex save or be Blown Away or knocked Prone

Deft Strike: As a swift action, make a Larceny check against Wisdom to ignore 4 points of DR

Move: N/A

Standard: N/A

Passive: Dive for Cover: Evasion

Truly Bad People: Deal 4 damage when hit first time each turn to creature in reach

Wake: Twice/round, can push back a creature 5 ft and deal 5 damage when moving past

Fort +1, Ref +9, Will +9

Gnome-like fey who emit bursts of sonic energy to fight

**Clock Golem Type A Mark 3**

Sentient Construct/Water Elemental/Incantation/Arcane Secrets 4

Str 8, Dex 20, Con 14, Int 18, Wis 12, Cha 6

KOM: Int. KDM: Dex

HP 75, AC 21, Reach 5, Size Medium, Init +5, Speed 40, Awareness 15, DR 1, Fast Healing 0

Attacks: Time Warp +8 [Melee], 1d6+7, [Brutal, Reach, Traumatising]

Incantation +8 [140 ft], 5d4+6, can also heal

Skills: Acrobatics +9, Vigour +6, Arcana +8, Perception +5, Engineering +8

Feats: By Will Sustained, Recon, Shadow Blink

Swift: Shadow Blink: Make all movement this round a teleport

Move: N/A

Standard: Heavy Metal: Deal 8 damage to all enemies in reach, and force a DC 16 Reflex save or Knocked Down

Hungry Shadows: Deal 4 damage in a 15 ft radius in 140 ft, half speed and give -1 to attack, Fort and Reflex for two rounds

Stutter Step: All creatures in a 30 ft radius within 35 ft must make a DC 16 Will Save or be Slowed for one round

Passive: Agile Sea: Two five-ft steps per round

Hungry Ocean: Once/ round, deal 8 HP Reduction on an attack and heal 4 HP

Recon: All allies move 5 ft at start of battle

Fort +4, Ref +8, Will +5

One of Theodore's masterpieces of Clock Golem technology, a perfectly formed machine of sleek blue designs, a chronomancy-channeling mirror and a powerful spear of energy

**Clock Golem Type D Mark 3**

Sentient Construct/Divine Beast/Arcane Secrets/Force of Will 4

Str 8, Dex 22, Con 14, Int 18, Wis 12, Cha 6

KOM: Int. KDM: Dex

HP 80, AC 22, Reach 5, Size Medium, Init +6, Speed 40, Awareness 15, DR 1, Fast Healing 6

Attacks: Time Warp +8 [Melee], 1d6+7, [Brutal, Reach, Traumatising], +2d6 Precision damage on an interaction check

Skills: Acrobatics +10, Vigour +6, Arcana +8, Perception +8, Engineering +8

Feats: By Will Sustained, Mechanist Insight, Shadow Blink

Swift: Shadow Blink: Make all movement this round a teleport

Move: Healing Burst: All allies in 15 ft heal 8 HP

Divine Grace: Double threat range for one round

Standard: Hungry Shadows: Deal 4 damage in a 15 ft radius in 140 ft, half speed and give -1 to attack, Fort and Reflex for two rounds

Stutter Step: All creatures in a 30 ft radius within 35 ft must make a DC 16 Will Save or be Slowed for one round

Passive: N/A

Fort +4, Ref +9, Will +5

Theodore's other magnum opus, the two Type Ds are programmed to fulfil battlefield support, only engaging with their Time Warp spears if the Type As are already fallen

**Riftrunner Runt**

Lich/Electricity Elementalist/Iron Magi/Swashbuckler 4

Str 14, Dex 10, Con 8, Int 22, Wis 16, Cha 8

KOM: Int. KDM: Wis

HP 65, AC 19, Reach 5, Size Small, Init +0, Speed 30, Awareness 17, DR 0, Fast Healing 0

Attacks: Claws +11 [Melee], 1d6+7, [Electric, Guardian, Reacting]

Electric Shock [35 ft], 4d6+6, DC 18 Reflex for half damage

Skills: Arcana +10, Nature +10, Perception +7, Stealth +4, Acrobatics +4

Feats: Lich’s Wrath, Shadow Blink, The Sky Empties

Swift: A Cadence of Blows: Can replace an attack with increasing own AC by 1 and reducing target’s AC by 1, this stacks up to two times and can be used as a Chain Finisher

Howl of the North Wind: As a Chain Finisher, enemies within 30 ft must make a DC 18 Reflex Save or be either Blown Away or knocked Prone

Shadow Blink: All movement this round is a teleport

Move: The Sky Empties: Twice/encounter, teleport up to 20 ft

Standard: Breath of Decay: Make a ranged attack out to 35 ft, if it hits give a -2 penalty to attack and either Fort or Reflex for the rest of the encounter

Passive: Undying Magecraft: Heal 2 HP when casting a spell or when an effect is dispelled within 35 ft, can cast Magic Missile as an SLA

Sorcerous Endurance: Resistance to Electricity

Dance With Me: Deal 7 Precision damage on first attack after moving at least 10 ft

Once More!: Gain an extra attack after moving at least 10 ft after a single attack

Fort +4, Ref +10, Will +7

Riftrunner runts look just like oversized, electric blue kittens with lightning shooting out from them haphazardly as they teleport around the battlefield

**Negative Mote**

Necromancer/Virtue/Arcane Secrets/Mind Over Matter 4

Str 8, Dex 12, Con 8, Int 18, Wis 12, Cha 20

KOM: Cha. KDM: Int

HP 60, AC 20, Reach 5, Size Small, Init +1, Speed 30, Awareness 15, DR 0, Fast Healing 0

Attacks: Chill Touch +9 [Melee], 4d4+5

Skills: Acrobatics +5, Stealth +5, Arcana +8, Nature +8, Perception +5, Diplomacy +9

Feats: Open Lesser Binding, Shadow Blink, You Will Falter

Swift: Crippling Aura: Once/encounter, create a 35 ft radius aura for the Encounter, enemies ending turn in the aura take a -10 ft penalty to speed.

Font: Twice/encounter, place a Font in 20 ft, at the start of your turn, a Font heals an ally in 35 ft for 11 HP

Shadow Blink: Movement this round is a Teleport

Move: N/A

Standard: Hungry Shadows: Create a 15 ft radius in 140 ft dealing 5 damage, halving speed and inflicting -1 to attack, Fort and Reflex for two rounds.

Passive: Don’t Feel, Think: Twice/round, replace AC with a Will Save

Wax On: Hard to Break – Will

You Will Falter: Opponent healing in 35 ft is reduced by 4, to a minimum of half

Fort +1, Ref +8, Will +12

An orb of negative energy. They are summoned in ever increasing groups when you mess up on one of the Cult of Orcus' puzzles

**Gorgon**

Sentient Construct/Arcane Secrets/Knight/Discipline of the Dragon 4

Str 14, Dex 8, Con 22, Int 18, Wis 10, Cha 6

KOM: Int. KDM: Con

HP 84, AC 22, Reach 5, Size Medium, Init -1, Speed 55, Awareness 14, DR 3, Fast Healing 6

Attacks: Gore +10 [Melee], 1d6+11, [Brutal 2, Magnum]

Skills: Athletics +6, Ride +3, Vigour +10, Engineering +8, Arcana +8

Feats: Wake, Optimistic Viscera, Cataphract

Swift: N/A

Move: N/A

Standard: Hungry Shadows: Deal 4 damage in a 15 ft radius in 140 ft, halving move speed and giving -1 to attack, Fort and Will for 2 rounds

Stutter Step: All creatures in a 30 ft radius within 35 ft must make a DC 16 Will save or Slowed for one round

Passive: Deadly Blades: +8 damage on a successful manoeuvre

Careful Sun: Hard to Break – Fort

Obsidian Mind: Immunity to Fear

Wake: Twice/round, push back a foe when moving past and deal 4 damage

Cataphract: +2 damage on Power Attack, no AC penalty on Charge

Fort +11, Ref +7, Will +5

These iron bulls appear to just be statues decorating wherever they are placed until they start to spew gas which starts a slow petrification process

EL 5

**Aspect of Baphomet**

Demon/Path of Rage/Path of Destruction/Path of the Ancestors 5

Str 20, Dex 10, Con 14, Int 8, Wis 8, Cha 20

KOM: Str. KDM: Cha

HP 78, AC 21, Reach 10, Size Large, Init +2, Speed 55, Awareness 14, DR 1, Fast Healing 0

Attacks: Greataxe +10 [Melee], 1d6+12, [Brutal 2, Fire]

Skills: Athletics +10, Vigour +7, Intimidate +13, Arcana +4, Acrobatics +5, Medicine +4

Feats: Juggernaut, Livers Need Not Apply, Mighty Smash

Swift: Rage: Enter a Rage for four rounds, gaining 10 temporary HP, +3 to attack and manoeuvre DCs, +4 to damage, +1 to Fort and Will and +5 ft reach.

Cleave: On a hit, apply the hit to another enemy in reach

Move: Livers Need Not Apply: Five charges, spend a charge to heal 5d4 HP

Standard: Demon Magic: Can cast Darkness and See Invisibility once/encounter

Whirlwind: Can make one attack/round against all enemies in reach

Passive: Lineage: Heal +5 when healed

Hard to Break: Hard to Break – Fort

Mighty Smash: On three consecutive hits, inflict a -1 to attack on target

Fort +10, Ref +2, Will +10

Our last Campaign ended with events which caused, among other things, the death of Baphomet. One of the new party was the vessel of his last vestiges of power. When he died, these last vestiges took the form of a large, angry minotaur made of hellfire.

**Zahamma**

Dragon/Tactical Insight/Air Elemental/Wildborn 5

Str 20, Dex 10, Con 8, Int 16, Wis 18, Cha 8

KOM: Str. KDM: Wis

HP 94, AC 20, Reach 15, Size Large, Init +0, Speed 55 (Fly), Awareness 21, DR 0, Fast Healing 0

Attacks: Talons +10 [Melee], 1d6+12, [Brutal 3]

Skills: Athletics +10, History +10, Perception +11, Diplomacy +4, Larceny +5

Feats: Savvy Librarian, Juggernaut, Exit Stage Left

Swift: Exit, Stage Left: Once/encounter, gain a move action

Move: Combative Precognition: Make a History check to have all allies gain either +3 to attack, +3 to AC or +2 to interaction checks against the checked enemy type

Standard: Gust: Can replace an attack to deal 10 damage to an enemy within 150 ft and reduce their speed by 5 ft for two rounds

Passive: I Can Smell You: Immune to Figment, +3 to attack against Perception’d enemies

Pressure: At end of turn, all enemies in melee range take 5 damage and have Stealth negated

Fort +10, Ref +5, Will +9

The result of designing a sidequest after a marathon of The Last Airbender. A huge owl-like Djinn and purveyor of lost tomes which turns into a dragon-owl hybrid in battle

**Thorn Treant**

Professional Soldier/Discipline of the Dragon/Show Fighter/Earth Elemental 5

Str 14, Dex 6, Con 22, Int 8, Wis 18, Cha 12

KOM: Wis. KDM: Con

HP 108, AC 23, Reach 15, Size Large, Init -2, Speed 45, Awareness 19, DR 9, Fast Healing 0

Attacks: Thorn Lash +9 [Melee], 1d6+5, [Brutal, Barbed, Tripping, Reach]

Thorn Whip +9 [35 ft], 1d8+4, DC 18 Reflex save or fall Prone, if fall Prone, can pull 15 ft closer as a swift action

Skills: Vigour +11, Perception +9, Nature +4, Intimidate +6, Bluff +6

Feats: Juggernaut, Martial Magister, Epic Flail

Swift: Reap the Whirlwind: Can deploy Tripwire and Fumigator

A Bit of Flair: On an attack, deal 5 bonus damage

Move: Thorn Spike: Deal 9 damage to all grounded creatures in 10 ft

Standard: N/A

Passive: Manoeuvre Mastery: Manoeuvre DC is 21

Careful Sun: Hard to Break – Fort

Obsidian Mind: Immune to Fear

Epic Flail: When not in reach, half deflection bonuses to AC

Fort +11, Ref +0, Will +9

A Treant enhanced by dark magic and hence covered in a bunch of thorns

**Wendigo**

Ghoul/Fire Elemental/Discipline of the Crane 5

Str 22, Dex 16, Con 18, Int 8, Wis 6, Cha 10

KOM: Str. KDM: Con

HP 84, AC 23, Reach 10, Size Medium, Init +3, Speed 90, Awareness 13, DR 2, Fast Healing 4

Attacks: Slash +12 [Melee], 1d6+14, [Brutal 3, Reacting], once/round force DC 20 Fort save or Sickened for one round and heal 5 HP

Skills: Athletics +11, Acrobatics +8, Vigour +9, Intimidate +5, Stealth +8

Feats: Ghoulish Enthusiasm, Breakneck Pace, The Terrible Swift Lash

Swift: N/A

Move: Flame’s Kiss: One enemy in 150 ft takes 6 damage and starts Burning

Standard: N/A

Passive: Persistent Inferno: Heal 2 HP for every Burning creature in 35 ft at start of turn

The Terrible Swift Lash: Bonus 5-ft step

Fort +11, Ref +5, Will +5

A deer-horned zombie with legs burned of below the knees and floating just above the ground.

**Raptoran Enforcer**

Pegasus/Knight/Battle’s Tempering/Iron Magi 5

Str 18, Dex 22, Con 12, Int 10, Wis 10, Cha 8

KOM: Str. KDM: Dex

HP 84, AC 22, Reach 10, Size Medium, Init +8, Speed 50 (Fly), Awareness 15, DR 0, Fast Healing 0

Attacks: Tomahawk +9 [Melee/35 ft], 1d6+9, [Brutal 2, Thrown]

Skills: Athletics +9, Acrobatics +11, Larceny +11, Vigour +6, Perception +5, Geography +5

Feats: Wake, Martial Magister, Reckless Strike

Swift: A Cadence of Blows: As a Chain Component or Finisher, increase AC by 1 and decrease target AC by 1, stacking twice.

Howl of the North Wind: As a Chain Finisher, enemies in 30 ft take 5 damage and must make a DC 18 Reflex save or Blown Away or Prone

Move: Reckless Strike: As part of a move action apply Power Attack penalty to AC

Standard: Dash: Charge at double speed without provoking and can attack at any point during the charge

Passive: Deadly Blades: +9 Precision damage on a manoeuvre or Charge hit

Rather Quick Than Dead: Bonus 5 ft step

Dive for Cover: Evasion

Wake: Twice/round, push back an enemy five ft when moving past and deal 4 damage

Fort +9, Ref +11, Will +2

What happens when you don't return a book you borrowed to a Djinn? He sends in his elite enforcer from the Plane of Air

**Hraggar and Regnar**

Path of Rage/Path of Destruction/Path of the Ancestors/Heroica 5

Str 22, Dex 10, Con 20, Int 8, Wis 12, Cha 8

KOM: Str. KDM: Con

HP 90, AC 21, Reach 10, Size Medium, Init +2, Speed 50, Awareness 16, DR 2, Fast Healing 0

Attacks: Greataxe +11 [Melee], 1d6+14, [Brutal 2, Scything]

Skills: Athletics +11, Vigour +10, Perception +6, Intimidate +4, Ride +5

Feats: Reckless Strike, Meteor Crush, To Iron Married

Swift: Rage: Enter a rage for 8 rounds, gaining +3 to attack and damage, 10 temp HP, +2 to DCs, Will and Fort and +5 ft speed and reach

Cleave: Apply a hit to another enemy in Reach

Move: Guile: Partner’s critical threat range doubles

Reckless Strike: As part of a move action apply Power Attack penalty to AC

Standard: Whirlwind: Make a Volley on every enemy in reach

Meteor Crush: Make an attack on a Flying opponent which knocks them grounded for one Round and deals +5 damage.

Passive: Lineage: +5 healing when healed

Hard to Break: Hard to Break – Fort

The Blade and the Bow: Partner gets +2 to damage

To Iron Married: Crit on an 18-20

Fort +11, Ref +5, Will +3

Elite Rouen soldiers who have fully embraced the raging way of their ancestors

**Richard**

Just Blade/Necromancer/Mechanist Savant 5

Str 8, Dex 10, Con 18, Int 24, Wis 12, Cha 10

KOM: Int. KDM: Con

HP 82, AC 21, Reach 10, Size Medium, Init +0, Speed 50, Awareness 16, DR 2, Fast Healing 2

Attacks: Energy Blade +14 [Melee], 1d6+10, [Arcane, Brutal 2, Guardian]

Chill Touch +12 [Melee], 5d4+7

Skills: Athletics +6, Vigour +9, Arcana +12, Nature +12, History +12

Feats: Something of a Traditionalist, Telekinetic Adept, Telekinetic Scion

Item: Periapt of Patience: Can skip a turn to gain an extra Standard (or move + swift) next turn

Swift: False Life: Gain 5 temporary HP

Move: The Littlest Automatons: As part of a move action, create a 10-ft radius Generator within 150 ft, this adds to the Assemblage and adds 7 points to the Assemblage at the end of each turn.

Mental Thrust: One enemy in 35 ft must make a DC 19 Reflex save or Blown Away

Standard: Telekinesis: Deal 2d4+7 damage to all enemies in 35 ft, DC 19 Reflex save for half

Passive: Front-Line Assemblage: 40 ft radius, starts with 21 Scrap Points

Fort +6, Ref +12, Will +6

A mage who supports the 18th Dis Regiment, a patient warrior who simply meditates with is aura of damage absorption until the battle calls for him to conjure his longsword of energy

EL 6

**Lexionis**

Celestial/Tactical Insight/Tactician Spellcasting/Virtue 6

Str 8, Dex 14, Con 8, Int 22, Wis 12, Cha 18

KOM: Int. KDM: Cha

HP 84, AC 21, Reach 10, Size Medium, Init +2, Speed 40 (Fly), Awareness 17, DR 0, Fast Healing 0

Attacks: Claw +12/+7 [Melee], 1d6+10, [Arcane, Brutal 2, Traumatising]

Skills: Acrobatics +8, History +14, Diplomacy +10, Bluff +10, Perception +7, Bluff +10

Feats: Open Lesser Binding, Savvy Librarian, Telekinetic Adept, Telekinetic Scion

Swift: Divine Radiance: Reveal enemies within 40 ft, as a swift action, Dazzle enemies in 40 ft for 5 rounds, reduced to 1 on a DC 17 Fort Save, once/round, prevent a hit opponent that is Revealed from making attacks of opportunity for one round.

Font: Twice/encounter, place a Font within 25 ft, which lasts 4 round and heals an ally in 40 ft for 12 HP at the start of each round.

Move: Tactical Insight: As a move action, with a knowledge check, allies gain either +3 to attack, +3 to AC or +2 to interactions kills against one enemy type for the encounter.

Standard: Spells: DC 19; 7, 2; Magic Missile, Grease, Comprehend Languages; Resist Elements, Glitterdust, See Invisibility

Telekinetic Force: Deal 3d4+6 damage to all creatures in 40 ft, DC 19 Reflex save for half

Passive: Resist: Lesser Resistance to all elements

Fort +5, Ref +9, Will +10

Semi-corporeal spirits of lexical magic that resemble a clawed Ibis guard the Archives of Albion.

**Elan Giant**

Utter Brute/Runesong Scholar/Shaman Spellcasting 6

Str 20, Dex 8, Con 22, Int 8, Wis 18, Cha 8

KOM: Con. KDM: Str

HP 119, AC 24, Reach 15, Size Large, Init -1, Speed 40, Awareness 20, DR 3, Fast Healing 0

Attacks: Spellstoring Blade +14/+9 [Melee], 16, [Brutal 2, Reach]

Skills: Vigour +12, Perception +10, Intimidate +5, Nature +5

Feats: Weaponised, Juggernaut, Arcane Magister, Meteor Crush

Swift: True Names: As a free action, creature in 40 ft must make a DC 17 Will Save or be subject to this ability. Either cause Shaken for 1 round or deal 8 damage.

Move: N/A

Standard: Spells: DC 19; 6, 5; Cure Light Wounds, Bless, Obscuring Mist; Cure Moderate Wounds, Flame Blade, Restoration

Meteor Crush: As a standard action, make a single attack that deals an extra 6 damage on hit and stops Flying.

Passive: Unrelenting: Make a five ft step at the start and end of each round, first attack of each round deals 6 HP Reduction

Fort +12, Ref +2, Will +10

Shamanistic forest giants infected by the Elan parasite channel their magic through their hair, wrapped around a rune-covered sword, while simultaneously assaulting their enemies psionically.

**Dullahan Captain**

Skeleton Champion/Vigilante/Force of Will/Discipline of the Dragon 6

Str 24, Dex 8, Con 14, Int 18, Wis 10, Cha 8

KOM: Str. KDM: Int

HP 104, AC 23, Reach 15, Size Large, Init -1, Speed 65, Awareness 16, DR 1, Fast Healing 0

Attacks: Greataxe +14/+9 [Melee], 1d6+14, [Brutal 2, Scything]

Brutal Kick +13 [Melee], 1d6+20, can hit Flying enemies, move up to speed without provoking before the attack

Skills: Athletics +15, Vigour +8, Medicine +10, Ride +5, Arcana +10

Feats: To Iron Married, Meteor Crush, Blacksmith, Tell Them Still Angry

Swift: Rattling Bones: While having at least 1 focus point, gain a +2 to next attack and deal +7 elemental damage

Move: Healing Burst: Heal all allies in 15 ft for 10 HP

Standard: Devastating Strike: Gain 1 focus point at start of battle and 1 every round in which an ally attacks, spend three during an attack to gain a Bonus Attack and heal 6 HP

Force of Will: Three allies in 15 ft make an immediate attack

Meteor Crush: Make a single attack against a Flying opponent, if it hits deal +6 damage and they fall Prone and lose Flying for one round

Passive: The Flesh is Strong: Immune to Fear and Bleeding

Careful Sun: Hard to Break – Fort

To Iron Married: Crit on 18-20

Tell Them, Still Angry: On death, deal 24 HP Reduction in a 35 ft radius

Fort +13, Ref +7, Will +6

A headless knight on a headless horse, it fights with a regiment of Dullahan, charging in first both to lead by example and to draw fire so it can explode in negative energy, softening up its foes so its underlings can take them out.

**Cleric of Orcus**

Ghoul/Necromancer/Force of Will/Fortune’s Friend 6

Str 22, Dex 8, Con 18, Int 10, Wis 6, Cha 16

KOM: Str. KDM: Con

HP 104, AC 22, Reach 10, Size Medium, Init -1, Speed 50, Awareness 14, DR 2, Fast Healing 4

Attacks: Clutch of Orcus +12/+7 [Melee], 1d6+15, [Brutal 3], once/round force a DC 21 Fort save or Sickened, gain a Bonus Attack and heal 6 HP

Skills: Athletics +12, Vigour +10, Intimidate +9, History +6, Medicine +6

Feats: Ghoulish Enthusiasm, Truly Bad People, You Will Falter, Optimistic Viscera

Swift: False Life: Gain 6 temporary HP

Improvisation: Grant an ally in 40 ft +2 to attack, skills and saves for the Round

Move: Cause Fear: One enemy in 40 ft must make a DC 16 Will save or Shaken for two rounds

Healing Burst: Allies in 15 ft heal 10 HP

Standard: A Stitch in Time: Three allies in 15 ft make an immediate attack

Passive: The Flesh is Strong: Immune to Bleeding and Fear

A Little to the Left: Once/encounter, on death survive with 1 HP and take a move action

Truly Bad People: First melee attacker each round take 6 damage

You Will Falter: All healing in 40 ft reduced by 6, to a minimum of half

Fort +13, Ref +4, Will +10

High-ranked Cultists of Orcus who can channel a huge amount of negative energy in one grab if their target fails to resist

**Revenant Henrik**

Dragon/Ghoul/Cold Elementalist/Judgement 6

Str 22, Dex 8, Con 20, Int 14, Wis 6, Cha 10

KOM: Str. KDM: Con

HP 123, AC 23, Reach 10, Size Medium, Init -1, Speed 50 (Fly), Awareness 18, DR 2, Fast Healing 5

Attacks: Claw +14/+9 [Melee], 1d6+21, [Brutal 3], once/round DC 21 Fort save on hit or Sickened, gain 6 HP and a Bonus Attack

Cold Breath [40 ft], 6d6+2, DC 17 Fort save for half

Skills: Athletics +6, Vigour +11, History +8, Intimidate +6, Perception +8

Feats: Ghoulish Enthusiasm, Arcane Magister, Optimistic Viscera, Damage Specialisation

Swift: Mercy: Once/encounter, one ally in 40 ft takes 18 less damage from an attack

Move: N/A

Standard: Forced Vulnerability: Once/encounter, one enemy in 160 ft takes 6d6 cold damage and is Vulnerable to cold for one round, a DC 17 Fort save halves damage and negates vulnerability

Passive: N/A

Fort +13, Ref +5, Will +7

A Dwarf Cleric of Bahamut who once helped the party against the Cult of Orcus. Now captured by the Cult and turned into a Revenant, a form of Undead which retains their souls but remain under the control of the Necromancer who created them. He opens the battle with Forced Vulnerability and a Cold Burst the next turn if the target failed the save, then unfurls his wings and charges into battle with his claws for the rest of the Encounter.

**Frost Giant**

Utter Brute/Frozen/Cold Elementalist/Path of Destruction 6

Str 18, Dex 8, Con 20, Int 10, Wis 18, Cha 8

KOM: Con. KDM: Str

HP 112, AC 22, Reach 15, Size Large, Init -1, Speed 50, Awareness 20, DR 2, Fast Healing 0

Attacks: Club +14/+9 [Melee], 16, [Brutal 2, Reach]

Cold Burst [40 ft], 6d6+4, DC 19 Fort save for half

Frozen Heart, 5, halves move speed for one round, move action

Skills: Athletics +10, Vigour +11, Perception +10, Nature +6

Feats: Weaponised, Arcane Magister, To Iron Married, Juggernaut

Swift: Cleave: On a hit, apply hit to another enemy in reach

Move: N/A

Standard: Whirlwind: Make one attack a Volley against all enemies in reach

Passive: Unforgiving: 6 HP Reduction on first attack of a round

Frozen Heart: Greater Resistance to cold and Vulnerability to fire

Unrelenting: Five-ft step at start and end of turn

To Iron Married: Crit on an 18-20

Fort +11, Ref +3, Will +10

The Frost Giants are becoming more aggressive now with the rise of Thrym as he replaces Baphomet. Their foot soldiers are noticeably stronger than those of other groups in the brewing civil war in Albion. Also, credit to Mystify for the Frozen track

EL 7

**Theodore Proudheart, Master of the 44th Order**

Wildborn/Tactician Spellcasting/Force of Will 7

Str 8, Dex 12, Con 8, Int 26, Wis 22, Cha 12

KOM: Int. KDM: Wis

HP 112, AC 27, Reach 10, Size Medium, Init +1, Speed 50 (Fly), Awareness 25, DR 0, Fast Healing 6

Attacks: Chronomancy Blast +13/+13 [Melee/170 ft], 1d6+10, [Arcane, Brutal, Thrown, Distant]

Skills: Knowledge +15, Perception +15, Diplomacy +8, Stealth +7

Feats: Martial Magister, Arcane Magister, Shadow Blink, A Song of Arrows

Items: Chrono Armour: +3 AC, can defer one attack per encounter to 1d4 rounds in the future

Chrono Staff: Uses two highest-level spell slots, choose two buffs you have access to, instantly cast on self at start of every battle (Haste, Fly)

Swift: Shadow Blink: Make all movement this round a Teleport

A Song of Arrows: Once/encounter, make an attack as an immediate action

Move: Healing Burst: Heal 13 HP to all allies in 15 ft

Standard: Spells: DC 25; 7, 5, 2; Magic Missile, Grease, Dimensional Swap; Glitterdust, See Invisibility, Darkness; Haste, Fly, Slow

A Stitch in Time: Three allies in 15 ft can make a single attack

Passive: I Can Smell You: Immunity to Illusion, +3 to attack against creatures that have been Perception’d

Hungry Like The Wolf: On first attack of a round against a Perception’d enemy, force a DC 23 Fort Save or Slowed for on round

Fort +2, Ref +14, Will +12

Standing tall and floating above the ground in a blue cape, with long white hair and wrinkled skin, holding a staff topped with a blue clock face. Theodore is the last of the Chronomancers who plans to go back in time and do what his brothers in the Order failed to do - Kill the Lich King before he creates his phylacteries, unaware the Lich King was also responsible for saving the world prior to turning to darkness. He starts the battle with a Slow spell and continues to keep his enemies Slowed the entire battle, targeting not Slowed enemies with Perception and attacks form his staff, meanwhile, his Mark 3 Golems keep his other enemies busy.

**Pestilence**

Pestilence Human Form

Assassin/Acrobatic Adept/Esoterica Radica 7

Str 8, Dex 22, Con 22, Int 12, Wis 8, Cha 14

KOM: Dex. KDM: Con+

HP 119, AC 25, Reach 10, Size Medium, Init +6, Speed 40, Awareness 16, DR 3, Fast Healing 0

Attacks: Gauntlet Blade +14/+9 [Melee], 1d6+14, [Brutal 2, Reacting], 2 damage is Acid

Gauntlet Crossbow +12/+7 [170 ft], 1d6+10, [Brutal, Distant, Magnum]

Skills: Acrobatics +13, Vigour +13, Medicine +8, Intimidate +9, Diplomacy +9, Bluff +9

Feats: Livers Need Not Apply, Blacksmith, To Iron Married, Mighty Poison

Items: Assassin’s Armour: +3 AC, +1 to Reflex

Gauntlet of Pestilence: Attacks deal half damage, but deal half that damage each turn for 1d4 turns

Swift: When to Hold: As an immediate action thrice/encounter, gain +2 to AC and saves for a round

When to Fold: Once/encounter, gain an extra move action

Move: Livers Need Not Apply: Eight times/encounter, heal 7d4 HP

Standard: N/A

Passive: Sneak Attack: +3d6 Precision damage to unaware opponents, +4 Precision bonus to attack against these opponents and ignore Concealment on those opponents

Just That Quick: Thrice/round, can replace AC with a Reflex save

Evasion: Evasion

Playing It Right: Can Take 10 on Acrobatics and Bluff

To Iron Married: Crit on an 18-20

Mighty Poison: Enemies hit three times in a row take -1 to attack rolls, stacking up to -4

Fort +12, Ref +13, Will +5

Pestilence Scorpion Form

Discipline of the Serpent/Path of Destruction/Path of the Ancestors 7

Str 8, Dex 22, Con 22, Int 12, Wis 8, Cha 14

KOM: Dex. KDM: Con

HP 135, AC 25, Reach 15, Size Large, Init +9, Speed 45, Awareness 16, DR 3, Fast Healing 0

Attacks: Stinger +14/+9 [Melee], 1d6+13, [Brutal 3, Reach, Magnum, Tripping]

Skills: Acrobatics +13, Vigour +15, Medicine +8, Intimidate +9, Bluff +9

Feats: Livers Need Not Apply, Blacksmith, To Iron Married, Mighty Poison

Items: Scorpion Armour: +4 AC

Gauntlet of Pestilence: Attacks deal half damage, but deal half that damage each turn for 1d4 turns

Swift: Cleave: Apply an attack to another enemy in reach

Move: Livers Need Not Apply: Eight times/encounter, heal 7d4 HP

Standard: Manoeuvres: Can use Pushing Blow, Neutralise, Close Meridian and Open Gate

Whirlwind: Can apply an attack to all enemies in reach

Passive: External Techniques: +7 Precision damage on manoeuvres

Internal Principles: Manoeuvre DC is 20

Open And Close: Make a Bonus Attack when an enemy fails a manoeuvre save

Hard to Break: Hard to Break – Fort

Readiness: Can make a free Vigour check every round

To Iron Married: Crit on an 18-20

Mighty Poison: Enemies hit three times in a row take -1 to attack rolls, stacking up to -4

Fort +12, Ref +9, Will +8

Pestilence Hornet Form

Esoterica Radica/Swashbuckler/Winged Beast 7

Str 8, Dex 22, Con 22, Int 12, Wis 8, Cha 14

KOM: Dex. KDM: Con

HP 119, AC 25, Reach 10, Size Medium, Init +6, Speed 50 (Fly), Awareness 16, DR 3, Fast Healing 0

Attacks: Stinger +14/+9 [Melee], 1d6+14, [Brutal 2, Magnum], 2 damage is Acid

Skills: Acrobatics +13, Vigour +13, Medicine +8, Intimidate +9, Diplomacy +9, Bluff +9

Feats: Livers Need Not Apply, Blacksmith, To Iron Married, Mighty Poison

Items: Hornet Chitin: +3 AC, +10 speed

Gauntlet of Pestilence: Attacks deal half damage, but deal half that damage each turn for 1d4 turns

Swift: When to Hold: As an immediate action thrice/encounter, gain +2 to AC and saves for a round

When to Fold: Once/encounter, gain an extra move action

Move: N/A

Standard: Dash: Can move up to speed without provoking an make an attack at any point on the charge

Passive: Playing it Right: Can always Take 10 on Acrobatics and Vigour

Dance With Me: After moving at least 10 ft, next attack deals +13 Precision damage

Once More!: After a single attack and moving 10 ft, may make an additional attack

Dirty Fighting: First Once More! Of a round forces a DC 19 Fort save or Battered for two rounds

To Iron Married: Crit on an 18-20

Mighty Poison: Enemies hit three times in a row take -1 to attack rolls, stacking up to -4

Fort +12, Ref +9, Will +8

One of the four Assassins of the Lich King. Pestilence wears a purple cloak and a sickly green mask, and a pair of gauntlets containing a variety of poisoned weaponry. After releasing two waves of swarms of insects, she enters the battle herself. At the start of every turn, she switches between one of her three forms, and has to be killed in two forms before she truly dies.

**Mutaphrope**

Mutaphrope Beast Form

Wildborn/Mummy/Utter Brute/Path of Destruction 7

Str 22, Dex 12, Con 14, Int 8, Wis 20, Cha 8

KOM: Str. KDM: Wis

HP 120, AC 24, Reach 15, Size Large, Init +1, Speed 55, Awareness 24, DR 1, Fast Healing 5

Attacks: Tooth and Claw +16/+11 [Melee], 1d6+15, [Brutal 3, Reacting], first hit each round forces DC 19 Will save or Shaken for one round

Skills: Vigour +9, Perception +14, Intimidate +13, Medicine +6, Athletics +13

Feats: Juggernaut, Sinister Sinews, Terrifying Shout, Martial Magister

Swift: Cleave: On a hit, hit another enemy in reach

Move: N/A

Standard: Whirlwind: Make a volley against every enemy in reach

Passive: I Can Smell You: Immune to Figments and first attack on Perception’d opponent forces DC 21 Fort save or Slowed for two rounds

Growing Horror: Heal 7 HP when an opponent fails a fear save

The Flesh is Strong: Immune to Fear and Bleeding

Well Embalmed: Lesser Resistance to Physical

Unforgiving: First hit each round deals 7 HP Reduction, five-ft step at start and end of every turn

Terrifying Shout: Intimidate affects all opponents in 40 ft

Fort +12, Ref +4, Will +11

Mutaphrope Decaying Form

Wildborn/Ghoul/Combat Alchemist/Water Elemental 7

Str 22, Dex 12, Con 14, Int 8, Wis 20, Cha 8

KOM: Str. KDM: Wis

HP 120, AC 24, Reach 10, Size Medium, Init +1, Speed 50, Awareness 24, DR 1, Fast Healing 15

Attacks: Tooth and Claw +13/+8 [Melee], 21, [Brutal 2, Reacting, Energised], first hit each round forces DC 19 Will Save or Sickened for one round and heal 7 HP

Skills: Vigour +9, Perception +14, Medicine +6, Acrobatics +8, Athletics +13

Feats: Martial Magister, Weaponised, To Iron Married, Cheerful Haemoglobin

Swift: Mist Aura: Create a 10 ft radius spread which provides Concealment for one round, can also be sued as a move action

Move: Brews: DC 19; Ironblood Draught, Rainbow Droplet, Performance Enhancer, Liquid Courage, Painter’s Comfort X2

Standard: Transmute: Twice/encounter, can either switch two creatures in 40 ft (DC 19 Reflex negates), deal 2d10 to one creature in 170 ft and heal another by the same amount (DC 19 Fort negates) or as an immediate action can exclude creatures from an ally AoE

Passive: I Can Smell You: Immune to Figments and first attack on Perception’d opponent gains +3 and forces DC 21 Fort save or Slowed for two rounds

The Flesh is Strong: Immune to Fear and Bleeding

Agile Sea: Additional five-ft step

Hungry Ocean: One attack per round deals 14 HP Reduction and heal 7 HP

To Iron Married: Crit on an 18-20

Fort +12, Ref +4, Will +11

Mutaphrope Sludge Form

Wilborn/Vampire/Water Elemental/Acid Elementalist 7

Str 22, Dex 12, Con 14, Int 8, Wis 20, Cha 8

KOM: Str. KDM: Wis

HP 120, AC 24, Reach 10, Size Medium, Init +1, Speed 50, Awareness 24, DR 1, Fast Healing 10

Attacks: Tooth and Claw +14/+9 [Melee], 1d6+13, [Brutal 2, Reacting], heal 6 HP

Acid Burst [40 ft], 7d6+5, DC 20 Fort for half

Skills: Vigour +9, Perception +14, Medicine +6, Acrobatics +8, Athletics +13

Feats: Martial Magister, Arcane Magister, Truly Bad People, Cheerful Haemoglobin

Swift: Mist Aura: Create a 10 ft radius spread which provides Concealment for one round, can also be used as a move action

Discorporation: Gain Fly and don’t provoke AoOs for a round

Move: N/A

Standard: Forced Vulnerability: Once/encounter, deal 7d6 damage and Vulnerability to Acid for two rounds to an enemy in 170 ft, DC 20 Reflex save halves damage and negates Vulnerability

Passive: I Can Smell You: Immune to Figments and first attack on Perception’d opponent gains +3 and forces DC 21 Fort save or Slowed for two rounds

The Flesh is Strong: Immune to Fear and Bleeding

Agile Sea: Additional five-ft step

Hungry Ocean: One attack per round deals 14 HP Reduction and heal 7 HP

Fort +12, Ref +4, Will +11

The results of the latest experiment by the Lich King and his Aquamancer advisor. These lycanthrope zombies start the battle by transforming into a great beast like a lion or bear, but with skin clearly decaying and turning into sludge on the ground. Two turns later, they lose so much skin they revert to a smaller animal form, like a wolf, boar or deer. Finally, two rounds after that they become simply an anthropomorphic mass of sludge with dissolves and moves freely around its enemies. All three forms draw from the same HP pool.

**Allip**

Mummy/Lurking Terror/Cold Elementalist/Necromancer 7

Str 18, Dex 8, Con 18, Int 8, Wis 8, Cha 26

KOM: Str. KDM: Cha

HP 144, AC 26, Reach 10, Size Medium, Init +1, Speed 40, Awareness 16, DR 2, Fast Healing 0

Attacks: Touch of Insanity +11/+6 [Melee], 1d6+8, [Brutal, Deft, Parrying], first hit forces DC 19 Will save or Shaken for one round

Cold Burst [40 ft], 7d6+8, DC 23 Fort save for half

Skills: Vigour +11, Arcana +6, Intimidate +15, Bluff +15, Diplomacy +15

Feats: Terrifying Shout, Arcane Magister, Martial Magister, Terror

Swift: Crippling Aura: Gain a 40 ft radius aura until the end of the Encounter, opponents ending turn within the aura take a -10 ft penalty to speed.

Blight: Create a 40 ft radius within 40 ft, can have up to three active. Opponents beginning turn in a Blight must make a DC 21 Will save or become Vulnerable to damage for one round. Opponents ending turn in a Blight must make a DC 21 Fort save or become Sickened for one Round. +2 AC while in a Blight, creatures moving in Blight always provoke an attack of opportunity. On failing a Blight save, a creature begins Bleeding, and takes damage equal to the HP Reduction.

Move: Cause Fear: One enemy in 40 ft must make a DC 21 Will save or be Shaken for two rounds

Standard: Forced Vulnerability: Once/Encounter, one enemy in 170 ft takes 7d6 Cold damage and gains Vulnerability to Cold for one round, a DC 23 Reflex save halves damage and negates vulnerability.

Blindness: One enemy in 40 ft is [Blinded] for 2 rounds.

Terror: Once/Encounter, one enemy must make a DC 21 Will save or be Frightened for two rounds

Passive: Growing Horror: Whenever an enemy in 40 ft fails a fear save, gain 7 HP

Well Embalmed: Lesser Resistance to physical

The Flesh is Strong: Immunity to Fear and Bleeding

Terrifying Shout: Intimidate affects all creatures in 40 ft

Fort +10, Ref +2, Will +14

A spirit of madness which creates entire areas where their mad whispers cannot be escaped, and inflicts part of their madness with every touch.

**Bertrand**

Utter Brute/Tactical Insight/Force of Will 7

Str 8, Dex 8, Con 24, Int 22, Wis 10, Cha 14

KOM: Con. KDM: Int

HP 158, AC 27, Reach 10, Size Medium, Init -1, Speed 50, Awareness 17, DR 7, Fast Healing 0

Attacks: Halberd +16/+11 [Melee], 18, [Brutal 2, Reach], on a hit, +1 to AC against target hit

Skills: Athletics +6, Vigour +14, History +15, Diplomacy +9

Feats: Weaponised, Blacksmith, Optimistic Viscera, Savvy Librarian

Items: Iron Gauntlet of Dis: DR equal to Con (X1.5 Con at level 10), Level temp HP at start of turn and can create 10 ft walls of iron as a move action

Swift: Stem the Tide: Twice/encounter and at start of encounter place a Rune on one ally in 45 ft, a Rune halves damage from one attack

Move: Combative Precognition: On a Knowledge check, self and allies get +3 to attack or AC or +2 to interaction checks against one enemy type for the Encounter

Force of Will: Allies in 15 ft heal 13 HP

Standard: A Stitch in Time: 4 allies in 15 ft make an immediate single attack

Passive: Unrelenting: First hit each round deals 7 HP Reduction, five-ft step at start and end of each round

Fort +14, Ref +10, Will +9

The head of the 18th Dis Regiment currently on patrol on the Rouen-Albion border. A cultist of Dispater who coordinates his forces while keeping himself healthy and behind a maze of iron walls.

EL 8

**Riftrunner**

Lich/Electricity Elementalist/Iron Magi/Swashbuckler 8

Str 16, Dex 10, Con 8, Int 24, Wis 20, Cha 8

KOM: Int. KDM: Wis

HP 135, AC 24, Reach 10, Size Medium, Init +0, Speed 45, Awareness 23, DR 3, Fast Healing 0

Attacks: Claws +15/+15/+10 [Melee], 1d6+8, [Electric, Guardian, Reacting]

Electric Burst [45 ft], 8d6+7, Entangled for two rounds, DC 21 Reflex for half and negate Entangled

Magic Missile, 7, three shots

Skills: Arcana +15, Nature +15, Perception +13, Stealth +8, Acrobatics +8

Feats: Lich’s Wrath, Shadow Blink, The Sky Empties, Dartmuth Secret

Swift: A Cadence of Blows: Can replace an attack with increasing own AC by 1 and reducing target’s AC by 1, this stacks up to two times and can be used as a Chain Finisher

Howl of the North Wind: As a Chain Finisher, enemies within 30 ft must make a DC 21 Reflex Save or be either Blown Away or knocked Prone

Shadow Blink: All movement this round is a teleport

Move: The Sky Empties: Twice/encounter, teleport up to 40 ft, as a swift action deal 16 damage to all on the line travelled

Standard: Forced Vulnerability: Once/encounter, deal 8d6 damage and Vulnerability to electricity and Entangled for two rounds to an opponent in 180 ft, DC 21 Reflex halves and negates conditions

Lightning Bolt: Once/encounter, deal 16d4 damage, Prone and Entangled for two rounds to all creatures in a 180 ft line, DC 21 Reflex save halves and negates conditions

Beloved of the Dirae: Replace two attacks with one out to 180 ft, dealing damage as normal and creating a 35 ft radius for one round, this deals 8 damage to those moving into it and starting turn in it, and 16 damage to those in it when it expires

Breath of Decay: Make a ranged attack out to 45 ft, if it hits give a -2 penalty to attack and either Fort or Reflex for the rest of the encounter

Passive: Undying Magecraft: Heal 2 HP when casting a spell or when an effect is dispelled within 35 ft

Sorcerous Endurance: Resistance to Electricity

The Flesh is Strong: Immunity to Fear and Bleeding

Dance With Me: Deal 13 Precision damage on first attack after moving at least 10 ft

Once More!: Gain an extra attack after moving at least 10 ft after a single attack and force a DC 21 Fort save or Battered for two rounds

Fort +10, Ref +11, Will +12

A deep blue cat-like creature with bladed arms and electric blue stripes. Summoned with its litter by one of the Lich King's phylacteries it shoots lightning and haphazardly teleports around its chamber.

**Orindiar**

Orandiar

Eldritch Blast/Invocation/Nature’s Ally 8

Str 22, Dex 10, Con 6, Int 14, Wis 12, Cha 24

KOM: Cha. KDM: Str

HP 126, AC 27, Reach 10, Size Medium, Init +0, Speed 55 (Fly), Awareness 19, DR 0, Fast Healing 4

Attacks: Eldritch Blast +16 [45 ft], 8d6+7

Dagger +15/+10 [Melee], 1d6+11, [Quick-Draw, Hold-Out, Brutal]

Skills: Athletics +14, Arcana +13, History +15, Bluff +15, Diplomacy +15, Perception +9

Feats: Arcane Magister, By Will Sustained, Safekeeper Adept, Arcane Recitation

Items: Minor Glamour Ring: Appear as a similar race (Wood Elf to High Elf)

Creep Gland: Can produce 20 ft radius areas of Creep in [Medium] range, they are difficult terrain and expand by themselves, move at double speed on Creep and deal 8 damage to those ending turn on Creep.

Swift: Shaping Up Well: Can add Brimstone Blast (Fire damage and burning) or Eldritch Spear (180 ft) to Eldritch Blast

Essential Elements: Can add Sickening Blast (DC 23 Fort or Sickened for encounter) or Beshadowed Blast (DC 23 Fort or Blinded for one round) to Eldritch Blast

Arcane Recitation: Increase all DCs by 3 for one [Round]

Move: N/A

Standard: Invocations: DC 21; Aura of Acid (8 acid damage to first melee attacker each round), Miasmic Cloud (10 ft obscuring mist that causes Fatigued to enemies, Fort negates), Curse of Despair (Cursed on a melee attack for 1d4-1 rounds, Cursed creatures 50% chance to be Dazed each round)

Passive: Hey, Listen: Can spend an action to give Companion that action

By Will Sustained: Immune to Sickened

Fort +10, Ref +11, Will +14

Orandiar’s Hag Thrall

Tactician Spellcasting 8

Str 8, Dex 8, Con 18, Int 20, Wis 10, Cha 8

KOM: Int. KDM: Con

HP 135, AC 21, Reach 10, Size Medium, Init -1, Speed 40 (Fly), Awareness 18, DR 2, Fast Healing 0

Attacks: Eldritch Blast +13/+13 [45 ft], 1d6+8

Skills: Arcana +11, Medicine +11, Perception +11

Standard: Spells: DC 19, SAM 4; 7, 6, 4; Magic Missile, Ensnare, Silent Image; Glitterdust, Invisibility, Resist Elements; Dispel Magic, Slow, Fly

Fort +7, Ref +7, Will +7

A Wood Elf who studied with a High Elf in the party, disguised as a High Elf, weak in magic by himself, he made a Pact with the Hag Countess for magical power, being granted a Hag servant in the process.

EL 9

**Lodestone Marauder**

Utter Brute/Earth Elemental/Ley Lines/Path of the Ancestors 9

Str 22, Dex 6, Con 26, Int 18, Wis 10, Cha 8

KOM: Con. KDM: Str

HP 225, AC 27, Reach 15, Size Large, Init -2, Speed 70, Awareness 19, DR 12, Fast Healing 0

Attacks: Earth Claw +23/+18 [Melee], 24, [Brutal 2, Reach]

Earthspike [10 ft radius], 17, move action

Skills: Athletics +15, Vigour +19, Geography +13, Nature +13

Feats: Weaponised, Optimistic Viscera, Blacksmith, Earthshaper Warden, Earthen Liege

Swift: Ley Lines: As a swift action, create a 10 ft radius which either heals 4 on entering and grants Fast Healing 4, gives +3 to one Save, or deals energy and +4 damage

Move: N/A

Standard: Earthen Pull: Make an attack against a Flying creature in 190 ft, dealing 34 damage and removing Flying on a hit

Passive: Unforgiving: 9 HP Reduction on first attack of a round

Unrelenting: Five-ft step at start and end of each turn

Lineage: +9 healing when healed and no AC penalty on Charge

Hard to Break: Hard to Break – Fort

Readiness: Free Vigour check every round

Earthshaper Warden: Resistance to damage on first round of combat

Earthen Liege: Immunity to Blown Away

Fort +20, Ref +9, Will +9

A huge creature armoured with rock and magical gems, which glow when it creates small areas of magical power as it barges around the battleground

EL 10

**Grave Hulk**

Ghoul/Smiting/Sentient Construct 10

Str 24, Dex 8, Con 22, Int 10, Wis 6, Cha 22

KOM: Str. KDM: Con

HP 196, AC 28, Reach 20, Size Large, Init -1, Speed 65, Awareness 18, DR 6, Fast Healing 11

Attacks: Bash +19/+14 [Melee], 1d6+24, [Brutal 3], as a swift action make a Bull Rush on hit, causes Vulnerability to physical for one round, once/round force a DC 22 Fort save or Sickened and heal 10 HP

Skills: Athletics +17, Vigour +16, Intimidate +16, Medicine +10, Nature +10

Feats: Wake, Juggernaut, You Will Falter, You Shall Not Pass, Cheerful Haemoglobin

Items: Onyx Core: +20 HP

Thick Hide: +2 AC, +1 Fort

Swift: You Shall Not Pass: Once/encounter, double reach for 2 rounds, all creatures attempting to move within reach must make a DC 21 Reflex save to keep moving, and have speed halved on a successful save.

Move: N/A

Standard: Heavy Smash: Deal 17 damage to all enemies in reach and force a DC 22 Reflex save or Knocked Down

Passive: Hard to Break: Hard to Break – Fort

Sense of the Dead: Immunity to Figment, Tremorsense 50 ft and Blindsense 20 ft

Onyx Guard: Resistance to Physical

Skirmish: On a miss, gain +1 to attacks against that target, up to +10

Wake: Twice/round, deal 7 damage and push back 5 ft when moving past a creature

Juggernaut: Immune to Slow, Fear and Bleeding

You Will Falter: Decrease healing in 50 ft by 10, to a minimum of half

Fort +16, Ref +5, Will +14

A huge mass of flesh and black onyx, two of which guard one of the Lich King's phylacteries

**Minor Lich**

Lich/Necromancer/Tactician Spellcasting/Bag of Tricks 10

Str 8, Dex 14, Con 8, Int 26, Wis 18, Cha 16

KOM: Int. KDM: Wis

HP 154, AC 24, Reach 15, Size Medium, Init +4, Speed 45, Awareness 24, DR 0, Fast Healing 0

Attacks: Staff +18/+13 [200 ft], 1d6+10, [Electric, Distant, Brutal]

Chill Touch +18 [Melee], 10d4+8, can use as part of a standard action to use Chill Touch or Blindness

Enervation +18 [800 ft], 1d4 Energy Drained, one/encounter

Magic Missile [800 ft], 8, four missiles

Skills: Medicine +18, Diplomacy +13, Bluff +13, Perception +14, Arcana +20

Feats: Lich’s Wrath, The Earth Cracks, The Sky Empties, Into the Breach

Swift: False Life: Gain 10 temporary HP

Surgical Precision: Thrice/encounter, change the shape of an AoE

Move: Bait and Switch: Twice/encounter, switch positions of two allies in 100 ft

The Sky Empties: Twice/encounter teleport 50 ft, as a swift action deal 20 electricity damage to all on line of movement

Cause Fear: One enemy in 50 ft must make a DC 23 Will Save or Shaken for two rounds.

Standard: Spells: DC 25; 7, 7, 6, 5; Grease, Silent Image, Obscuring Mist; Glitterdust, Invisibility, Darkness; Haste, Dispel Magic, Dimensional Anchor; Hold Monster, Major Image, Wall of Thorns

Blindness: An enemy in 50 ft is Blinded for two rounds

Into the Breach: Teleport an ally in 50 ft up to 50 ft, if they land in Melee range of an enemy they may make a single attack

Passive: Undying Magecraft: Heal 5 HP on casting a spell or when an effect in 50 ft is dispelled

Sorcerous Endurance: Resistance to Electricity

Hellfire Empowerment: When an opponent takes damage or fails a save from a spell or SLA, they start Burning

Early Warning: Allies in 30 ft get +2 to Initiative

The Flesh is Strong: Immunity to Fear and Bleeding

The Earth Cracks: Tremorsense 30 ft

Fort +7, Ref +14, Will +12

An unimportant but powerful Lieutenant of the Lich King, charged with guarding one of his phylacteries