

Monster Manual

“Before there was time, before there was anything... there was nothing... and before there was nothing, there were monsters.”

The monsters listed in this book will be using the monster creation rules outlined on pg 224 of the Legend Players Handbook:

- GMs are allowed unlimited track substitutions.
- GMs are allowed to assign whatever creature type and size as they see fit to monsters.
- GMs may pick the key offensive and defensive attributes of monsters as they see fit.
- Monsters should not have consumables unless they are recurring villains or loot on legs.
- Most monsters are Full Buy-In, which will always be their racial track which determines its HP, ability scores, skills, bonus feats etc.
- Extra: Monsters that are not granted a natural weapon through a track or feat may be granted one Melee or Ranged natural weapon with 2 weapon properties as appropriate for the monster.
- Extra: Damage types from abilities may be changed as appropriate. As well [Force] or [Negative] may be selected as options for the Elemental Weapon Property as appropriate for the monster.
- Extra: Default statistic array used on each monster is 16, 14, 14, 12, 10, and 10.

It should also be noted that the design intent of this book is to create interesting and logical options for monsters, not powerful ones. While we will attempt to stick to the rules as written, it will be secondary to making the monsters make sense and be flavorful to their actions, temperament and environment. As such sometimes the monsters may be listed with options that a character created in the same way would not have access to.

Though it will be noted when a monster makes an illegal choice by it being **Bolded and Underlined** as well as described in the adaptation section. This is so that it may be selected out for DM's that desire to do so. Some options that a monster has may also not be explicitly listed or listed with alternative names, this is purely for the effort of being concise and purposeful in our monster creation.

No DM should feel obligated to stick strictly to this guide, one of the best things that we love about Legend is its customization options and ability to be flexible in its character creation. Between 20 racial tracks and 57 tracks, not including ones that are mutually exclusive (such as the Dervish option for Path of War), there is over 3.5 million different options for monster creation. Even if only 0.1% of these are viable, that leaves several thousand monsters to choose from and create. We are simply scratching the

surface of possibilities with less than 100 creature. To achieve what you desire out of the monsters, it is encouraged to increase levels, swap feats, tracks, races or items in order to get exactly what you need in your campaign.

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Sample Stat Block:

Stat Block Glossary

S# = Ability derived from the Slow track from circle #

M# = Ability derived from the Medium track from circle #

F# = Ability derived from the Fast track from circle #

FBI# = Ability derived from the Full buy In track from circle #

Feat #/B = Ability derived from a feat obtained at level # or as a (B)onus feat

Item X = Ability derived from an Item (L)esser, (G)reater, (R)elic, or (A)rtifact

R = Ability derived from Race

CR = Challenge rating or Level of creature

DR = Damage Reduction

Atk = Standard Attack Action

Dmg = Damage from weapon or ability.

[SWIFT] –Ability uses a swift action to use

[IMMEDIATE] - Ability used by an immediate action

[MOVE] - Ability used by a move action

[P. MOVE] - Ability used by part of a move action.

[STANDARD] - Ability used by a standard action

[FREE] - Ability used by a free action or non-action

Common Abilities:

Death Ward – [Immunity] to [Death] and [Negative] effects.

Evasion - Once per [Encounter] the Creature may ignore any lesser effects on a successful Reflex save.

Fearless – [Immunity] to [Fear] effects and the in combat use of Intimidate.

Freedom of Movement – [Immunity] to [Binding] effects

Hard to Break - Once per [Encounter] the Creature may ignore any lesser effects on a successful Fortitude or Will save.

Magnum X – Ignore X amount of foes DR and [Resistance]

Mind Blank– [Immunity] to any [Mind Affect] abilities.

|x-20| - Expanded critical hit range

CR X Name		[Size]	[Type]	
Move: X ft. [MODE]		Initiative: +X (start of turn effects) FAST HEAL: X		[VISION]
KOM +X X	BAB +X	Combat Maneuver DC: X		Trained Skills
Atk: NAME +X RANGE X ft. [Properties]		Dmg: 1d6+X [ON-HIT ABILITIES]		NAME NAME NAME
NAME +X RANGE X ft. [Properties]		1d6+X [ON-HIT ABILITIES]		NAME NAME NAME
KDM +X X	Saves		Interaction	On damage abilities [Resistance] o Type [Immunity] o Type
HP: X	Fort	+X	Awareness Bluff	
AC: X	Reflex	+X	Diplomacy	
DR: X	Will	+X	Intimidate Perception	

Activated Abilities:

- Abilities used by an action taken by the monster.

Passive Abilities:

Abilities always on or always used automatically when an action is taken (such as an effect triggered on a successful attack roll, or each time you a dealt damage)

- On at all times (ex: fast healing/Immunity)**
 - On Hit**
 - (ex: sneak attack)
 - On Damage**
 - (ex: resistance)

In Your Game: Suggestions for use, pertinent information of the creature’s appearance, environment, attitude and battle tactics

Adaptation: Suggestions for alternate feats or tracks to use or replace others. As well as suggestions when advancing or reducing the CR for impression certain abilities might give

Feats				STR	X
B	FEAT	DEX	X	CON	X
1	FEAT				
3	FEAT				
6	FEAT				
9	FEAT	INT	X		
12	FEAT	WIS	X		
15	FEAT	CHA	X		
18	FEAT				
Fast#: X	Medium#: X	Slow#: X	FBI#: X		

Angels

CR 7 Astral Deva		[Average]	[Outsider]	
Move: 40 ft. [Fly]		Initiative: +0 Judgement		[Darkvision]
KOM +6 WIS	BAB +7	Combat Maneuver DC: 16		Trained Skills
Jovar +14/9 [Melee 10 ft. or 40 ft.] [Brutal 2] [Rending] [Reacting]		1d6+14 18-20 Holy Smite Skirmish Struggle Sway the Heavens		Ride +7 Vigor +8 Medicine +7
Sling +13/8 [Close 40 ft.] [Hold Out] [Quick-draw] [Magnum 3]		1d6+7 18-20 Holy Smite Skirmish Struggle Sway the Heavens		Diplomacy +10 Intimidate +10 Perception +17
KDM +3 STR	Saves		Interaction	DC's
HP: 102	Fort Reflex Will	+12 +5 +15	Awareness	27
AC: 22			Bluff	23
DR: 0			Diplomacy	17
			Intimidate	20
			Perception	20
Fearless [L. Resistance] o Fire				

- **On Hit**

- Holy Smite - A successful Critical hit inflicts Blinded condition
- Sway the Heavens – Each attack vs an opponent that is currently revealed by the Deva's Radiant spread forces opponent to forego any Attacks of Opportunity 1 round. The Deva may use this up to 3 times per round and a Non-Action.
- Skirmish - Each missed attack grants +1 to hit for the Encounter, maximum +7.
- Struggle - The 2nd time The Deva successfully hits an opponent each Round it gains a +3 damage for that Round and on that strike. The 4th time it successfully hits an opponent each Round it gains an additional +3 damage for that Round and on that strike.
- **Items** – Sophisticated Jovar (Greatsword), Mundane Heavy Iron Armor (+2 AC -1 Reflex)

Activated Abilities:

- Radiant Spread^{SU} [FREE ACTION] – Reveal for 1 round and negate cover to all foes within 45 ft. Increase brightness as a swift action to [Dazzle] all foes in range for 5 rounds Will (DC 19), reduces to 1 round.
- Shadow Reach [FREE ACTION] Once per round a Deva may make a melee attack up to 40 ft. away
- Mercy [IMMEDIATE ACTION or P. IMMEDIATE ACTION] Prevent up to 21 points of damage once per Encounter to ally within 25 ft.
- Font [SWIFT ACTION] – The Deva may place a Healing Font within 25 feet of itself. The Font lasts for 3 rounds and at the start of the Deva's turn each round the font heals 12 HP to an ally within 40 feet
- Holy Vision [SWIFT ACTION] – Cast the spell Prying Eyes once per Scene
- Shadow Weapon [SWIFT ACTION] – create a Sling weapon

Passive Abilities:

- o Judgement – The Deva extends a spread 25 feet out from itself, this spread allows it to know any ideological consequences of actions that would occur before it takes that action, the aura also grants a +4 to Perception and Awareness.
- o [Lesser Resistance] - Fire
- o Fearless

Feats		STR	16
B	The Sun Grows Dim	DEX	10
1	My Shadow Grows Long	CON	12
3	To Iron Married	INT	10
6	Pistolario	WIS	22
		CHA	16
Fast#:	Medium#:	Slow#:	FBI#:
Judgement	Smiting	Virtue	Celestial



CR 14 Planetar		[Large]	[Outsider]	
Move: 55 ft. [Fly]	Initiative: +0 Judgement		[Darkvision] [Blindsight] 45 ft.	
KOM +7 WIS	BAB +14	Combat Maneuver DC: 22		Trained Skills
Jovar +22/22/17/17 [Brutal 2] [Reacting]		1d6+19 16-20 Holy Smite Skirmish Struggle Sway the Heavens Escalation		Ride +14 Vigor +16 Medicine +14 Diplomacy +18 Intimidate +18 Perception +25
Sling +21/16/16 [Close 40 ft.] [Hold Out] [Quickdraw] [Magnum 3]		1d6+9 16-20 Holy Smite Skirmish Struggle Sway the Heavens Escalation		
KDM +5 STR	Saves		Interaction	DC's
HP: 223	Fort Reflex Will	+19 +10 +21	Awareness	35
AC: 31			Bluff	31
DR: 1			Diplomacy	24
			Intimidate	28
			Perception	28
Fearless [L. Resistance] ○ Fire [Immunity] ○ Blindness				

Activated Abilities:

- Radiant Spread [FREE] – Reveal and negate cover, for 1 round. to all foes within 60 ft. Increase brightness as a [SWIFT] action to [Dazzle] all foes in range for 5 rounds Will DC=24 reduces to 1 round.
- Shadow Reach [FREE] Twice per round a Planetar may make a melee attack up to 60 ft. away
- Mercy [IMMEDIATE or P. IMMEDIATE] Prevent up to 42 points of damage once per Encounter to ally within 45 ft.
- Aura of Vitality [SWIFT] - When increasing the Brightness of Radiant Spread, you grant all allies in area 28 temporary HP.
- Font [SWIFT] – The Planetar may place a Healing Font within 45 feet of itself. The Font lasts for 8 rounds and at the start of the Planetar's turn each round the font heals 20 HP an ally within 60 feet or remove's one of the following conditions: [Shaken], [Entangled], [Nauseated], [Dazzled], [Deafened], [Blinded], or [Sickened], from an ally within 60 feet. The healing can exceed a character's maximum HP as temporary HP.
- Trigger Font [SWIFT] – Trigger an active Font to heal or remove a condition from an ally within 60 ft.
- Holy Vision [SWIFT] – Cast the spell Prying Eyes once per Scene. While the spell is active the Planetar gains a +2 to all interaction skills

- Shadow Weapon [SWIFT] – Create a Sling weapon
- Holy Fire [STANDARD] – Twice per Encounter, cast Sunburst as the spell (DC=24)
- Annihilation [STANDARD] – The Planetar may make a charge attack with its Jovar, it then gains +4 to all melee damage rolls for the Encounter, this ability stacks with itself up to 2 times each Encounter.

Passive Abilities:

- Judgement – The Planetar extends a spread 45 feet out from itself, this spread allows it to know any ideological consequences of actions that would occur before it takes that action. The aura also grants a +4 to Perception and Awareness, [Blindsight] and imposes a -20 movement speed to Foes in the area.
- [Lesser Resistance] – Fire
- [Immunity] - Blindness
- Fearless

On Hit

- Holy Smite - A successful Critical hit inflicts Blinded condition and Heals the Planetar 14 HP

- Sway the Heavens – Each attack vs an opponent that is currently revealed by the Planetar's Radiant spread forces opponent to forego any Attacks of Opportunity 1 round. The Deva may use this up to 3 times per round and a Non-Action.
- Skirmish - Each missed attack grants +1 to hit for the Encounter, maximum +14.
- Struggle - The 2nd time The Planetar successfully hits an opponent each Round it gains a +4 damage for that Round and on that strike. The 4th time it successfully hits an opponent each Round it gains an additional +4 damage for that Round and on that strike.
- Escalation – When Struggle activates, the foe is also [Battered] for 1 round, stacking with each successive hit that round. Additionally, the first time the Planetar strikes a [Battered] opponent it must make a Fortitude save DC=24, or be [Dazed] for 1 round.

Items –Speed Jovar (Greatsword), Masterwork Iron Armor (+3 AC)

Feats		STR	20
B	The Sun Grows Dim	DEX	10
1	My Shadow Grows Long	CON	14
3	To Iron Married	INT	10
6	Pistolario	WIS	24
9	By Steel Beholden	CHA	18
12	In Mythril Reborn		
Fast: Judgement	Medium: Smiting	Slow: Virtue	FBI: Celestial

CR 20 Solar		[Large]	[Outsider]		
Move: X ft. [MODE]	Initiative: +X (start of turn effects) FAST HEAL: X		[VISION]		
KOM +X X	BAB +X	Combat Maneuver DC: X	Trained Skills		
Atk: NAME +X RANGE X ft. [Properties]		Dmg: 1d6+X [ON-HIT ABILITIES]	NAME NAME NAME		
NAME +X RANGE X ft. [Properties]		1d6+X [ON-HIT ABILITIES]	NAME NAME NAME		
KDM +X X	Saves		Interaction	DC's	
HP: X	Fort Reflex Will	+X +X +X	Awareness	X	On damage abilities [Resistance] ○ Type [Immunity] ○ Type
AC: X			Bluff	X	
DR: X			Diplomacy	X	
	Intimidate	X			
			Perception	X	

Feats			
B	The Sun Grows Dim	STR	X
1	My Shadow Grows Long	DEX	X
3	To Iron Married	CON	X
6	Pistolario		
9	By Steel Beholden	INT	X
12	In Mythril Reborn	WIS	X
15		CHA	X
18			
Fast: Judgement		Medium: Smiting	Slow: Virtue
		FBI: Celestial	

Dragons

CR 5 Juvenile Dragon		[Average]	[Magical Beast]	
Move 40 ft. [Fly]	Initiative +0		[Darkvision] [Tremoresense] 30 ft.	
KOM +4 STR	BAB +5	Combat Maneuver DC: 16	Trained Skills	
Atk: Claws +9 [Melee 10 ft.] [Brutal 3]		Dmg: 1d6+13 Mighty Smash	Vigor +7 Arcana +6 History +6 Bluff +9 Intimidate +9	
KDM +4 CHA	Saves		Interaction	DCs
HP: 94	Fort Reflex Will	+9 +3 +9	Awareness	15
AC: 19			Bluff	15
DR: 1			Diplomacy	16
			Intimidate	19
			Perception	19
Hard to Break Fearless [Resistance] ○ Fire				

Activated Abilities:

- Dragon's Breath ^{E1} - [MOVE ACTION] 20 ft. wedge.
Deals 14 [Fire] damage. Reflex DC 16 for 1/2 damage
- Spells per days ^{S2} = 4/3 or 10 Power Points.
Spell DCs = 16

Passive Abilities:

- Hard to Break ^{M1}
- Fearless ^{M2}

On Hit

- Mighty Smash ^{FEAT3}: Every 3rd successful hit dealt to foe imposes a -1 penalty to attack rolls, stacking up to 4 times for the [Encounter]

On Damage

- [Resistance] to [Fire] ^{E2}

Feats		STR	18
B 1 3	Multiclass Flexibility, The Earth Cracks, Mighty Smash	DEX	10
		CON	14
		INT	12
		WIS	10
		CHA	18
Fast: Dragonspark Adept	Medium: Disciple of the Dragon	Slow: Spellcasting	FBI: Dragon

CR 10 Adult Dragon		[Large]	[Magical Beast]			
Move 60 ft. [Fly]	Initiative +0 Fear Aura		[Darkvision] [Tremorsense] 40 ft.			
KOM +5 STR	BAB +5	Combat Maneuver DC: 20	Trained Skills			
Claws +14/9 [Melee 15 ft.] [Brutal 3]		1d6+23 Mighty Smash True Dragon	Vigor +13 Arcana +12 History +12 Bluff +15 Intimidate +17			
KDM +5 CHA	Saves		Interaction	DCs		
HP: 205	Fort Reflex Will	+13 +7 +13	Awareness	20	Hard to Break Fearless Dignity [G. Resistance] o Fire [Resistance] o [Cold] o [Electricity] o [Acid] o Magic [Immunity] o Prone	
AC: 28			Bluff			20
DR: 1			Diplomacy			20
	Intimidate	22				
	Perception	25				
				25		

➤ Dignity - All conditions and [Binding] effects affecting the Dragon have their durations reduced by one [Round], to a minimum of 1 [Round]. If a condition would normally persist for an [Encounter], it instead lasts eight [Rounds] or until the [Encounter] ends, whichever occurs first. If a condition would normally persist for a [Scene], it instead lasts for the [Encounter]. If a condition would normally persist for a [Quest], it instead lasts for the [Scene]. Permanent conditions are unaltered.

o **Item:** +4 Streamlined Scale Armor

Adult Dragon Active Abilities:

- Dragon Wings - [SWIFT ACTION] Becomes [Covered] for 1 round
- Dragon's Breath - [MOVE ACTION] 35 ft. wedge. Deals 25 [Fire] damage. Reflex DC 20 for ½ damage
 - ❖ Once every 2 rounds, you may sacrifice up to 2 attacks in an attack action to increase breath weapon damage by 8 and increase range by 5 ft. for attack sacrificed for 1 round
- Spells per days= 7/6/4 or 33 Power Points, 3rd circle Spell DCs = 20

Adult Dragon Passive Abilities:

- o [Immunity] to [Prone]
- o [Resistance] to [Cold], [Electricity] and [Acid] and Magic
- o [Greater Resistance] to [Fire]
- o Fear Aura – The first time a foe enters within 15 ft of the Dragon they must make a Will save DC=20 or be [Shaken] for the [Encounter]
- **On Hit**
 - True Dragon: Each hit with Dragon Claws heals the Dragon for ½ of the damage dealt (maximum 10)
 - Mighty Smash: Every 3rd successful melee hit dealt to foe imposes a -1 penalty to attack rolls, stacking up to 4 times for the [Encounter]
- **On Damage**
 - Hard to Break
 - Fearless

Feats		STR	20
B	Multiclass Flexibility	DEX	10
1	The Earth Cracks	CON	16
3	Mighty Smash	INT	14
6	Terrifying Shout	WIS	10
9	Damage Specialization	CHA	20
Fast: Dragonspark Adept	Medium: Disciple of the Dragon	Slow: Spellcasting	FBI: Dragon

CR 15 Ancient Dragon		[Large]	[Magical Beast]	
Move 75 ft. [Fly]		Initiative +0 Fear Aura Fast healing 15		[Darkvision] [Tremoresense] 40 ft.
KOM +7 STR	BAB +15	Combat Maneuver DC: 24		Trained Skills
Claws +21/16/16 [Melee 15 ft.] [Brutal 3]		1d6+23 Mighty Smash True Dragon		Vigor +19 Arcana +18 History +18 Bluff +21 Intimidate +23
KDM +6 CHA	Saves		Interaction	DC's
HP: 331	Fort	+20	Awareness	25
	Reflex	+11	Bluff	25
AC: 35	Will	+18	Diplomacy	28
			Intimidate	31
DR: 2			Perception	31
Hard to Break Fearless Dignity Endurance [G. Resistance] o Fire [Resistance] o [Cold] o [Electricity] o [Acid] o Magic [Immunity] o Prone o Binding				

Ancient Dragon Passive Abilities:

- o [Immunity] to [Prone] [Binding]
- o Fearless
- o Hard to Break
- o Fear Aura – The first time a foe enters within 20 ft of the Dragon they must make a Will save (DC=24) or be [Shaken] for the [Encounter]

On Hit

- True Dragon: Each hit with Dragon Claws heals the Dragon for ½ of the damage dealt (Maximum 15)
- Mighty Smash: Every 3rd successful melee hit dealt to foe imposes a -1 penalty to attack rolls, stacking up to 4 times for the [Encounter]

On Damage

- Hard to Break
- [Resistance] to [Cold], [Electricity] and [Acid] and Magic
- [Greater Resistance] to [Fire]
- Dignity - All conditions and [Binding] effects affecting the Dragon have their durations reduced by one [Round], to a minimum of 1 [Round]. If a condition would normally persist for an [Encounter], it instead lasts eight [Rounds] or until the [Encounter] ends, whichever occurs first. If a condition would normally

persist for a [Scene], it instead lasts for the [Encounter]. If a condition would normally persist for a [Quest], it instead lasts for the [Scene]. Permanent conditions are unaltered.

- Endurance – Fatal Damage takes 1 Round to kill or incapacitate you. You can be healed during that Round.
- o **Items:** +5 Resilient and Streamlined Scale Armor and Fury Stone +2 STR

Ancient Dragon Active Abilities:

- Tail Sweep – [FREE ACTION] 3 times per [Encounter] you may choose to make one of your melee attacks in either a 60 foot wedge, a 120 foot line, or 2 5 ft. speeds within 15 ft of you. This attack gains the [Volley] Descriptor.
- Dragon Wings - [SWIFT ACTION] Become [Covered] for 1 round
- Dragon's Breath - [MOVE ACTION] 45 ft. wedge. Deals 37 [Fire] damage Reflex DC 24 for ½ damage Once every 2 rounds, you may sacrifice up to 3 attacks in an attack action to increase breath weapon damage by 10 and increase range by 5 ft. for each attack sacrificed for 1 round
- Gain 1 Dragonspark each [Round] at the start of your turn, you may hold up to 6. When using Dragon breath, it may sacrifice a number of Dragonsparks to force those whom fail it's save to be affected by an additional effect based on how many Dragon Sparks you spend.
 - 1) Battered for 2 rounds
 - 2) Blinded for 1 Round
 - 3) Slowed for 1 Round
 - 4) Nauseated for 1 Round
 - 5) Stunned for 1 round
- Paralyzing Glare – [PART OF A MOVE ACTION]. Lock gaze on foe, that foe is [Entangled] for 2 rounds
- Spells per days = 7/7/6/5/4 or 70 Power Points, 5th circle Spell DC's = 23

Feats			
B	Multiclass Flexibility	STR	24
1	The Earth Cracks	DEX	10
3	Mighty Smash	CON	18
6	Terrifying Shout		
9	Damage Specialization	INT	16
12	Paralyzing Glare	WIS	10
15	Runic Gunknight	CHA	22
Fast: Dragonspark Adept		Medium: Disciple of the Dragon	
Slow: Spellcasting		FBI: Dragon	

CR 20 Great Wyrms Dragon		[Huge] 3x3		[Magical Beast]	
Move 95 ft. [Fly]		Initiative +0 Fear Aura Fast Healing 20		[Darkvision] [Tremoresense] 40 ft.	
KOM +8 STR	BAB +20		Combat Maneuver DC: 28		Trained Skills
Claws +27/22/22/22 [Melee 20 ft.] [Brutal 3]		1d6+35 Mighty Smash True Dragon		Vigor +25 Arcana +26 History +24 Bluff +27 Intimidate +29	
KDM +7 CHA	Saves		Interaction	DC's	Hard to Break Fearless Dignity Endurance
HP: 497	Fort	+23	Awareness	30	[Resistance]
	Reflex	+14	Bluff	30	○ [Cold]
AC: 42	Will	+22	Diplomacy	34	○ [Electricity]
			Intimidate	37	○ [Acid]
DR: 2			Perception	37	○ Magic
					[Immunity]
					○ Fire
					○ Prone
					○ Binding
					○ Negative
					○ Energy Drained
					○ Vulnerability

Great Wyrms Dragon Active Abilities:

- Tail Sweep – [FREE ACTION] 3 times per [Encounter] you may choose to make one of your melee attacks in either a 60 foot wedge, a 120 foot line, or 2 5 ft. speeds within 15 ft of you. This attack gains the [Volley] Descriptor.
- Dragon Wings - [SWIFT ACTION] Become [Covered] for 1 round
- Scales of Gems - [SWIFT ACTION] until start of next turn gain [Immunity] to all damage, [Sickened], [Dazed], [Nauseated] and [Stunned].
- Power – [SWIFT ACTION] Twice per encounter, issue challenge to foes in 75 ft. They must make a Will save or become [Deafened], and be forced to target you with offensive abilities. They may also flee and be forced to use their standard and move actions to move away from you.
- Dragon's Breath - [MOVE ACTION] 60 ft. wedge. Deals 48 [Fire] damage and [Energy Drain] Reflex DC 30 for ½ damage and negate [Energy Drain].
 - ❖ Once every 2 rounds, you may sacrifice up to 4 attacks in an attack action to increase breath weapon damage by 14 and increase range by 5 ft for each attack sacrificed, for 1 round
 - ❖ Gain 1 Dragonspark each [Round] at the start of your turn, you may hold up to 7. When using Dragon breath, the Dragon may sacrifice a

number of Dragonsparks to force those whom fail it's save to be affected by an additional effect based on how many Dragon Sparks you spend.

1) Battered for 2 rounds

2) Blinded for 1 Round

3) Slowed for 1 Round

4) Nauseated for 1 Round

5) Stunned for 1 round

- Paralyzing Glare – [PART OF A MOVE ACTION]. Lock gaze on foe, that foe is [Entangled] for 2 rounds
- Great Wyrms Spell DC's=27
Spells per day= 7/7/7/6/6/5/3 or 121 Power Points, 7th circle

Great Wyrms Dragon Passive Abilities:

- Fear Aura–The first time a foe enters within 20 ft of the Dragon they must make a Will save (DC=30) or be Shaken for the [Encounter]
- [Immunity] to [Prone], [Binding], [Negative], [Energy Drained], [Vulnerability], and [Fire]

On Hit

- True Dragon: Each hit with Dragon Claws heals the Dragon for ½ of the damage dealt (maximum 20)
- Mighty Smash: Every 3rd successful melee hit dealt to foe imposes a -1 penalty to attack rolls, stacking up to 4 times for the [Encounter]

On Damage

- [Resistance] to [Cold], [Electricity] and [Acid] and Magic
- Hard to Break
- Burning Armor - Opponents whom successfully attack the Dragon begin [Burning] and [Bleeding];
- Dignity - All conditions and [Binding] effects affecting the Dragon have their durations reduced by one [Round], to a minimum of 1 [Round]. If a condition would normally persist for an [Encounter], it instead lasts eight [Rounds] or until the [Encounter] ends, whichever occurs first. If a condition would normally persist for a [Scene], it instead lasts for the [Encounter]. If a condition would normally persist for a [Quest], it instead lasts for the [Scene]. Permanent conditions are unaltered.
- Endurance – Fatal Damage takes 1 Round to kill or incapacitate the Dragon. It can be healed during that Round.
- Great Wyrms – Once per [Scene] if this Dragon would die, it may come back at any point in the next [Scene]. If it does die more than once in a single Scene, it may revive at the beginning of the next Quest.

- **Items:** +6 Flaming and Streamlined Scales Armor
Fury Stone +2 STR and Coldfire Ingot (+10 fire damage)

Feats		STR	DEX	CON
B	Multiclass Flexibility	26	10	20
1	The Earth Cracks			
3	Mighty Smash			
6	Terrifying Shout			
9	Damage Specialization			
12	Paralyzing Glare			
15	Runic Gunknight			
18	Arcane Magister			
		INT	18	
		WIS	10	
		CHA	24	
Fast: Dragonspark Adept	Medium: Disciple of the Dragon	Slow: Spellcasting	FBI: Dragon	

Dragons in your Game: Dragons are the most Iconic creature to all of fantasy. They are powerful, intelligent, intimidating and often wealthy. If you can't think of a spot for them in your game, you are not trying hard enough. Good Dragons tend to have Shaman Spellcasting, Evil Dragons tend to have Tactician Spellcasting, and Neutral Dragons tend to have Nomad Psionic Powers, which is why all 3 options are given. The Multiclass Flexibility feat allows these tracks to all be based on Charisma, so be aware if exchanging out this feat.

Adaptation: The dragon presented here should be only taken as an iconic Fire-breathing style dragon that might present as a decent challenge for a party at the end of an adventure. Different energy types for its breath weapon and even different spell and skill selections can easily change the personality of the dragon you present. A more benevolent dragon might train Diplomacy rather than Bluff and gain spells to support allies, while wielding a celestial lightning breath weapon. A greedier dragon may select the Safekeeper Adept and Safekeeper Magus feats to protect their hoard, combined with a freezing cold breath weapon to slow intruders. A more aggressive dragon may give up spellcasting all together and instead grab Smiting, Crashing Wave or Rage tracks to supplement their melee combat, along with a corrosive acid breath weapon. Alternative options for feats may include Safekeeper Adept, Safekeeper Magus, Reaver, Terror, Wake, The Left Hand of Death, Arcantronic Accuracy

Dragon Tactician Spells

- 1st Circle – Ensnare, Silent Image, Obscuring Mist
- 2nd Circle – Darkness, See Invisibility, Resist Elements, Elemental Vulnerability.
- 3rd Circle – Slow, Dispel Magic, Arcane Sight
- 4th Circle – Hold Monster, Blindsight, Dimension Door
- 5th Circle – Teleport, True Seeing, Crush of Earth, Reverse Gravity
- 6th Circle – Project Image, Greater Prying Eyes, Greater Dispel Magic
- 7th Circle – Foresight, Dimensional Lock, Spell Turning

Dragon Shaman Spells

- 1st Circle – Bless, Bane, Obscuring Mist, Cure Light Wounds, Inflict Light Wounds
- 2nd Circle – Nature's Power, Flame Blade, Resist Elements, Elemental Vulnerability
- 3rd Circle – Repelling Ward, Dispel Magic, Death Ward
- 4th Circle – Hold Monster, Dimensional Anchor, Stoneskin
- 5th Circle – Crush of Earth, Reverse Gravity, Fist of Earth, Heal, Harm
- 6th Circle – Hallow, Greater Dispel Magic, Bloodwind
- 7th Circle – Miracle, Firestorm, Mass Heal, Mass Harm

Dragon Nomad Powers

- 1st Circle – Swap, Deceleration/Acceleration, Vigor
 - 2nd Circle – Dimension Door, Telepathy Hub, Confusion
 - 3rd Circle – Apport, Time Distortion, Dispel Psionics,
 - 4th Circle – Adaptation, Detect Scrying, Suggestion
 - 5th Circle – Dimensional Anchor, Read Psychic Impressions, True Seeing
 - 6th Circle – Retrieve, Crystalline Body, Simulacrum
 - 7th Circle – Divert Teleport, True Clairvoyance, Reality
- Revision

CR 5 Doppelganger		[Average]	[Aberration]	
Move 45 ft.		Initiative +3		
KOM +6 CON	BAB +5	Combat Maneuver DC: 13		Trained Skills
Kick +11 [Melee 10 ft] [Trapping] [Guardian] [Deft]		1d6+6 Ambush		Acrobatics +4 Larceny+9 (19) Stealth +6 Vigor +12 Bluff +8 (18) (+2 in Combat) Diplomacy +8
Dagger: +11 [Melee 10 ft. / 35 ft.] [Quick Draw] [Hold out] [Thrown]		1d6+6 Ambush		
KDM +3 CHA	Saves		Interaction	DC's
HP: 90+5	Fort	+11	Awareness	17
AC: 20	Reflex	+3	Bluff	15
DR: 3	Will	+8	Diplomacy	16
			Intimidate	18
			Perception	18
				[Resistance] o Physical [Immunity] o [Dazzled] & [Deafened]

Activated Abilities:

- When to Hold ^{EX E2} [IMMEDIATE], twice per [Encounter] grant the Doppelganger a +2 to AC, or a saving throw until next turn.
- Valorous ^{SU M2} [SWIFT] – The Doppelganger gains [Lesser Resistance] to [Fire] [Cold] [Electricity] or [Acid] damage for 1 round
- Entrancing ^{SU FBI2} [MOVE] or [P. MOVE] The Doppelganger forms a spread extending 10 ft. from itself. The spread deals 5 Physical damage to foes in area and inflicts [Entangled] for 1 [Round]. Fort DC 18 negates [Entangled].
- Shape Shifter ^{SU M1 & M2} [MOVE] The Doppelganger can shift to a small Halfling or Large Ogre form which changes the above stats:

Halfling: Size [Small] +1 Stealth, -1 Acrobatics. [Resistance] to Physical damage becomes [Lesser Resistance], +5 to move speed, +2 reflex saves, +1 AC, -2 to saves vs combat maneuvers. Kick Weapon becomes: Punch +12 (1d6+6).

Ogre: Size [Large] +1 Vigor, -1 Acrobatics. [Resistance] to Physical damage becomes [Lesser Resistance], +5 move speed, -1 AC, +2 to saves vs combat maneuvers. Kick Weapon becomes: Head-butt +10 (1d6+8)

Stats above are for Average human appearance. The Doppelganger gains +5 Temporary HP each time it shifts forms. All form weapons (Kick, Punch and Head-butt) share the same properties which grant +1 to Grapple check DC's, +1 deflection bonus to AC and +2 to Initiative.

Passive Abilities:

- o +2 to Bluff checks in combat ^{S2}
- o Playing it Right ^{EX E1} The Doppelganger can always take 10 on Bluff and Larceny checks.
- o Special ^{FEAT 1}: Doppelgangers can use Larceny checks opposed by opponents Awareness to create specific disguises. This tasks requires 10 minutes of effort.

On Hit

- Ambush ^{EX S1 & S2} - +2d4 damage and [Bleeding] to all attacks on [Flat-Footed] foes.
- +2 total to Grapple check DCs ^{EX FBI1 & M1}

On Damage

- [Resistance] to Physical damage ^{FBI2 & M2}
- [Immunity to [Dazzled] and [Deafened] ^{FEAT B}
- +1 to saves vs Grapple checks ^{EX FBI 1}
- **Items:** Mundane Leather Armor (+1 AC), Mundane Dagger.

In Your Game: Doppelgangers make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. Much more dangerous for the lies they may spread and games they may play, than any physical threat they pose. They rarely will appear in their natural form unless they are dead or unconscious.

Adaptation: The Skinjob feat allows it to appear more accurately as a specific Humanoid or disguise itself better (see alternate skill rules) though this feat is reserved only for the Sentient Construct. Depending on needs of the campaign, The Polymorph track can hold infinite forms for infiltration or disguise. As the Doppelganger gets to higher CR, feats that improve its natural abilities may be Chatty Bugger, Charm, Confusion, Deft Strike, and Feign Death.



Feats		STR	10
B	Senseshift Adept	DEX	12
1	Skinjob	CON	22
3	Floating Feat	INT	12
		WIS	10
		CHA	16
Fast ² : Esoterica Radica	Medium ² : Polymorph	Slow ² : Ghost Faced Killer	Fast ² : Esoterica Radica

On Hit

CR 11 Golem		[Large]	[Construct]		
Move: 70 ft.		Initiative: +4 Fast Healing 8		[Tremorsense] 50ft [Blindsight] 15 ft	
KOM +6 CON	BAB +8	Combat Maneuver DC: 19		Trained Skills	
Slam +20 [Melee 50 ft.] [Impeding 10 ft.] [Trapping]		1d6+34 Power Drain Ebb and Flow Overwhelm		Athletics +15 Vigor +17 Engineering +13	
Gravity Slam +20 [Medium 210 ft]		Dmg: 28 Foe can no longer Fly for Encounter		Intimidate +10 Perception +11	
KDM +4 STR	Saves		Interaction	DC's	Evasion [Resistance] to
HP: 168	Fort	+15	Awareness	21	o Physical
	Reflex	+9	Bluff	21	o Energy
AC: 24	Will	+9	Diplomacy	23	o Magic
			Intimidate	20	[Immunity]
DR: 9			Perception	20	o Figments
					o Sickened
					o Nauseated
					+2 saves vs Combat Maneuvers

- Slam attacks can target flying creatures and have a range of 50 ft.. Slams cause foe to lose flying for 1 [Round].
- Power Drain - After hitting a foe with 2 slams, foe is [Fatigued] for the [Encounter], after hitting with 4, it is [Exhausted] for the [Encounter]
- Ebb and Flow - Once every 2 rounds Slam ignores 8 Damage Reduction. On the next round after a successful hit the Golem gains 8 additional Damage Reduction, for a total of 17 DR.
- Overwhelm - Successful Slam forces a foe to save vs a combat maneuvers: Trip, Disarm, Bull Rush or Grapple. Favors Grapples (+1 DC)

In Your Game: Large hulking brutes both the bane and defense of the most powerful mages. Created by binding the soul of an Elemental to the shell of a humanoid shaped construct, these are usually [Bound] to a master, though some mages allow their creations to roam free to make “better” judgements in protecting them.

Activated Abilities:

- Disjunction [FREE ACTION]. Twice per [Encounter] Dispel an effect of 4th Circle or lower on a successful Slam.
- Perfect Defense [IMMEDIATE ACTION] Twice per [Encounter] the Golem may force a foe to forsake any bonus damage from Power Attack or Deadly Aim. Also Twice per [Encounter], it may force foe to stop it's charge maneuver and forsake any remaining attacks this round
- Stomp [MOVE ACTION] – Deal 17 damage as a [Ground] effect to Enemies out to 50 ft.

Passive Abilities

- o Evasion
- o [Flatfooted] doesn't prevent the Golem from taking immediate actions or taking Attacks of Opportunity
- o Golems may take 2 5-foot steps each [Round]
- o Rough Terrain does not cost the Golem extra movement.
- o On Death deal 44 [HP Reduction] to all foes in 35 ft.
- o [Immunity] to [Prone] Instead causes Golems speed to be reduced by 1/2

Feats		STR	18
B	By Will Sustained	DEX	18
1	Slow and Steady	CON	22
3	The Scattering Wind	INT	14
6	Perfect Defense	WIS	10
9	Tell Them Still Angry	CHA	8
Fast: Battles Tempering	Medium: Earth Elemental	Slow: Crashing Wave	FBI: Sentient Construct

Adaptation:

The listed creature most closely resembles a Stone Golem, track changes could be made to adjust the Golem's material. For example using the Ghoul Undead racial track rather than Earth Elemental would more closely mirror a



Flesh Golem. Path of Destruction and a Greater Item Weapon might replace Crashing Wave to better mirror an Iron Golem. A Non-[Bound] Golem may be given the Specific Vulnerability Feat so that a single specific spell will kill the Golem

CR 1 Giant Spider		[Average]	[Aberration]
Move: 45 ft.	Initiative: +6		[Darkvision] [Ghostwise] 45 ft
KOM +4 DEX	BAB +1	Combat Maneuver DC: 14	Trained Skills
Bite +5 Melee 5 ft. [Traumatizing] [Brutal 2]	1d6+6 +5 Creepy Crawler		Acrobatics +5 Athletics +2 Larceny +5 Nature +5 Perception +3 Stealth +3
KDM +3 CON	Saves		Interaction
HP: 30	Fort	+5	Awareness
AC: 15	Reflex	+6	Bluff
	Will	+2	Diplomacy
DR: 1			Intimidate
		Perception	10

In Your Game: A fear shared by many humans and monsters alike, spiders only tend to get worse as they get bigger. They are mobile, fast and multiple of them together can really hurt an unprepared party. Have them start in the shadows with stealth and move in to attack their prey. Using their Webs to catch up with anyone that may try to escape.

Adaptation: As the Spiders increase in CR, they should increase in size to [Large] around CR 4+. Huge size would not be inappropriate depending on the strength of the creature. Professional soldier's grappling hook can act like a webbing for a snare, and traps can act as poisons, and Verdant Champion's Instant Tree's can be described as egg pods that heal or produce other spiders, while harming intruders. Feats that may be useful as the Spider increase in strength may be, The Earth Cracks, The Terrible Swift Lash, Towering, You Will Falter and You Will Fail.

Activated Abilities:

- Webs ^{E1}_{SU}: [MOVE ACTION], Giant Spiders can create a 10 ft. radius spread within [Close] range that lasts until the end of the [Encounter]. Opponents who enter it or start their turn in it are [Entangled] for 1 [Round]. A Reflex save DC=12, negates this effect.

Passive Abilities:

- Recon ^{FEAT}_B ^{EX}: You may make a 5 ft step at the beginning of combat, and you may make a 5 ft step on your turn even if you have already moved.

On Hit

- Creepy Crawler ^{M1}_{EX}: Whenever the Giant Spider moves at least 10 ft., its next attack this round deals 5 additional [Precision] damage.

Feats		STR	12
B 1	Recon	DEX	18
	Breakneck Pace	CON	16
		INT	10
		WIS	14
		CHA	8
Fast ¹ : Verdant Champion	Medium ¹ : Swashbuckler	Slow ⁰ : Professional Soldier	FBI ¹ : Arthropod



CR 8 Wyvern		[Large]	[Magical Beast]	
Move: 60 ft. [Fly]		Initiative: +4		[Darkvision]
KOM +5 CON	BAB +8	Combat Maneuver DC: 16		Trained Skills
Sting + 13/+8 [Melee 10 ft] [Brutal 3]		1d6+15 Virulent poison		Acrobatics +10 Athletics +10 Vigor +15 Bluff +12 Intimidate +14
KDM +4 CHA	Saves		Interaction	DC's
HP: 150	Fort	+11	Awareness	18
AC: 23	Reflex	+5	Bluff	18
DR: 2	Will	+11	Diplomacy	18
			Intimidate	22
			Perception	22
Hard to Break				

Activated Abilities:

- Intimidating Rage – [FREE ACTION] Make an intimidate check when entering Rage, success means foes are [Shaken] for [Encounter]
- Rage – [SWIFT ACTION] lasts for 8 rounds. Grants a fury +3 attack and damage rolls. +16 temp HP. +5 ft. reach, move speed. +2 DC and saves vs combat maneuvers
- Vigor – [MOVE ACTION] Make a Vigor check, its results apply to all allies in 45 ft.
- Forceful Roar – [STANDARD ACTION] Once per [Encounter] deal 13 [HP Reduction] to all enemies in 10 ft. Fortitude DC 19 or knock them [Prone].
- Readiness – Once per Round the Wyvren may make a Vigor check as a non-action.
- Hard to Break

Passive Abilities:

- Blood Aura – Grants +2 fury bonus to Initiative and Damage for all allies in 45 ft.
- Being [Flat-footed] does not prevent the Wyvren from making attacks of opportunity or taking immediate actions.
- Does not take -2 AC penalty when charging.
- Gain an additional +8 health from any healing not coming from itself, and reduces healing by 8 to all foes within 45 ft.
- In combat Intimidate checks affect all foes out to 45 ft.

On Hit

- Virulent Poison – Cause [Bleeding] on each hit with Sting, each hit also forces a Fortitude save DC 19 or be [Nauseated] for 1 round and take 8 [HP Reduction]. Additionally the Wyvern heals ½ the total damage dealt by its Sting.

On Damage

- Deal 8 [Acid] damage to foes whom hit you within 10 ft.

Items: Forceful Armor Scales (+2 AC)

In Your Game: A savage cousin of True Dragons. A Large Lizard with a poisonous stinger in its tail. They are Intelligent enough to hold conversation, but usually don't bother with anything other than Dragons or other Wyverns. In battle they trust their toughness to outlast their foes, wearing them down in a battle of attrition.



Adaptation: For a more offensive focused Wyvern swap Path of Ancestors out for another offensive option, perhaps Dragon Spark Adept for a poisonous Acid Breath Weapon. Poisonous, Reckless Strike, Reaver.

Feats		STR	22
B 1 3 6 9	Weaponized	DEX	18
	Justice, Blind	CON	18
	Battleforged	INT	12
	Sniper	WIS	10
	Danger Sense	CHA	10
Fast: Troubadour	Medium: Disciple of the Crane	Slow: Reign of Arrows	FBI: Utter Brute

CR 9 Yrthak		[Large]		[Magical Beast]	
Move: 80 ft. [Fly]		Initiative: +4 Unrelenting		[Blind] [Tremorsense] 45 ft	
KOM +6 STR	BAB +9	Combat Maneuver DC: 20		Trained Skills	
Atk: Bite +14/+9 [Melee 15 Ft] [Brutal 2] [Reach]		Dmg: 20 Blind Attacks Unforgiving		Acrobatics +13 Athletics +15 Intimidate +9 Perception +11	
Atk: Sonic Lance +14/+9 [Medium 180 ft.] [Elemental] Force [High Ground] [Magnum (4)]		Dmg: 15 Blind Eye Blind Attacks Unforgiving			
KDM +4 DEX	Saves		Interaction	DC's	
HP: 160	Fort Reflex Will	+14 +12 +4	Awareness	19	
AC: 28			Bluff	19	
DR: 2			Diplomacy	20	
			Intimidate	19	
			Perception	19	



Passive Abilities:

- Unrelenting - At the start and end of its turn the Yrthak may move 5 ft. even if [Grappled] or [Pinned]
- Sniper – Perception may be used as Bluff in combat

On Hit

- Blind Eye – Ranged attacks deal +12 [Precision] damage if foe is [Flatfooted].
- Blind Attacks - Attacks deal +2 damage for every 10 ft away a foe is, maximum +9 damage at 50 feet.
- Unforgiving – the 1st attack the Yrthak makes each round deals 9 HP reduction

Items: Fury Stone +2 STR

Activated Abilities:

- Reverberation – [FREE ACTION] Once per [Round], if a foe in 45 ft. attacks you, you may make a ranged attack which deals 9 [Force] damage and target is [Flatfooted] for 1 round.
- Ricochet – [IMMEDIATE ACTION], you may replace AC with an attack roll that would target your or an ally in 45 ft.
- Screech - [MOVE ACTION], much like a birds song, but much more likely to make your ears bleed. When a Yrthak starts a screech it can create a different effect for its allies or foes within 760 ft. Each round it may use a [SWIFT ACTION] to continue its screech. The Yrthak can have 2 screeches active at once, using the same [Swift action] to maintain them. It will favor bonuses to critical hits and penalty to AC affects.
 - ❖ +4 damage rolls to allies
 - ❖ +2 deflection bonus to AC and saves to allies.
 - ❖ -2 penalty to AC or Saves to all foes
 - ❖ Expand Critical hit range allies by 1 or to 18-20 if they possess any other critical expanding effects.

When starting a screech the Yrthak can remove, [Bleeding], [Burning], [Dazzled], [Fatigued], [Shaken] or [Sickened] condition from itself or any ally in 760 ft range

In your Game: Yrthak's are completely blind winged solitary predators. It uses its ability to emit high pitched sounds to hunt its prey and observe its surroundings. Will employ hit and run tactics and enjoys preying and tormenting weaker foes from the air. Not afraid to fly away if the prey ends up being too dangerous. Found often in mountainous regions.

Feats		STR	22
B	Weaponized	DEX	18
1	Justice, Blind	CON	18
3	Battleforged	INT	12
6	Sniper	WIS	10
9	Danger Sense	CHA	10
Fast: Troubadour	Medium: Disciple of the Crane	Slow: Reign of Arrows	FBI: Utter Brute

Adaptation: For a more savage predator, replace Reign of Arrows with Rage. If lowering CR, considering adding natural flight feat. Useful feats include To Iron Married, This is a Knife, Sinister Sinews, Terrifying Shout

Alternate rules

Non-specified Skill Challenges – While it is best to use appropriate skills and training for the characters, not every instance is covered by the 16 available skills.

When players ask to do tasks that are not covered by the skill system, in general, it is ok to assume that a character is trained in that skill and assign an appropriate ability modifier and DC. For example, for a character whom wants to create a disguise for getting past the town guards, they might use a check equal to $d20 + \text{level} + \text{DEX}$, opposed by the Awareness of any character whom might be suspicious of him.

When requiring players to do something not covered by skill section, it is usually better to just assign an ability score and make a straight ability check opposed by a specific DC. In this example the party is required to participate in an arcane ritual and concentrate for several hours, all players must make a wisdom check ($d20 + \text{WIS}$) to determine how many hours they can stand there without distraction, an appropriate DC might be between 10-15.

If there are specific skills and abilities that will be used often or required to progress, it is best to establish beforehand the type of checks that will be required so that there is not confusion or conflict between you and players. If you are going to require that the party weave baskets underwater and decide to require that be an Intelligence check DC of 22 or the party cannot progress. But no one in the group has an Intelligence score over 12, there will be contention in your group unless you can establish an alternative solution to that task.

Special Movement modes - To prevent some of the confusion that the abstract nature of special movement modes can present we offer the following rules to make movement in combat easier to use tactically for both players and DMs

A free action the equivalent of a 5-foot step is required in order to change movement modes, but this may be done even if you've moved on your current turn. Once per round, as a non-action during the action you have used to move you may change your current height as anything between five feet and your current maximum movement speed. The highest and lowest point in vertical space you may achieve is up to twice your maximum movement speed while in combat. Movement in vertical space like this does not provoke an attack of opportunity.

Horizontal movement by [Fly], [Swim] or [Burrow] movement modes do not provoke an attack of opportunity from a foe unless they can naturally target you. A foe may target you if they are also using the same movement mode, they have sufficient reach or by having a feat or ability that allows them to target foes with that movement mode such

as the 4th circle ability of the Earth Elemental or the feats Towering and Meteor Crush to target [Flying] foes.

A creature on the ground can still target those with special movement modes with melee attacks as long as they have the reach equivalent to your current set height. You must also have sufficient reach to target creatures that are on the ground. For example a 15th level [Flying] elf with a 25 ft reach is 25 feet off the ground, they may target their Orc enemy with a melee attack, which is currently grounded 15 ft. away, the Orc on the other hand cannot target the elf with melee attacks due to its 15 ft. reach. On the Orcs next turn, it uses a free action to begin using the [Fly] movement mode from its armor and because the elf is still 15 ft. away, the Orc may target it without any further movement because it now shares the same movement mode with the elf.

You may not use the normal 5-foot step option when using [Fly] [Swim] or [Burrow] movement. You may use the Acrobatics skill to avoid attacks of opportunity as you could on the ground.

While using the [Swim] movement mode, you are [Covered] to any Non-swimming creatures. While using the [Burrow] movement mode, creatures farther than 5 feet away from you cannot establish Line of Sight or Line of Effect to you.

The rules for movement are important for combat, but outside combat they can impose unnecessary hindrances on character activities

Non Token Encounters – While the concept of bidding, tokens and the skill games are great in theory, in practice it can bog down the game, so players and GM's alike are hesitant to use them. If your group decides to not use tokens, you may use this option for out of combat Interactions instead, this should not affect in combat uses of skills.

For abilities that grant tokens, they may be used as immediate actions during non-combat encounters in order to grant +2 to an Interaction skill, though only 1 token may be spent at a time in this fashion.

If a character wants to take an option that normally would be done out of combat while they are engaged in combat they take a -2 to that check. They also would not gain the normal in-combat benefit of the Interaction skill.

Circumstantial bonuses or penalties to Interaction skill DC's may be assigned by the DM, anywhere between -10 to +10. Depending on the "Outrageousness" of the request

Any character whose Interaction DC is beaten by another character out of combat must at least react to that interaction.

For example, if you are attempting to convince the King of your country that he is a duck, the King receives a +10 to his Bluff DC for the outrageous lie, but even if you do manage to succeed on this check, he simply believes that you honestly believe he is a duck.

Damage Calculation – Weapons with the brutal property may have an alternate calculation for base damage. The base weapon damage is now calculated as follows:

Brutal 1 = (1d8 or 2d4) +1 per 6 levels

Brutal 2 = (1d10) +1 per 3 levels

Brutal 3 = (1d12 or 2d6) +1 per 2 levels

Under this rule, the weapon loses its initial bonus damage (ie: Subtract 2 base damage from Brutal 2 weapons), and instead gains an additional step of damage dice. Also the psionic power Expansion only increases base damage by +1d6 and +2d6.

Quick Challenge Rating Adjustment - The monsters in this book might need to be adjusted for your specific campaign, and this can be difficult to do on the fly. Any of the following methods might be used to fine tune the encounters for your game.

Apply Energy Drained Status (-1 to AC and all d20 rolls) to a monster to reduce its challenge, not recommended that it's done more than 1-2 times.

Apply Energy Boost (+1 to AC and all d20 rolls) to a monster to increase its challenge.

Increase KOM and KDM by +2. Varies greatly by statistic but generally grants +1 attack and damage rolls, +1 AC, +1 to 2 saving throws and +CR to HP.

Boost damage. Attack actions and Standard actions gain +CR in total damage. Move actions gain + 1/2 CR in damage and Swift actions gain +1/4 CR in bonus damage.

Adjust feats, skills and tracks. Every group has a weakness and as DM, you know your party better than even the most sappy happy wizard. Optimizing the monsters to fight your party specifically can adjust the CR easily by 1-2 ranks. Be very careful with this option, it can easily snowball out of control and make a reasonable fight nearly impossible for even a well prepared party.

Grant Legendary abilities. Should also be used sparingly, these should be used for Iconic and Dramatic encounters.

Add minions, some extra creatures around 2 CR below the party can add a nuisance and challenge to an encounter.

Monstrous Feats

Not appropriate for PC's, much like Iconic feats these may not be appropriate for certain campaigns or creatures.

These are designed for monsters so that they can more perfectly mimic their iconic nature. As such they may be in place of a racial bonus feat.

Specific Vulnerability:

Choose 3 spells or effects. This can range from a specific spell or a certain actions a PC can take against the creature, at the DM's option. Before that ability is used this [Encounter], the Monster has [Resistance] to all types of damage. After its specific vulnerability is used on the creature, it immediately gains [Vulnerability] to all types damage and loses its [Resistance]. At DM's choice, there may be only 1 [Vulnerability], but the creature is destroyed immediately after its use.

Elemental Vulnerability.

Creature gains [Vulnerability] to one type of damage. It then gains one of the following benefits.

- [Immunity] to 1 type of damage
- Fast healing equal to level. And an addition HP per level
- [Resistance] to 2 types of damage
- Bonus to AC, Saves and Interaction DC's +1 with an additional +1 every 4 levels

Natural Flight

Gain the fly movement mode. Any flight gained from tracks or other sources grant +15 ft movement speed, or the option to re-select this feat.

Weakening Poison

Your natural weapon comes with a natural poison. Every hit made with this weapon, subjects the foe to a poison effect based on the monsters CR. A successful Fortitude save negates the effect DC =10 + ½ level + your CON modifier. Conditions remain for the [Encounter].

- CR 1-6 [Sickened]
- CR 7-12 [Sickened] and [Energy Drained]
- CR 13-20 [Sickened] [Energy Drained] and [Vulnerability] to [Physical] damage

Virulent Poison

Every hit with your natural weapon causes your foe to begin [Bleeding]. In addition your foe must make a Fortitude save DC =10 + ½ level + CON modifier or be [Nauseated] for 1 [Round] and take your CR in [HP Reduction].

Poison gas

When you deal [Acid] damage to a foe, they also must make a Fortitude save DC =10 + ½ level + CON modifier or be [Sickened] for the [Encounter]

Innate Magic

Choose 1 Spell or Psionic power of 3rd circle or lower from any list. You may cast it at will as a Psi or Spell-like ability.

CR X Name		[Size]	[Type]	
Move: X ft. [MODE]	Initiative: +X (start of turn effects) FAST HEAL: X		[VISION]	
KOM +X X	BAB +X	Combat Maneuver DC: X	Trained Skills	
Atk: NAME +X RANGE X ft. [Properties]		Dmg: 1d6+X [ON-HIT ABILITIES]	NAME NAME NAME	
NAME +X RANGE X ft. [Properties]		1d6+X [ON-HIT ABILITIES]	NAME NAME NAME	
KDM +X X	Saves		Interaction	DC's
HP: X	Fort	+X	Awareness	X
AC: X	Reflex	+X	Bluff	X
DR: X	Will	+X	Diplomacy	X
			Intimidate	X
			Perception	X
On damage abilities [Resistance] ○ Type [Immunity] ○ Type				

Activated Abilities:

Passive Abilities:

- On at all times (ex: fast healing/Immunity)
 - On Hit
 - (ex: sneak attack)
 - On Damage
 - (ex: resistance)

In Your Game:

Adaptation:

Feats				STR	X
B	FEAT			DEX	X
1	FEAT			CON	X
3	FEAT				
6	FEAT			INT	X
9	FEAT			WIS	X
12	FEAT			CHA	X
15	FEAT				
18	FEAT				
Fast#:	Medium#:	Slow#:	FBI#:		
X	X	X	X		

CR	Track Abilities Gained	
1	Fast 1, Medium 1, FBI 1	
2	Slow 1	
3	Fast 2	
4	Medium 2, FBI 2	
5	Slow 2	
6	Fast 3	
7	Medium 3, FBI 3	
8	Slow 3	
9	Fast 4	
10	Medium 4, FBI 4	
11	Slow 4	
12	Fast 5	
13	Medium 5, FBI 5	
14	Slow 5	
15	Fast 6	
16	Medium 6, FBI 6	
17	Slow 6	
18	Fast 7	
19	Medium 7, FBI 7	
20	Slow 7	

Level / CR	Close	Medium	Long	Extreme
1	25	110	440	1100
2	30	120	480	1200
3	30	130	520	1300
4	35	140	560	1400
5	35	150	600	1500
6	40	160	640	1600
7	40	170	680	1700
8	45	180	720	1800
9	45	190	760	1900
10	50	200	800	2000
11	50	210	840	2100
12	55	220	880	2200
13	55	230	920	2300
14	60	240	960	2400
15	60	250	1000	2500
16	65	260	1040	2600
17	65	270	1080	2700
18	70	280	1120	2800
19	70	290	1160	2900
20	75	300	1200	3000

Level	Poor BAB	Good Saves	Poor Save
1	+0	+2	+0
2	+1	+3	+1
3	+2	+4	+1
4	+3	+4	+2
5	+3	+5	+2
6	+4	+6	+3
7	+5	+6	+3
8	+6	+7	+4
9	+6	+8	+4
10	+7	+8	+5
11	+8	+9	+5
12	+9	+10	+6
13	+9	+10	+6
14	+10	+11	+7
15	+11	+12	+7
16	+12	+12	+8
17	+12	+13	+8
18	+13	+14	+9
19	+14	+14	+9
20	+15	+15	+10

Feats			
B	FEAT	STR	X
1	FEAT	DEX	X
3	FEAT	CON	X
6	FEAT		
9	FEAT		
12	FEAT	INT	X
15	FEAT	WIS	X
18	FEAT	CHA	X
Fast#:	Medium#:	Slow#:	FBI#:
X	X	X	X