

Frost Giant (EL3)

Giant Barbarian

Utter Brute/Path of Destruction/Path of the Ancestors/Elementalist

+0	10 ft	40 ft	LARGE
INIT	REACH	SPEED	SIZE



60	16	Fort +10	Ref +1	Will +6
HP	AC	Awareness 15		



ATTACK ACTION			
+9	2d6+7	Warhammer	
ATK	DAMAGE	[Melee]	
Mighty Smash			



ATTACK ACTION			
+9	10	Unarmed Strike	
ATK	DAMAGE	[Melee]	[Reach]
Weaponized			



STANDARD ACTION			
3d6+2	Elemental Burst ^{SLA}		
DAMAGE	[Close]	[Cold]	At Will
	(30ft)		
One 5ft square			
Fortitude DC12: half damage			

Abilities: Str 20, Dex 10, Con 16, Int 8, Wis 14, Cha 10
Skills: Athletics +8, Geography +2, Intimidate +9 (Str), Ride +2
Feats: Mighty Smash, Sinister Sinews, Wake
Key Offensive Modifier: Strength
Key Defensive Modifier: Constitution
Base Attack Bonus: +3

Activated Abilities

Cleave^{EX}: As a swift action, if the frost giant hits an opponent with a melee attack, it can make a cleave attack by applying that attack roll to another opponent within [Melee] range. If the result hits that opponent, the frost

giant does normal melee damage to the second opponent as well.

Unforgiving^{EX}: As the frost giant dies, it may take a standard action.

Wake^{EX}: Up to twice per [Round], when the frost giant moves through a square that is adjacent to an enemy, that enemy takes 5 damage and is pushed 5 ft in a direction of the frost giant's choice.

Passive Abilities

Lesser Resilience^{EX}: [Healing] effects originating from others heal the frost giant for 3 extra points of damage.

Mighty Smash^{EX}: Every time the frost giant successfully hits with its warhammer, its target takes 2 additional damage. For every 6 bonus damage an opponent has taken this way, they suffer a -1 penalty to their attack rolls. This expires at the end of an [Encounter] and caps at -4.

Items

Light armor: +1 to AC.

Frost giants are immense and powerful warriors who wield mighty warhammers and command the ice and snow of their domains. Brutal and intimidating, frost giants wade into melee confident of their superiority and power, kicking aside lesser foes in their path toward the next target.

This frost giant is capable of providing a meaty challenge to a 3rd-level party, pursuing a priority target to cripple with Mighty Smash and dispersing flankers and groups with Wake and Cleave. This frost giant can also pack heavy snow and throw it at a target outside of melee range, but prefers to bring its warhammer to bear against enemies whenever possible.

Imp (EL 1)

Outsider Rogue

Demon/Assassin/Esoterica Radica/I Am Ten Ninjas

+4 INIT	5 ft REACH	30 ft SPEED	SMALL SIZE
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16 HP	16 AC	Fort +1 Awareness 13 (darkvision)	Ref +6	Will +4
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ATTACK ACTION		
+4 ATK	1d8-2 DAMAGE	Claws [Melee]
Sneak Attack The Bigger They Are		

Abilities: Str 6 Dex 18 Con 10 Int 16 Wis 14 Cha 12

Skills: Acrobatics +5, Arcana +4, Bluff +5, Larceny +5, Perception +3, Stealth +5

Feats: Shadow Blink, The Bigger They Are

Key Offensive Modifier: Intelligence

Key Defensive Modifier: Dexterity

Base Attack Bonus: +0

Activated Abilities

Shadow Blink^{EX}: As a swift action, the imp can add the [Teleport] descriptor to its movements until the beginning of its next turn. It does not provoke attacks of opportunity by moving, except from opponents who threaten its square at the beginning of movement. It cannot use the Acrobatics skill to avoid those attacks of opportunity.

Sneak Attack^{EX}: Any time that the imp attacks a [Flat-footed], [Shaken], [Frightened], or [Panicked] target, it deals 1d6 [Precision] damage.

Passive Abilities

Playing It Right^{EX}: The imp can take 10 on Acrobatics and Larceny regardless of circumstances.

The Bigger They Are^{EX}: When attacking a Medium or larger creature, the imp adds +1 damage to all damage rolls.

Items

Light armor: +1 to AC.

Imps are minor fiends allied with demonkind, twisted mockeries of more fit lifeforms that employ their cruelty and cunning either in gangs of their own, or in service to powerful masters.

This imp works best in tandem with an ally, using Acrobatics to close with a foe while diverting it in preparation for a Sneak Attack. Shadow Blink allows the imp to weave in and out of the fight without worrying about drawing attacks.

Skeleton Warrior (EL 1)

Undead Barbarian

Undead/Iron Magi/Smiting/Path of Destruction

+2 INIT	5 ft REACH	30 ft SPEED	MEDIUM SIZE
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18 HP	15 AC	Fort +3 Ref +4 Will +5 Awareness 15 (Ghostwise Sight 30)
[Immune] to [Exhausted] Halves duration of [Fatigued]		



ATTACK ACTION		
+4 ATK	1d8+3 DAMAGE	Longsword [Melee]
Master of Swordplay (And My Axe!) Skirmish		

Abilities: Str 16 Dex 14 Con 8 Int 10 Wis 16 Cha 12

Skills: Acrobatics +3, Athletics +4, Intimidate +2, Perception +4, Stealth +3

Feats: Master of Swordplay (And My Axe!), Skeleton Champion, Slow And Steady

Key Offensive Modifier: Strength

Key Defensive Modifier: Dexterity

Base Attack Bonus: +0

Activated Abilities

Cadence of Blows^{EX}: [Chain Component], once per attack action, instead of an attack, the skeleton can reduce the AC of a single opponent within [Melee] range by one, and increase its own AC by one. This stacks up to five times, and expires at the end of the [Encounter].

Cadence can also be used as a [Chain Finisher], for any chain 2 hits or longer. This does not count against the once per attack action limit on the use of Cadence.

Skeleton Champion (Ex): The skeleton deals +1 damage when using Power Attack, and gains +1 AC when fighting defensively.

Passive Abilities

Master of Swordplay (And My Axe!)^{EX}: When the skeleton hits an opponent with its sword, it deals an extra 2 damage for each time it has already hit that opponent in this [Encounter].

Skirmish^{EX}: When the skeleton misses on an attack roll against an opponent, it adds a +1 bonus to its attack rolls for the duration of the [Encounter]. This does not stack with itself.

Slow and Steady^{EX}: If the skeleton would suffer the [Prone] condition, it instead halves its move speed for one [Round].

Undead Type^{EX}: The skeleton is healed by [Negative] damage, and damaged by [Positive] healing.

Items

Light armor: +1 to AC.

Shield: +1 to AC.

Skeleton warriors are a basic undead creature animated from the bones of the deceased. Though brittle, they are hardy and ferociously persistent. Necromancers prize the intact skeletons of fallen warriors, which may retain some martial essence that can be given new malignant life.

This skeleton warrior enters melee intent on singleminded aggression, using chained attacks with A Cascade of Blows in tandem with the bonus damage from Master of Swordplay to quickly overwhelm its target, preparing for a second round with the bonus from Skirmish if an attack fails. It employs Perception to learn things for its master, and combines high Awareness with Stealth to keep apprised of and get the jump on foes. Skeleton warriors must be dealt with quickly, especially in groups, as they grow more dangerous the longer they remain intact.

Incanthus, Lord of Cinders (EL6)

Dragon Barbarian

Dragon/Elementalist/Path of Destruction/Smiting

-1	10 ft	40 ft	40 ft	MEDIUM
INIT	REACH	SPEED	FLY	SIZE



96	22	Fort +10	Ref +3	Will +10
HP	AC	Awareness 16 (Darkvision)		
Unaffected by extremely hot or cold weather [Resistance 6] to [Fire]				



(FULL) ATTACK ACTION		
+12	2d6+8	Claws
ATK	DAMAGE	[Melee]
+7	2d6+8	Claws
ATK	DAMAGE	[Melee]
Skirmish		



STANDARD ACTION			
6d6+4	Elemental Burst ^{SLA}		
DAMAGE	[Close]	[Fire]	At Will
	(40ft)		
One 5ft square Reflex DC17: half damage			



STANDARD ACTION		
6d6	Elemental Wave ^{SLA}	
DAMAGE	[Fire]	1/[Encounter]
45ft cone		
Targets pushed back up to 30ft (up to edge of cone) Reflex DC17: half damage and negates push		

Abilities: Str 18 Dex 8 Con 14 Int 12 Wis 10 Cha 18

Skills: Acrobatics +5, Arcana +7, Athletics +10, Intimidate +12, Perception +6

Feats: Arcantric Accuracy, Draconic Blood, Flyby Attack, Terrifying Shout, Wings of War

Key Offensive Modifier: Strength

Key Defensive Modifier: Charisma

Base Attack Bonus: +6

Activated Abilities

Cleave^{EX}: As a swift action, if Incanthus hits an opponent with a melee attack, it can make a cleave attack by applying that attack roll to another opponent within [Melee] range. If the result hits that opponent, Incanthus does normal melee damage to the second opponent as well.

Flyby Attack^{EX}: Incanthus can attack while moving.

Terrifying Shout^{EX}: When Incanthus use the Demoralize function of the Intimidate skill, it can affect all enemies within [Close] range.

Whirlwind^{EX}: At will, as a standard action, Incanthus can attack every opponent within [Melee] range with his claws. Roll one attack and use the result for all opponents. These attacks do not result in critical hits. These attacks may not generate bonus attacks (ex. Cleave).

Passive Abilities

Arcantric Accuracy^{EX}: When targeted by a spell-like ability or spell (except Rime Wand) Incanthus gains a +1 bonus to attack rolls until the end of the [Round]. This bonus stacks up to +3.

Skirmish^{EX}: When Incanthus misses on an attack roll against an opponent, it adds a +1 bonus to its attack rolls for the duration of the [Encounter], up to +6.

Items

Heavy Armor: +2 to AC, -1 to Reflex saves.

Fury Stone: +2 to Strength.

Dragons are vivid and powerful symbols of fantasy, and the most iconic are mighty and intimidating beasts with a belly full of potent fire.

Incanthus makes for a dangerous and dramatic challenge, or a threatening contact for those needing magical knowledge. Though young and not physically imposing, the vicious and wily Incanthus has been savagely territorial, recruiting all within his chosen

domain to his service – or at minimum, to do him tribute. Incanthus is adept at reading intent, and learned in arcane mysteries, but the lack of serious challengers in his life thus far has given him a singularly condescending personality. He will menace, taunt and browbeat others in social contact to get his way, while evaluating the other party both for honesty and magic. Driven to combat, Incanthus is a swift and violent foe who only seems to get fiercer as battle wears on. Through Arcantric Accuracy and Skirmish, Incanthus becomes increasingly accurate over time, and he quickly gains the measure of foes with an early Whirlwind attack. Incanthus is highly mobile, attacking on the wing while radiating dragon terror. He keeps molten rocks in his gullet that can be thrown at proximate opponents who are eluding his grasp.

A Legendary Foe

If you want Incanthus to loom even greater in your players' minds, consider adding a Legendary ability. Bear in mind that Legendary abilities greatly increase the power of their wielder. Suggestions include Suave and Awesome Presence (for an intimidating social superior), Indestructible (for a pitched battle), Phantom (for a potent plot hook), Windblessed (forces closer engagement), Collateral Damage (to increase the size of Incanthus' breath weapon) and Mr. Atlas (improves combat mobility skills).

Stone Golem (EL9)

Sentient Construct Monk

Sentient Construct/Earth Elemental/Discipline of the Dragon/Tactical Insight

+4	10 ft	40 ft	MEDIUM
INIT	REACH	SPEED	SIZE



150	25	Fort +13	Ref +12	Will +7
HP	AC	Awareness 18 (Darkvision)		
[Damage reduction] 5				
[Fast healing] 3				
Ignores difficult terrain				
Cannot be disarmed				
[Immune] to [Exhausted], [Glamer], [Fear]				
Unaffected by extreme hot or cold weather				
Halves duration of [Fatigued]				



(FULL) ATTACK ACTION				
+15	1d8+6	Mace		
ATK	DAMAGE	[Melee]	18-20	Crit
+10	1d8+6	Mace		
ATK	DAMAGE	[Melee]	18-20	Crit
Batter Down				
Simply Smashing				



STANDARD ACTION				
+15	24	Earthen Pull ^{su}		
ATK	DAMAGE	[Medium]	At Will	
		(190ft)		
Against [Flying] opponents only				
Target cannot fly for the rest of the [Encounter]				



MOVE ACTION				
15		Earthspike ^{su}		
DAMAGE	[Ground]	1/[Round]		
Against adjacent opponents				

Abilities: Str 12 Dex 18 Con 20 Int 22 Wis 8 Cha 8

Skills: Athletics +10, Diplomacy +8, Medicine +15, Nature +15, Perception +8

Feats: Batter Down, Battleforged, By Will Sustained, Simply Smashing, To Iron Married

Key Offensive Modifier: Intelligence

Key Defensive Modifier: Dexterity

Base Attack Bonus: +9

Active Abilities

Careful Sun^{EX}: Once per [Encounter], if the golem successfully makes a Fortitude save against an effect that would normally have a lesser effect on a successful save (such as a spell with a save of “Fortitude half”), the golem instead ignores the effect entirely.

Hard to Break^{EX}: Once per [Encounter], if the golem successfully makes a Fortitude or Will save against an effect that would normally have a lesser effect on a successful save (such as a spell with a save of “Fortitude half”), the golem instead ignores the effect entirely.

Stance of the Falling Star^{EX}: When [Prone], the golem can stand up as a swift action.

Tactical Insight^{EX}: As a move action, the golem can make a Knowledge skill check against a DC of 10+an opponent’s level, using the appropriate Knowledge skill for that opponent’s type. On a success, the golem and its allies gain one of:

- +3 to attack rolls vs opponents of that type;
- +3 to AC vs opponents of that type;
- +2 on social skills vs opponents of that type;
- +2 to saves vs opponents of that type.

This ability may be used once per [Encounter] for every Knowledge skill.

Passive Abilities

Batter Down^{EX}: A successful melee critical hit knocks the golem’s target [Prone].

Simply Smashing^{EX}: Each time the golem hits an opponent with three consecutive attacks, that opponent is knocked [Prone] and takes 18 damage. Each time this feat triggers, restart the count of consecutive hits.

Spell Disruption^{EX}: Decrease damage from spells and spell-like abilities by 18.

Items

Black Ankh: +2 to Constitution

Stone golems are powerful and dangerous guardians crafted by mages and priests to protect their most valuable locations. Enchanted to perceive their foes with deadly comprehension, stone golems are resilient, strategic and incredibly destructive. Some are even gifted with the ability to speak warnings or carry messages for their masters.

This stone golem is capable of conversing on behalf of its master, but when push comes to shove it's going to be the one doing the shoving, employing *Batter Down* and *Simply Smashing* in concert to ground and pound foes with its macelike fists. Flying foes will find that this stone golem was enchanted to punish them for their presumption, slamming them to the earth with great force and following up with a devastating ground-stomp that causes spikes to erupt from below. Programmed through sorcery to recognize and analyze common living intruders – humans and beasts – it is capable of bringing to bear deadly force and knows exactly how to hit where it hurts. Resistant to both magical and physical damage, this golem does not intend to stop until its charge is secure.