Content Conversion Guide



Convert Creatures, NPCs, & Adventure Content From Pathfinder into P2E, 5E, OSR, d20/v3.5, & DCC

A Fantasy Roleplaying Supplement

by J. Evans Payne

PATHFINDER ROLEPLAYING GAME COMPATIBLE

OSR Compatible

COMPATIBLE DCC RPG

5th Edition Fantasy

INFINIUM Game Studio

FlexTale

PATHFINDER COMPATIBLE

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Thank you for believing in me, when all I had to prove myself was an idea, a blurb, a handful of maps, and a dream.

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Dedication

This book is dedicated to my middle-school friends, who took me to the Compleat Strategist for the first time that fateful day in seventh grade, and introduced me to what would become a lifetime of hobby entertainment.

Table of Contents

Colophon 2
Infinium Game Studio is: 4
Legal Stuff 4
Dedication 4
Table of Contents 5
About Infinium Game Studio 6
Values and Key Differences 6
Index of Tables 7

Introduction 9
Introduction 10
Executive Summary 10
True Conversion 10
Art & Science 10
The 80/20 Rule 10
Supported Rules Systems 10
Adventure Content 11
Terminology 11
What Is This Book? 11
Strengths 11
What This Book is NOT 12
Content Outline 12
FlexTale 13
What is FlexTale? 13
FlexTables 13
Overview, Usability, & Conventions 15
Variable Challenge 15
Experience Points and Reward Nuggets 15
Quick-Start 15
Reward Stars and IGS 15
Experience Points and Reward Stars 15
Converting Existing Gaming Products to the Reward Star Format 18
Conclusion 18
"Quadded" Stat Blocks 18
Quadded Challenge Blocks 19

How to Quad 20
How to "Quad" Adventure Content 21
Introduction 21
What is Quadding? 21
Why to Use 21
Easy Quadding with FlexTale Encounter Generator 22
Quick Quadding in Any Rules System 22
Quick Step 1: Determine Up or Down 22
Stepping Up and Down 22
Complex Quadding in Pathfinder 23
Quadding Monsters & NPCs 23
Approach Outline 24
Step 1: Determine the Creature's Native Quad 24
Step 2: Add Monster Hit Dice and/or Class Levels 26
Step 3: Apply Templates 27
Step 4: Adjust Ability Scores 28
Step 5: Adjust Feats 29
Step 6: Adjust Spells 30
Step 7: Adjust Equipment 30
Step 8: Apply Handicaps 33
Quadding Obstacles, Traps, and Afflictions 34

How to Convert 35
Converting Adventure Content 36
Introduction 36
Easy Conversion with FlexTale Encounter Generator 36
True Conversion 37
Official Conversion 37
Converting Monsters & NPCs 37
Pre-Quadding 37
Terminology 37
Approach Summary 38
Converting Ability Scores 39
Ability Scores 39
Converting Armor Class 40
Armor Class 40
Converting Hit Dice and Hit Points 42
Hit Dice & Hit Points 42
Converting Speed & Movement 45
Speed & Movement 45
Converting Size, Type, & Alignment 46
Size, Type, & Alignment 46
Converting Resistances, Vulnerabilities, & Immunities 49
Resistances, Vulnerabilities, & Immunities 49
OSR & DCC Rules Extensions 50
Converting Senses 54
Senses 54
Converting Languages 55
Languages 55
Converting Challenge Rating 56
Challenge Rating 56
Converting Actions 58
Standard Actions 58
Converting Feats 63
Feats 63
Converting Skills 64
Skills 64
Converting Special Abilities 68
Special Abilities 68
Effect DC 68
Converting Spellcasting Abilities 69
Spellcasting Abilities 69
Converting Obstacles 70
Converting Obstacles 70
Converting Traps 71
Converting Traps 71
Converting Trap DCs 71
Converting Afflictions 74
Converting Afflictions 74
D20 / v3.5 Conversions 76
D20 / v3.5 Conversions 76

Conversion Mapping Inventory 79
Conversion Mapping Inventory 80
Introduction 80
A Starting Point 80
Poisons 80
Feats 80
Creature Special Abilities 80
Spells 80
Weapons 81
Poison Mapping Inventory 82
Spell Mapping Inventory 88
Weapon Mapping Inventory 95

Creating New Quadded Monsters 100
Creating New Quadded Monsters 101
Introduction 101
Tools 101
The Approach 101
Creature Starting Point 101
Hit Dice 101
Class Levels 101
Generate Quads 101
Convert to Other Systems 101

Appendix: Sample Converted Monsters 102
Aboleth 110
Mimic 118
Rust Monster 126
Dinosaur (Stegosaurus) 134
Herd Animal (Aurochs) 142
Shark (Blue) 149
Golem (Iron) 160
Golem (Stone) 161
Wickerman 169
Dragon (Bronze, Young) 195
Dragon (Bronze, Ancient) 196
Dragon (Bronze, Adult) 197
Dragon (Bronze, Young) 198
Dryad 207
Gremlin (Grimple) 215
Nymph 224
Bugbear 233
Cyclops 242

Giant (Frost) 251
Ankheg 259
Basilisk 267
Bulette 275
Hydra 283
Centaur 291
Medusa 299
Ogre 307
Black Pudding 315
Gelatinous Cube 323
Azer 332
Barghest 340
Elemental (Fire, Elder) 348
Elemental (Fire, Huge) 357
Elemental (Fire, Medium) 365
Flytrap (Giant) 373
Fungal Crawler 381
Treant 387
Ghoul 395
Mummy 403
Wraith 411
Beetle (Giant Stag) 419
Crab (Giant) 427
Bee (Giant Queen) 435
Open Gaming License (OGL) 436

About Infinium Game Studio

Founded in 2015, **Infinium Game Studio (IGS)** came about as the result of a simple mission: Make shared storytelling games easier and more fun for both players and referees alike.

Our vision is that **Infinium Game Studio** empowers referees, players, and the industry entire with innovative gaming tools; high-quality, deeply-designed products; and creative takes on established paradigms.

Values and Key Differences

Plays Well With Everyone

IGS products are engineered to be usable by both novice and veteran gaming groups. As a result, they must contain everything a novice GM might need to react quickly to his/her play group.

Comprehensive and Immersive

Each **IGS** product should "feel real" and come with everything the referee might require to make the setting, context, environment, or other content come alive.

Everything You Need

The ideal adventure should contain practically everything you need to run the game, except the core rulebook. Even the most skilled GM wastes time looking things up in multiple books. It's so exceedingly rare that an adventure contain all of the crunch and fluff necessary to run it.

Maps: Where Are We, Again?

A picture is worth a thousand words... and also, a thousand seconds of prep time. Visually appealing, easy-to-use, and extensive Maps are an essential part of any shared-storytelling experience.

Pervasive Maps

Don't put a building on a map if I can't go inside it.

Prepared for Anything

In a gaming session, a good referee must be prepared for the PCs to explore any aspect of the content. All too often, an otherwise outstanding adventure will fail to provide for a major percentage of its content. If there are twenty buildings in a town, but maps for only two of them--well, it's fairly apparent where the Big Bad is going to be holed up! Not every map will be riddled with secret passages, custom random encounters, and combat, but there should be something of interest in every building. Otherwise, it shouldn't be there!

Thoroughness: But What If...?

It's possible to have a 16-page adventure that's wonderful and exciting. It's also possible to have a 255-page sourcebook be boring and repetitive. Striking the right balance between over-padding and under-describing is challenging, but an important part of what we do at **IGS**.

Flexible

Each product should be usable on its own, completely out of context; as a start to a completely new campaign; as part of the "intended" Adventure Path or associated suite of IGS products; or to insert into an existing ongoing campaign.

Reusable

No **IGS** product is "one and done" by design.

FlexTale and Comprehensive Design enable this flexibility and reusability.

Production Quality

Our goal is to produce world-class products with high production values.

Index of Tables

Table 48: 5E Feat Mapping 63
Table 41: 5E Language Terminology Changes 55
Table 40: 5E Proficiency Bonus Conversion 54
Table 50: 5E Skill Bonus Mapping 64
Table 51: 5E Skill Check DC Mapping 65
Table 49: 5E Skills Mapping 64
Table 63: 5E Trap DC Mapping 71
Table 18: Ability Score Calibration Ranges by Quad 28
Table 38: Ability Score Damage Mapping for DCC 52
Table 75: Ability Score Damage Mapping for DCC 75
Table 71: Affliction Native DC Rules System Adjustments 74
Table 72: Affliction Target Quad DC Adjustments 75
Table 36: Alignment Conversions Summary 48
Table 26: Common Armor & Shield Special Abilities 33
Table 19: Common Feat Adjustments 29
Table 25: Common Weapon Special Abilities 32
Table 3: Converting Reward Stars to XP: 5E 18
Table 2: Converting Reward Stars to XP: Pathfinder 17
Table 77: Converting Skills Between PFRPG and d20/3.5 76
Table 46: DCC Action Dice Calculations 62
Table 47: DCC Critical Tables by Creature Type & Hit Dice 61
Table 45: DCC Critical Table Types by Creature Type 60
Table 57: DCC Skill Check DC Mapping 67
Table 56: DCC Skills Mapping 67
Table 66: DCC Trap DC Mapping 72
Table 73: Determining 5E Affliction Saving Throws 75
Table 61: Determining 5E Obstacle Saving Throws 70
Table 58: Determining 5E Saving Throws 68
Table 69: Determining 5E Trap Saving Throws 73
Table 74: Determining OSR Affliction Saving Throws 75
Table 62: Determining OSR Obstacle Saving Throws 70
Table 70: Determining OSR Obstacle Saving Throws 73
Table 59: Determining OSR Saving Throws 68
Table 37: Energy & Damage Type Conversions 49
Table 22: Equipment Gains for Classed Creatures 31
Table 24: Equipment Special Abilities by Quad 32
Table 21: Expected Spellcasting DCs 30
Table 28: Handicaps by Combat Role 33
Table 81: Hit Dice by Quad and Difficulty 101
Table 10: Hit Dice / Class Levels by Quad Band 26
Table 12: Hit Dice for Creating Uber-Monsters 27

Table 23: Max Equipment Enhancement Bonuses by Quad 32
Table 11: Maximum Hit Dice for Uber-Monsters 27
Table 8: Native Quad by Class Level 25
Table 6: Native Quad by CR 24
Table 7: Native Quad by Hit Dice 25
Table 9: Native Quad Other Consideration Factor Points 26
Table 29: Obstacle Phenomena DC by Quad 34
Table 55: OSR Skill Check DC Mapping 66
Table 54: OSR Skills Mapping 66
Table 44: OSR THACo Calculations 60
Table 43: P2E Attack Proficiency Bonus Conversion 59
Table 60: P2E Effect Proficiency Bonus Conversion 69
Table 53: P2E Skill Check DC Mapping 65
Table 64: P2E Skill Check DC Mapping 71
Table 52: P2E Skills Mapping 65
Table 42: P2E Standard Action Traits 59
Table 65: P2E Trap DC Mapping 71
Table 76: PFRPG & d20 Conversion Summary 76
Table 78: Poison Conversion Mapping Inventory 82
Table 5: Quick-Quadding Dice Progression 23
Table 4: Quick-Quadding Static-Value Attribute Steps 22
Table 17: Recommended Ability Score Calibration 28
Table 30: Sample Ability Score Conversions 39
Table 31: Sample Armor Class Conversions 41
Table 32: Sample Hit Point Conversions 43
Table 33: Sample Hit Point Conversions for OSR & DCC 44
Table 39: Sense Translations 54
Table 34: Size Conversions Summary 48
Table 20: Spellcasting Ability Score Calibration 30
Table 27: Spellcasting Trinkets by Quad 33
Table 79: Spell Conversion Mapping Inventory 88
Table 15: Templates for Native Advanced Monsters 28
Table 16: Templates for Native Elite Monsters 28
Table 13: Templates for Native Low Monsters 27
Table 14: Templates for Native Moderate Monsters 27
Table 1: Traditional Lookup Table 13
Table 68: Trap Attack Bonus 73
Table 67: Trap Consequence Hit Dice Equivalent 72
Table 35: Type Conversions Summary 48
Table 80: Weapon Conversion Mapping Inventory 95

Introduction

Introduction

Executive Summary

If you read only one part of this Introduction, be sure it's this:

This book is not perfect.

It is an imperfect tool. It's meant to help you, not to solve all of your problems without issue or error.

Even an imperfect tool, though, can be infinitely more useful than no tool at all.

True Conversion

True conversion from one rules system to another is as much art as science.

This book presents one form of that science that has been used rigorously tens of thousands of times across tens of thousands of pages of published adventure content.

That does not mean it's perfect, or even that it necessarily will result in output that meets your needs.

Art & Science

The ***science*** of content conversion is largely in the mathematics: how the scalability and numbers of one system map to those of another, and what analogues of certain content may exist "out of the box" and ready to use in a target rules system.

The ***art*** of conversion is much the same as that of adventure design, and running a tabletop roleplaying game: knowing what "feels right" is something that no book is going to be able to exhaustively tell you; it's an intuition that results from a combination of your personal experiences as a player and a G/DM/judge, as well as the preferences of your particular gaming group.

The calculus of what is "fun" to you, and your gaming group, is different than that of other gaming groups. Your experiences as a player of these games is different than that of other GMs.

And so on.

Your creativity, your skills, your talents—imagine yourself as a PC!—all add up to what makes your approach to these games.

And so it is with conversion: you might follow the guidance in this book, and come up with results that feel instantly perfect, ready to use without further modifications, and thrilling for your entire gaming group.

Or, you might diligently heed these heuristics, and come up with something that needs some serious additional tweaking to have it fit right into your gaming world.

The 80/20 Rule

In project management (and many other professional disciplines), there's something called the "80/20 rule".

Broadly applied, it means that, in general, the vast majority of things come to be as a result of a small minority of the elements involved.

In retail sales, for example, much of the time, you'll find that 20% of a company's products account for 80% of its sales.

In design, you might have an idea that gets you 80% of the way to your vision.

In construction, you may use tools that make it easy to get 80% of the job done.

(In project management, one of my former bosses joked that the first 80% of a project takes 80% of the effort. The last 20% of a project takes the remaining 80% of the effort. You either get that joke, or are annoyed by it... or both, I suppose.)

This book is intended to get you at least 80% of the way toward your goal of converting adventure content to your desired rules system.

Hopefully it's more than that, but even if it only gets you halfway there, I'm hopeful that it will be time well spent.

Supported Rules Systems

Throughout the tome, you'll see the phrase "**supported rules systems**".

This simply means the six rules systems that are discussed in the book, as follows. I've attempted to us color-coding throughout the book as a quick visual guide as well.

- Pathfinder
- 5E / Fifth Edition (5E)
- Pathfinder Second Edition (P2E)

- Old-School Revival (OSR)
- Dungeon Crawl Classics (DCC)
- **d20 / v3.5 (d20)**

Adventure Content

Throughout the tome, you'll see the phrase "**adventure content**" as well.

This is an intentionally broad phrase. It means any and all of the following game elements as they apply to a specific tabletop roleplaying game:

- **Monsters**.
- **Special Abilities** and **Attacks**.
- **Characters** (NPCs / PCs).
- **Afflicions** (poisons, diseases, curses).
- **Spells** and **Spell-Like Abilities**.
- **Weapons**.
- **Obstacles** and **Traps**.

It's an intentionally incomplete list; obviously, story, plot, and theme are at least as important as the raw numbers that are in a published adventure.

But from a game mechanics standpoint, these game elements are a decent starting point to define what we collectively think of as "**adventure content**".

Adventure Content Conversion Theory

The theory of this book is that each and every thing that falls into one of the categories on that list above can be converted across the supported rules systems.

Terminology

In addition to the phrases discussed already, I wanted to address the wording around who runs the game. In some games, this is the "Dungeon Master" or DM; in others, it's the "Game Master" or GM; in others, it's the "judge" or "referee".

These terms are used pretty much interchangeably throughout the book. Usage of one specific term is never intended to refer merely to only the rules system(s) that use that term.

So, for example, if an expression says "the GM will want to do X", it doesn't just refer to game runners in Pathfinder or P2E; the expression is intended to apply equally to 5E, OSR, and DCC games.

This is partly laziness, but also because seeing "G/DM/judge/referee" constantly throughout the book would get old and annoying pretty quickly.

What Is This Book?

This book is intended to be any or all of the following. These are listed in no particular order.

- A guide to **converting adventure content** between the supported rules systems for your own use and running with your own gaming group.
- A **starting point** for a more methodical conversion toward the aim of publishing your own adventures.
- A **quick reference** for a GM in a crunch, who is looking to adjudicate or reference something without spending a lot of prep time.
- A **tool** for the deflection, or perhaps less antagonistically, the satisfaction, of **rules lawyers**, who may object to certain elements of your converted content, and/or published content that makes use of IGS' conversion approach.
- A good **example** of how to apply these rules to converting monsters across the systems.

In short, how you use this book is really dependent upon you and your needs as a GM.

Strengths

This book is designed to be immensely useful and a huge time-saver for anyone looking to take adventure content from one supported rules system, and make use of it in another.

Even if you're not looking to convert content, the discussion and comparison among the six rules systems may be useful as an intellectual exercise.

It may even be useful as a reference for those wishing to make the leap from one system to another, to determine the biggest differences between those systems.

Value Disclaimer

Your mileage may vary. I know I already said "this book is not perfect", in giant red letters, but it bears repeating.

You may read this and immediately conclude that it's the single most useful and valuable RPG product you've ever acquired.

You may instead read a few pages of this, and conclude that the author is entirely off his rocker.

As of this writing, I've already received several pieces of feedback that correspond to each of these assessments, and a variety in between. (Though it must be recognized that the vast majority lean toward the "valuable" end of the spectrum.)

I'm forced to conclude that your reaction to this content is likely to be less an objective commentary on its accuracy and utility, and much more a reflection of your own approach, the needs of your gaming group, and how you may have personally approached the intent of this book in the past.

Even if you immediately react negatively to one component of this book, I encourage you to keep reading: there may be pieces herein that are still very useful to you.

What This Book is NOT

This book is not a conversion panacea.

Effort: It is not an automated tool; much effort will still be required on your part in order to effect a successful conversion from one system to another.

Sanity Checks: Even after diligently following all of the advice and guidance herein, you will still want to "sanity check" the results obtained. Seasoned players and GMs alike realize that numbers do not maketh the game, despite games such as Pathfinder being very intensely number-driven. Check the results and compare against the source content, as well as your own expectations.

Bestiary: This book contains many hundreds of pages of converted monsters, but it is not intended to be a complete bestiary. Perhaps obviously, the extensive ***Aquilae: Bestiary of the Realm*** tomes are meant to serve this function.

How To Run a Game: This book isn't meant to try and teach you how to be a good GM. There are many other resources that purport to aid in this vein; the closest this book gets is commentary around how to convert content and what might make sense in certain contexts. While this may help some GMs, it's a by-product of the intent, not the focus of the book itself.

Content Creation: This tome does not help you design or create your own, brand-new adventure content. The numerous ***FlexTale*** products IGS creates are designed to do this.

Content Outline

This book consists of six sections, as follows:

- **Section 1**, beginning on page 9, is the **Introduction** (this section), and introduces common concepts across the rest of the book's content (e.g., what Quadded Challenge is).

- **Section 2**, which commences on page 20, is **How to Quad**.

  This section discusses the IGS approach to "Quadded Content", and produces a detailed heuristic as to how to take one piece of adventure content in Pathfinder and spawn three additional versions of that content, to be used as appropriate across a wide range of PC level and difficulty.

- **Section 3**, starting on page 35, is **How to Convert**.

  This section is the "guts" of the book, and contains separate sections discussing how to convert each and every type of adventure content.

- **Section 4** on page 79 is the **Conversion Mapping Inventory**.

  This section contains detailed mappings between content in Pathfinder and other systems. It's intended as a solid quick reference and an extension to the "How to Convert" section.

- **Section 5** discusses **Creating New Quadded Monsters** starting with page 100.

  This quick section is a companion to "How to Quad", and discusses a high-level heuristic on how to create your own monsters using existing monsters as a starting point from a game-mechanics perspective.

- Finally, **Section 6**, beginning with page 102, is an **Appendix** containing several examples of monsters that have been converted using the rules in this book into other rules system formats.

What is FlexTale?

FlexTale™ is an attempt to make roleplaying game adventure content dynamic and interesting. A module created using **FlexTale** is different each time it is run. Treasure, monsters, plot activities, NPC backstories and character arcs, and various actions and plot elements can all occur differently.



Differences can occur using the roll of dice, or the GM can simply choose the content that s/he prefers or feels would be most engaging to the play group.

There are two ways that **FlexTale** can help make an adventure dynamic: **Dynamic Content** and **Dynamic Plots**.

Dynamic Content

"**Dynamic content**" is a **FlexTable** term that refers to anything in an adventure that can be modified. Whether one NPC is in love with another, or who murdered the vagrant in the alley behind the town pub—**FlexTale** dynamic content makes it possible to have several explanations or paths through a story.

Dynamic Content is made possible by something called a **FlexTable**™.

FlexTables

Most roleplaying game resources have tables—lots and lots of tables, in many cases! Typically, these tables are two-column, or perhaps three-column: you have one column that lists the dice roll result, and you reference that row as the outcome of the randomization. This is all well and good, but it limits the scenario to that one set of probabilities and outcomes, without accounting for things that happen in the game that you might want to impact those outcomes.

A Traditional RPG Lookup Table

": Traditional Lookup Table" is a typical "what's in the treasure chest" table that requires rolling a **d100**. You roll a **d100**, and then you look up which row your roll falls into, and then you get your single result. Interesting, to be sure, and it definitely provides for some variability... but the extent of that variability is constant.

Table 1: Traditional Lookup Table

D%	Result	Description
01-30	**Nothing**	The treasure chest is empty.
31-40	**Minor Reward**	1d20 gp and a silver locket worth 5 pp.
41-80	**Average Reward**	3d12 gp, a gold-hilted dagger worth 10 pp, and two potions of cure light wounds.
81-100	**Major Reward**	2d20 pp, a potion of cure moderate wounds, and a scroll of fireball (CL 12).

The FlexTable Difference

A **FlexTable** is used to do the same thing a normal RPG lookup table does. What makes **FlexTables** different is that they have multiple columns to represent dice rolls. Each of the columns represents a different situation or set of conditions under which that column is used to reference the result.

This seemingly simple change is used to make all of the following possible:

- Differences in **probabilities** for the individual outcomes.
- **"Scalable" monsters** and rewards that more appropriately match the level and power of the PCs.
- **Proportional rewards,** measured against the strength of a relationship or other conditions.
- **Circumstantial content**, restricted to certain conditions or prerequisites.

"FlexTable 1: Sample Treasure Chest Contents" is the same table we saw earlier, modified to be a **FlexTable**.

Contexts

In the above example, there are now four columns used to indicate the range of the dice roll result. These columns are referred to as **Contexts**.

Before you roll on a **FlexTable** like this one, you will have to figure out which **Context** you should refer to. In the above table, the leftmost column is **Context "A" (D%A)**, the next one is **"B",** and so on. Each **Context** also indicates the dice to be rolled—in this example, you roll the same dice (d%) in each **Context**, but in some **FlexTables**, different dice may be used.

This straightforward example demonstrates the

***FlexTable 1*: Sample Treasure Chest Contents**

D%A	D%B	D%C	D%D	Result	Description
01-30	01-20	01-10	01-30	**Nothing**	The treasure chest is empty.
31-40	21-50	21-30	31-40	**Minor Reward**	**1d20 gp** and a silver locket worth **5 pp**.
41-80	51-60	31-50	41-45	**Average Reward**	**3d12 gp**, a gold-hilted dagger worth **10 pp**, and two *potions of cure light wounds*.
81-100	61-100	51-100	46-50	**Major Reward**	**2d20 pp**, a potion of cure moderate wounds, and a *scroll of fireball* (CL 12).
n/a	n/a	n/a	51-100	**Cursed Reward**	**6d6 cp**, a rusted dagger (useless in combat), and whomever opens it is struck with a *bestow curse* spell (CL 8).

following differences in converting a standard table into a **FlexTable**:

Different Probabilities: Context C is the most favorable, since it provides a much bigger range of rolls under which you would receive the "Major Reward". Context B is the next best, since it, too, expands the range that Context A has.

Circumstantial Results: In **Context D**, not only are the favorable outcomes less likely, but there is a fifth result row that is only possible under this **Context**: "**Cursed Reward**".

Determining Context: When you are called upon to roll on this **FlexTable**, the adventure will use some description to make it clear which **Context** to use. In the above example, perhaps the **Context** is determined by how favorable the party's relationship is with a local wizard... but if the party has fought or slain that wizard, then **Context D** is used to represent the soured atmosphere.

Typically, just prior to a **FlexTable**, adventure content will summarize which **Context** should be used. The GM is encouraged to use his/her common sense and judgement in overriding this guidance as she/he sees fit based on the party and how the game is going. For example, a GM could choose to reference a specific **Context** even though the prerequisites aren't met. She could also choose to simply ignore the table entirely, and force a specific result without even rolling. Experienced GMs should use this power wisely to improve gameplay if necessary; unless you have a specific reason for overruling the recommended use of a **FlexTable**, you should try to use it as it was intended to be used.

Here's an example for the above table, assuming the example of the contents of the treasure chest scaling to the nature of the relationship the party has with the local wizard:

- **Use Context A:**
  If the party's relationship to the wizard is **Unfriendly** or **Indifferent**.
- **Use Context B:**
  If the party's relationship to the wizard is **Friendly**.
- **Use Context C:**
  If the party's relationship to the wizard is **Helpful**.
- **Use Context D:**
  If the party's relationship to the wizard is **Hostile**, or if the party has ever attacked the wizard (or slain her).

This is an impressive-sounding title, but the goal is quite simple to describe: Let the story be different.

Overview, Usability, & Conventions

Variable Challenge

One of the things that has frustrated many GMs is that adventures are almost universally designed in this manner: for a specific level of challenge, or at most, a very narrow range of PC levels (e.g., "4th to 6th level").

One might argue that this Variable Challenge concept is at the very heart of ***Aquilae: Bestiary of the Realm*** and why it exists in the first place.

There are many advantages to this approach, not least of which being the guarantee that all challenges (monsters, traps, and NPCs) are calibrated very specifically to that narrow zone of difficulty.

The drawback, of course, is the narrowness of that range. GMs wishing to run a module designed for 10th-level PCs, for example, are either flat out of luck, or have to do some fairly intensive work to scale the content up or down to better align with the PCs she is playing with.

The degree to which a particular GM, or even gaming group, enjoys perusing and tweaking game statistics—"crunch", in common parlance—varies, of course. Some GMs love crunch, and spend a majority of their prep time creating and refining their challenges to ensure the crunch is accurate and appropriately challenging. On the other end of the spectrum are "by the seat of their pants" GMs, who ignore crunch almost entirely, rarely referring to stat blocks lest it distract from the focus of storytelling.

This adventure, and in a broader sense, **Infinium Game Studio**, does not want to judge as to which approach is "better" or "worse". What matters is that you have fun and enjoy yourselves!

However, we do want to make it as easy as possible to play this adventure no matter what level your PCs happen to be.

Experience Points and Reward Nuggets

There are many ways of calculating, dispersing, and accounting for experience points (XP) in a Pathfinder or 5E gaming group. What follows is a method that I have used over the decades, and it's been a lot of fun. Although it may not be for every gaming group—your mileage may vary—it's an interesting spin on traditional methods, and the approach may work for you.

Whether this approach works for you or not, however, it's worth reading through, because all of the Quests in this adventure denote XP awards using this method.

Quick-Start

Very, very succinctly, this approach involves the following:

- Instead of granting XP as a reward, grant **Reward Stars**.
- If using IGS products, you'll see Reward Stars listed for each **Quest**.
- If you're using non-IGS adventures, rolling your own, or otherwise at a loss, default to **1 Reward Star** for each challenge overcome. (Grant more for more difficult situations, or grant zero for common obstacles.)
- In between adventures, each PC converts their **Reward Stars** to standard XP, and levels up as normal.
- You can switch back and forth between this approach and a traditional XP-based model at any time as you wish.

Reward Stars and IGS

Whether this approach works for you or not, it's worth reading through this approach, if you intend to use any Infinium Game Studio products: All of the Quests in such material denote XP awards using this method.

Experience Points and Reward Stars

There are many ways of calculating, dispersing, and accounting for experience points (XP) in a Pathfinder gaming group. What follows is a method that I have used over the decades, and it's been a lot of fun. Although it may not be for every gaming group—your mileage may vary—it's an interesting spin on

traditional methods, and the approach may work for you.

I Want Candy

In the author's early days as a GM, I tossed out candies as rewards to the players when their characters did a good job. Candy could be distributed for defeating a kobold, picking a lock, dodging an attack, convincing the castle guard to look the other way, or any of the ordinary actions whose consequence typically involve experience points.

However, I also gave out candy for good roleplaying, convincing dialogue, outstanding (or horrid) emulation of accents, meta-jokes about the circumstances of the game that were truly hilarious, suggesting things to me as the GM or other players that took the story in a new direction, or—and I have to be honest, here—helping me as a GM.

My general rule was, if I forgot a rule, and you pointed it out in a way that didn't make you seem like a jerk, then you got rewarded. This could be something as innocuous as reminding me that your elf ranger's longbow was firing +1 arrows, or as significant as reminding me that a certain piece of equipment granted a reroll to a critically-failed outcome.

Generally speaking, candy rewards were given out in my games for anything—literally, anything—that made the gaming experience more fun. Doorbell rings, and the pizza's here, and your character is tied up in the cyclops' cave, so you know you won't be doing anything for a few minutes, and so you go and grab the grub, and tip the delivery guy—that's worth a candy. Tell a funny joke—that's worth a candy. Save the life of your comrade, only to drug him unconscious and use him as a prop, in the manner of Weekend at Bernie's—okay, that's a little ghoulish, but it's in charcter, and amazing, so, yeah, that's three candies right there.

Candy as XP

Candy is awesome, though for one of my gaming group, who was a diabetic, it was a controlled and mindful awesomeness. But even the most free-wheeling player wants their character to level up. I get it.

At the end of each gaming session, my players would "turn in" their candy wrappers. Each wrapper represented something gone right, a good deed done—and therefore it was converted to XP. Generally speaking, no matter what the PCs' levels, no matter what the adventure, 10 candy wrappers meant you advanced to the next level. If you fell short—let's say, you only got 6—then it meant you were closer for next gaming session (i.e., 4 needed in this example).

As years went on, it became a bit less practical and/or healthy to urge my friends to consume at least ten pieces of candy every time we got together, and so the approach was tweaked. Instead of candy wrappers, gold stars, or spare dice in a particular color, or Warhammer 40,000 figurines. The point was, you got a token, a "nugget" of reward, which was later converted into XP.

Rules lawyers hate this method, and I respect that. But even the most hardened min/maxer eventually recognizes that this approach, despite its drawbacks, keeps play flowing quite quickly, and keeps everyone focused on what I believe should be the goal of any roleplaying game session.

Namely: to have fun!

Reward Stars: The Formalized Approach

The following represent opportunities to gain an experience point reward. Most published adventures describe rewards in terms of these objectives.

- **Defeating** monsters and NPCs.
- Avoiding traps, picking locks, or otherwise **overcoming obstacles**.
- Succeeding in **skill challenges** or checks.
- Fulfilling other objects in pursuit of a **Quest**.

Monsters and NPCs commonly list the **XP** reward the PCs should obtain for defeating them in combat. IGS products also list the number of "**Reward Stars**" players should receive for success. This is denoted like this:  **+2**.

Think of a **Reward Star** as a sugar-free and abstracted version of a piece of candy from the earlier anecdote: players receive one or more most times that they achieve something in the game.

Locks, traps, and skill checks are typically "quadded"; each level of **CR** lists a suggested **XP** reward, but also a number of **Reward Stars**.

Quests only list **Reward Stars**. This is because **Quests** should be fun, interesting, and above all, useful to the PCs, but shouldn't be game-breakingly powerful or ignorably impotent. A simple delivery quest, for example: what should that be worth? **500 XP**? For a level one character, that can be almost halfway to levelling up; for a level 19 character, that makes for a completely worthless diversion. Using **Reward Stars** solves this problem, by automatically scaling the reward to be significant regardless of character level.

If you follow the approach I've used, then at the end of each gaming session (or in between sessions, or at the start of the next session, whatever works best for your schedule), convert the **Reward Stars** to traditional **Experience Points**.

The GM is heavily encouraged to augment the rewards

documented with additional rewards, for perhaps-less-tangible contributions: good jokes, helpful behavior, playing fair and nice, being a good sport, paying for or even just ordering dinner, that sort of thing.

Such "intangible rewards" should be general in nature: a good, timely joke should be rewarded with a chunk of XP that's meaningful and helpful to the PC in question, whether they're level 1 or level 19.

Stay In Character... Or Else

In rare cases, or with certain gaming groups, the GM should reserve the right to remove or revoke the **Reward Stars** a particular player, or the group entire, has earned.

Such penalties should not be applied in a discouraging manner, or against players who are genuinely trying, but whose luck is simply poor, or for whom things just aren't working out. Indeed, successful roleplaying in the face of dire circumstances should be rewarded more!

Reward Stars should only be revoked if the player is detracting from play, distracting others, making inappropriate jokes not appreciated by the rest of the group, not paying their fair share... or just generally being a jerk.

Converting Reward Stars to XP

Each **Reward Star** represents different **XP** depending on what your current level is.

If you've assigned **Reward Stars** to a particular PC, use the character's current level on the table below to convert to an **XP** reward.

On some occasions, you may instead have granted **Reward Stars** to the party as a whole. In this scenario, calculate the **Average Party Level** (APL) as you normally would, and use that on the table below to convert the reward to standard **XP**.

If a PC has more than the minimum sufficient **Reward Stars** to advance in level, they may continue to advance! In such a scenario, count Stars using the PC's current level, until they level up. Any remaining stars are converted to **XP** using the character's new level. In exceptionally rare circumstances—or with exceptionally indulgent GMs!—this may involve a PC levelling up multiple times between sessions, though such power-levelling is generally discouraged.

Finally, in addition to different methods of determining rewards, gaming groups tend to have different theories as to how rapidly characters should level up. Slow, average, and fast tracks are shown here, which scale to the corresponding Character Advancement experience point totals in the ***Pathfinder Core Rulebook*** and ***Dungeon Master's Guide***.



For purposes of **Reward Stars**, the following standard has been used:

- **Slow** advancement requires 15 **Reward Stars** to advance.
- Advancement with the **Average** progression demands 10 **Reward Stars** per level.
- Only 5 **Reward Stars** are needed to advance following the **Fast** track.

Table 2: Converting Reward Stars to XP: Pathfinder

Level, CR, or APL	Slow	Avg	Fast
1	200	200	260
2	300	300	400
3	433	400	540
4	600	600	800
5	800	800	1,000
6	1,200	1,200	1,600
7	1,600	1,600	2,200
8	2,533	2,400	3,200
9	3,000	3,000	4,200
10	5,000	5,000	6,800
11	6,333	6,500	8,000
12	9,667	9,500	13,000
13	12,667	13,000	17,000
14	19,333	19,000	26,000
15	26,333	25,500	35,000
16	36,667	41,000	50,000
17	53,333	50,000	70,000
18	76,667	75,000	100,000
19	100,000	105,000	140,000
20	n/a	n/a	n/a



Table 3: Converting Reward Stars to XP: 5E

Level or CR	Slow	Avg	Fast
1	20	30	60
2	40	60	120
3	120	180	360
4	253	380	760
5	500	750	1,500
6	600	900	1,800
7	733	1,100	2,200
8	933	1,400	2,800
9	1,067	1,600	3,200
10	1,400	2,100	4,200
11	1,000	1,500	3,000
12	1,333	2,000	4,000
13	1,333	2,000	4,000
14	1,667	2,500	5,000
15	2,000	3,000	6,000
16	2,000	3,000	6,000
17	2,667	4,000	8,000
18	2,667	4,000	8,000
19	3,333	5,000	10,000
20	n/a	n/a	n/a

Converting Existing Gaming Products to the Reward Star Format

This is pretty simple. Take anything in the adventure you're converting that explicitly gives an XP reward.

For each such occurrence, consider the value and challenge of the obstacle faced. Assign a number of Reward Stars based on that.

It's suggested that most Quests, obstacles, or challenges probably merit zero, or just 1, Reward Star. Significant, complex, or time-consuming tasks might justify 1-2 Reward Stars. Awarding 3 or more Reward Stars should be reserved only for the completion of a major task, an entire-gaming-session challenge, or some other elaborate or truly brutal challenge.

You can do this on the fly, as well—which might be preferable, really, as it allows you to assign a reward based on how hard the challenge turned out to be for the PCs. For example, if the Dice Gods are truly not with your players in a given session, what should normally have been a simple encounter with a handful of low-level monsters might have ended up being a horrid, life-threatening affair. In such circumstances, it doesn't matter of it was just a group of Giant Rats: chuck some candy at your players, for goodness sake.

Conclusion

Some veteran GMs might read this with a slight bemusement, shake their heads, and discard it, moving on with their lives. In that case, I hope this has served as an interesting diversion.

Novice GMs, or those who wish to run Infinium Game Studio products in particular, may see some value in this alternate approach.

In truth, this was written primarily for GMs who have been seeking a means of formalizing... okay, semi-formalizing, a reward system that incents not just slaying dragons and looting corpses, but in-character behavior, thoughtful reminders, and just generally speaking, a good time.

Regardless of which category you might fall into... thanks for reading! And remember to look for the Reward Stars concept in future Infinium Game Studio products!

"Quadded" Stat Blocks

Toward the goal of having an adventure that can be run with PCs of various levels, all NPCs and monsters in this adventure have four separate sets of statistics.

These represent iterations of the creature in four distinct scales of challenge. These scales are referred to, in ascending difficulty, as **Low**, **Moderate**, **Advanced**, and **Elite**.

Low-level statistics are the default, and are

intended for parties of 1st to 4th level PCs. Typically, the **Low CR** for a creature will be in the range of fractional, up to 4. You may see this referred to as "**1L**".

Moderate statistics present a bit more challenge, and are meant for 5th to 8th level PCs. **CRs** can be in the range from 4-10. You may see this referred to as "**2M**".

Advanced creatures give even more of a fight, representing **CRs** in the range of 10-15, and are meant for adventurers of the same levels. You may see this referred to as "**3A**".

Elite monsters and NPCs are the most evolved, and present formidable difficulty in the 12-20 **CR** range. These stat blocks are designed for PCs above 15th level. You may see this referred to as "**4E**".

To avoid confusion, elsewhere in the text outside of the creature's quadded stat block definition, the statistics referred to are the **Low**, or default, block. For example, the condensed, "vital stats" block that is shown in red where the NPC or monster is introduced in the adventure uses the **Low** values.

Quadded Challenge Blocks

Skill challenges and checks, traps, poisons, and obstacles sometimes have quadded stat blocks as well.

Although nearly all NPCs and monsters have quadded stat blocks, not all other game elements do. This is intentional. It represents the reality that although monsters and people might be of advanced difficulty, the city of **Berinncorte** exists in a typical, average fantasy realm—DC 50 Mythic-caliber locks simply doesn't exist, let alone on every door in town!

Below is an example of a door that has a quadded challenge block. The icons represent the scale of increasing difficulty; from top to bottom, they are **Low, Moderate, Advanced**, and **Elite**.

Locked Secret Wooden Door

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 16; **Break** DC 20; **Disable Device** DC 18

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 20; **Break** DC 24; **Disable Device** DC 22

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 22; **Break** DC 26; **Disable Device** DC 24

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 24; **Break** DC 28; **Disable Device** DC 26

How to Quad

How to "Quad" Adventure Content

Introduction

This section contains expansive rules on the mechanics of making sure **Pathfinder First Edition** adventure content is playable by PCs across a wide range of class levels and difficulty.

Tried and Tested

The approach described herein has been used in practice. A lot. As in, ***thousands*** of times.

That's no typo: ***Aquilae: Bestiary of the Realm*** contains 1,600 monsters, each one painstakingly converted into three additional quads. That's 4,800 complete statblocks, all generated using the guidelines in this section.

Further to that, however, dozens of other adventure books and GM resources have been created using this "quadding" approach.

Imperfection & Sanity Checks

Is this approach rigorous, comprehensive, and battle-tested in the real world? Absolutely.

Does it always, in every single possible scenario, produce results that are perfect for use in any possible combination of PCs, in any size adventuring party? No.

The whole point of traditional, tabletop roleplaying games is that they are limited only by your imagination, and that of the players in your gaming group. It would therefore be somewhat depressing if a single book, no matter how thoughtful and detailed, were able to universally provide a solution to the problem of how to balance challenge across every possible situation.

It's unreasonable to expect any set of challenge-calibrating rules to be perfect. But these guidelines should provide a massive amount of time-saving value in getting you to a point where you can sanity-check the results as they apply to your particular context and needs.

What is Quadding?

Quadding is the process of taking a single piece of adventure content, and converting it into three additional iterations, with the goal of having a set of four complete elements of adventure content that can be used in a wide range of difficulty levels. These four "quads" correspond to the difficulty bands discussed earlier in the book, that all Infinium Game Studio FlexTale products adhere to.

What follows is precisely the approach IGS uses when developing adventure content for its own published books, and has been tested and employed in thousands of cases.

Terminology

There are several terms thrown around in this section, in this book, and in IGS products in general, that may merit some explicit discussion, as follows.

- **Quad or Difficulty Band:**
  One of four difficulty bands (Low, Moderate, Advanced, and Elite), representing a wide range of corresponding PC/party level and overall challenge. These two terms are used interchangeably.
- **Native Form:**
  The complete statblock and profile of a creature as represented in published, non-IGS materials.
- **Native Quad:**
  The Quad or Difficulty Band that a creature's Native Form most closely aligns to.
- **Created Quad:**
  A creature profile that is generated using the rules in this section to create a version of that creature that is more appropriate for a different level of difficulty (either more, or less, powerful than its Native Form).
- **Quadding:**
  The process of using the guidelines and tools in this section to create three additional complete statblocks for a Pathfinder creature published using a traditional approach.

Why to Use

You can use this approach to take a single monster, and make it usable with your gaming group, no matter what their level and composition.

If you're interested in publishing your own adventure content in alignment with the Quadded Difficulty approach that IGS employs, this approach makes the process very straightforward and easy.

Finally, for those who intend to take Pathfinder First Edition content and make it playable in other rules systems at any difficulty band, quadding existing content is an essential prerequisite in this process.

A Starting Point

As with everything else in this book, these rules to "quad" adventure content should be used as a starting point. Everything you do as a GM should be filtered through your own experiences and preferences, and of course through the desires and personalities of your gaming group.

In addition, when quadding content, keep in mind that what you come up with might still be very challenging, or far too easy, for a given range of PC levels.

In short, these rules and this book entire is meant as a starting point, not as an absolute to adhere to.

Easy Quadding with FlexTale Encounter Generator

Although most of the discussion in this section is around monster content, it also covers traps, obstacles, poisons, and other content.

For an even easier approach to these concepts, you may wish to consider the FlexTale Encounter Generator (FTEG) products, which employ much of the conversion rules used herein to produce a huge array of converted, quadded content.

FTEG's hundreds of tables also make it quick and easy to generate new adventure content, automatically converted to the rules systems supported in this book, and without going through the elaborate but easy to use conversion process described in this book.

Quick Quadding in Any Rules System

You may not have the rulebooks close to hand, may not be familiar enough with Templates and the impact of other modifications to feel comfortable recognizing every little change and nuance that the more complex approach below makes possible.

Or, you may be using a rules system that is not Pathfinder First Edition. Or, you might just not have a great deal of time.

The following "Quick Quadding" approach can be used to swiftly take any creature, in any fantasy RPG rules system, and quickly generate a version of it that is more appropriate for your level of difficulty.

This approach is so quick and easy to use, the author has even used it in realtime during a gaming session to convert monsters even as the PCs are fighting them!

Quick Step 1: Determine Up or Down

You can refer to "***Step 1: Determine the Creature's Native Quad***" in the more complex quadding rules below for a more thorough discussion of this step.

However, the essential thing right off the bat is to determine very quickly whether you need to make the creature more powerful, or less powerful.

This will inform every other step you take to quickly convert it to another level of difficulty.

Stepping Up and Down

Most of the changes discussed in this "quick quadding" section rely on "stepping up" or "stepping down" values or ranges in the creature's stat block as-is.

Simply put, to make a creature more difficult, you step values ***up***. To weaken it, you step values ***down***.

There are two types of numeric values that merit stepping up or down: ***static values***, and ***dice ranges***.

Static Values

A static value is a numerical attribute for a creature that does not change during combat, or from use to use. Hit Dice, Ability Scores, Armor Class, and the DC of its abilities all fall into this category.

The table below is a VERY high-level, quick-and-dirty guide as to how to step static values up and down.

Table 4: Quick-Quadding Static-Value Attribute Steps

Value	Step Up	Step Down
Ability Score	+4	-2
Armor Class	+3	-2
Difficulty Class (DC)	+3	-2
Other	+2	-1

Dice Ranges

Unlike static values, a creature's ***dice ranges*** change from use to use. Hit points and damage are the values most commonly associated with this type of numeric

attribute.

To step dice range values up or down, you must apply changes separately to the two components possible in a dice range expression: dice rolls, and modifiers.

Modifiers are not always present in a dice range expression, and come after the dice roll component. In the expression "2d6+8", for example, the modifier is +8.

To step modifiers up and down, simply treat them like static values, and use the ***Quick-Quadding Static-Value Attribute Steps*** table above to make a change.

Dice Rolls are the core of a dice range expression: 2d6, 4d20, and so on. This is the component of the expression that generates randomness.

To step dice rolls up or down, you can make one or two changes.

For values that are already large, e.g., 6d12, 8d8, and so on, you can change BOTH the number of dice rolled AND the size of the dice used. Treat the number of dice rolled as a Static Value, and use the ***Quick-Quadding Static-Value Attribute Steps*** table above to make an adjustment.

For smaller dice range expressions, you can use the standard dice progression table below, which is common to many tabletop roleplaying games.

Table 5: Quick-Quadding Dice Progression

1	3d8
1d2	4d6
1d3	4d8
1d4	6d6
1d6	6d8
1d8	8d6
1d10	8d8
2d6	12d6
2d8	12d8
3d6	16d6

Complex Quadding in Pathfinder

This is the approach that is assumed in this section's description.

Manually quadding adventure content means taking the Pathfinder content, referencing the appropriate section in this book, and generating three additional iterations of that content, one at a time.

Using Tools

Everything described herein, you can perform by hand, of course, using pencil and paper and dice and rulebooks.

However, you may be able to speed things up considerably by using one or more character-design tools.

PcGen is the tool that was used by IGS to develop the majority of ***Aquilae: Bestiary of the Realm*** content. It's free, it contains OGL-licensed rules and content for nearly everything Paizo and others have published for Pathfinder, and it's relatively easy to use.

The disadvantage, if you can call it that, of using these tools is that they are typically designed around character (PC or NPC) design. PcGen contains rules for hundreds of monsters as well, however.

There are other character design tools as well; any combination of tools you feel comfortable with should be employed to save time and ensure adherence to the rules.

Those proficient in **Google Sheets** or **Microsoft Excel** can easily and quickly develop tools for their own use.

Finally, those with more extreme ambition can develop programs that will automate a great deal of the mechanics involved.

Time Commitment

Depending on your familiarity with the approach, the tools you are using, and your overall comfort with the rules, quadding a monster can take as little as 5 minutes.

Typically, quadding other types of adventure content takes even less time due to the relative complexity of monsters versus all other content.

Quadding Monsters & NPCs

To start, it's important to recognize that there is a fundamental difference between ***monsters*** and ***NPCs***. Both are ***creatures***, in that they have a standard profile consisting of Ability Scores, saves, skills, attacks, and so on. Each type of creature may have special attacks, special abilities, immunities, resistances, feats, and

other unusual characteristics.

In this sense, monsters and NPCs are similar, in that their mechanical attributes, or crunch, are largely identical. It's how this crunch is ***used*** that forms the major distinguishing characteristic.

Simply put, a ***monster*** is a creature whose primary purpose is fighting the PCs. They may or may not have a language, and the PCs may or may not be able to communicate effectively with it. It may even be possible for the party to talk their way out of combat with the monster. The difference is not how things resolve or turn out; what makes a monster a monster is its role in the adventure: monsters are for combat.

An ***NPC*** is also a creature, and can even be monstrous. One of its intended purposes, however, is as a social encounter. This can involve conversation, sharing information, leading the party somewhere, giving them a quest, skill checks, and so on. It can also be the case that an NPC turns hostile, and/or is attacked by the PCs. NPCs can even fuel a great deal of combat with the party; what makes them NPCs as opposed to monsters, however, is that at least some part of the reason for their existence is intended to be social.

Quadding Differences: NPCs vs. Monsters

Why do you care? Why does this distinction between an NPC and a monster matter?

The simple answer is in the approach used to fuel the biggest single change to the creature's profile: Monsters change their ***Hit Dice***, and NPCs change their ***Class Levels***.

See below for more details.

Core Rules Required

As a side note, the following description assumes familiarity with, and access to, the ***Pathfinder Core Rulebook***. The changes introduced below will have, by design and intent, a significant effect on many of the creature's statistics.

It is beyond the scope of this book to reiterate the impact of these changes on a creature's mechanics. Please refer to the ***Pathfinder Core Rulebook*** for a thorough description of the impact of these changes.

Approach Outline

- **1:** Determine the creature's "**native quad**".
- **2:** Add/remove monster **Hit Dice** and/or **Class Levels**.
- **3:** Add **Size** and/or **Advanced Templates** if appropriate.
- **4:** Adjust **Ability Scores** if appropriate.
- **5:** Add/remove **Feats**.
- **6:** Select/remove **Spells** as appropriate for the creature's new configuration.
- **7:** Configure the creature's **Equipment**, if appropriate.
- **8:** Impose **Handicaps**, if deemed appropriate.

Step 1: Determine the Creature's Native Quad

A monster's ***native quad*** is the quadded difficulty band that it is most appropriate for in its unaltered format.

Each monster as presented in Pathfinder can be evaluated as belonging to one and only one quadded difficulty band "out of the box", so to speak, before you perform any changes to it.

This evaluation tends to be fairly straightforward, and can be performed in just a few seconds.

By CR

This is the easiest method, but it relies upon the **Challege Rating** information being accurate.

Home-brewed, or third-party, monsters may have unreliable CRs. In those scenarios, you are strongly encouraged to consider at least one additional method below to evaluate the creature's native quad.

Table 6: Native Quad by CR

CR	Suggested Native Quad
<2	**Low** Consider additional handicaps.
2-4	**Low** Use as-is.
4-5	**Moderate** Consider additional handicaps.
6-8	**Moderate** Use as-is.

CR	Suggested Native Quad
9-10	**Advanced** Consider additional handicaps.
11-12	**Advanced** Use as-is.
13-15	**Elite** Consider additional handicaps.
16+	**Elite** Use as-is.

By Hit Dice

When you do not trust the accuracy of a creature's CR, or feel as though its CR does not entirely do justice to the Native Quad in which that value would place the creature, you can also evaluate the creature's **Hit Dice**.

Barring these circumstances, you can also use a comparison against the table below as a "sanity check" for the creature's determined Native Quad using CR.

Table 7: Native Quad by Hit Dice

HD	Suggested Native Quad
<4	**Low** Consider additional handicaps.
5-6	**Low** Use as-is.
7-9	**Moderate** Consider additional handicaps.
10-11	**Moderate** Use as-is.
12-14	**Advanced** Consider additional handicaps.
15-16	**Advanced** Use as-is.
17-19	**Elite** Consider additional handicaps.
20+	**Elite** Use as-is.

By Class Levels

NPCs gain their Hit Dice by having Class Levels. Generally speaking, Class Level advancement offers a great deal more power than merely adding Hit Dice does, so the mapping of number of Class Levels to Quad is slightly different than the mapping above for Hit Dice to Quad.

Use the table below to determine an NPC's Native Quad based on their Class Levels.

For monstrous creatures who also have Class Levels, use the creature's total Hit Dice (monster HD + Class Levels), and use the table below.

Table 8: Native Quad by Class Level

Class Levels	Suggested Native Quad
1-2	**Low** Consider additional handicaps.
3-4	**Low** Use as-is.
5-6	**Moderate** Consider additional handicaps.
7-9	**Moderate** Use as-is.
10-12	**Advanced** Consider additional handicaps.
13-14	**Advanced** Use as-is.
15-16	**Elite** Consider additional handicaps.
17+	**Elite** Use as-is.

Other Factors

When setting a monster's Native Quad, consider other factors as well. What are the monster's special abilities? How formidable is this creature on its own? How threatening is it in combination with other creatures?

This type of evaluation is much more art than science, and in truth, relies heavily upon your experience as a GM and what you have seen firsthand in combat encounters.

To impose some degree of rigor and mechanic on the

evaluation, however, consider the following approach:

- **1:** Count **Factor Points** using the table below.
- **2:** For every **4 Factor Points** that result from the total computed, consider adjusting the **Native Quad** of the monster by one band.

So, for example, if you evaluate a monster as having a **Native Quad** of **Moderate**, but then calculate a total of **6 Factor Points** below, consider making that monster an **Advanced** quad instead.

Similarly, if your initial interpretation is that the creature should have a **Native Quad** of **Elite**, but then compute **-5 Factor Points** below, then perhaps it should instead be an **Advanced** creature.

Table 9: Native Quad Other Consideration Factor Points

Factor Points	Creature Feature
-3	Creature lacks any special abilities.
-2	DCs for creature's abilities is unusually low (i.e., less than its Hit Dice plus 10).
-1	Creature has only a single attack.
-1	Creature has a vulnerability or weakness (stacks; count this per distinct vulnerability or weakness).
+1	Creature can make more than 2 attacks per round.
+1	Creature can cast spells, or produce one or more spell effects (e.g., spell-like abilities). *(Stacks with other spellcasting Factor Point modifiers.)*
+1	Creature can cast at least 4th-level spells. *(Stacks with other spellcasting Factor Point modifiers.)*
+1	Creature can cast at least 7th-level spells, or produce spell effects with a CL of at least 8. *(Stacks with other spellcasting Factor Point modifiers.)*
+1	Creature can cast at least 8th-level spells, or produce spell effects with a CL of at least 12. *(Stacks with other spellcasting Factor Point modifiers.)*
+1	Creature can cast 9th-level spells, or produce spell effects with a CL of at least 16. *(Stacks with other spellcasting Factor Point modifiers.)*
+1	Creature has one or more area-effect attacks or abilities (do not include spells or spell-like abilities).
+1	Creature has an AC above 30.

Step 2: Add Monster Hit Dice and/or Class Levels

This is by far the single most influential change you can make to a monster to change its overall level of difficulty and thus its Quad.

Mechanically, you add **4 monstrous Hit Dice or Class Levels** to a creature to elevate it by one Difficulty Quad. Similarly, you subtract 4 HD or levels to reduce it by one Quad.

Generally speaking, there is a mapping between a creature's Hit Dice and/or Class Levels, and its Quad. This mirrors the approach used earlier in determining a creature's Native Quad.

Use the table below to determine the right number of Hit Dice and/or Class Levels for a monster within each Quad.

Use the creature's normal, unmodified Hit Dice or Class Levels as the starting point for these determinations. For example, a creature who naturally has 11 Hit Dice would probably have a Native Quad of **Moderate**. The **Low** version of that monster would have 7 Hit Dice, and the **Advanced** version would have 15, and the **Elite** version would have 19 Hit Dice as a result of these modifications.

Table 10: Hit Dice / Class Levels by Quad Band

Quad Band	Hit Dice	Class Levels
Low	Up to 6	Up to 4
Moderate	7-11	5-9
Advanced	12-16	10-14
Elite	17+	15+

Capping Uber-Monsters

The exception to this "4 hit dice = one quad" calculus

is when discussing truly formidable creatures, those with more than 18 Hit Dice natively.

Such monsters, perhaps obviously, will always have a Native Quad of **Elite**, if you use the approaches above. To reduce them to an Advanced creature suitable for that difficulty band, you will likely have to reduce the creature's Hit Dice by more than 4.

As a general guideline, it's unreasonable to place too big a monster in front of PCs of a certain difficulty band. To avoid this, consider the following suggested absolute maximums for Hit Dice and Class Levels when reducing Uber-Monsters.

To use this table in practice, make sure you strip away Hit Dice and/or Class Levels from the monster in quantities to make sure the resulting versions of it fall within the maximums for each difficulty band.

Table 11: Maximum Hit Dice for Uber-Monsters

Quad Band	Max Hit Dice	Max Class Levels
Low	8	6
Moderate	16	12
Advanced	25	14
Elite	no limit	no limit

Creating Uber-Monsters

You can also consider giving uber-monsters respect, and "capping" the Native Quad of all monsters at Elite. This allows you to create some truly unbridled, unhinged, and formidable beasts at the Elite level of difficulty!

For example: consider a **Manitou**, courtesy of the ***Pathfinder Bestiary 4*** (see OGL license in Appendix for credits). In the form published, it is a 19 Hit Dice Outsider. Using the tables above, this would make it an Elite creature natively.

However, ***Aquilae: Bestiary of the Realm*** counts its Native Quad as **Advanced**. This means its **Elite** form is a 23 Hit Die monster with the Advanced and Giant templates... truly, a dire foe!

If you wish to take this approach, you can use the following table to guide your Hit Dice and Class Level changes.

Table 12: Hit Dice for Creating Uber-Monsters

Quad Band	Max Hit Dice	Max Class Levels
Low	12	8
Moderate	20	12
Advanced	28	16
Elite	no limit	no limit

Step 3: Apply Templates

Next, apply one or more standard Pathfinder **Templates** as needed.

These offer a number of valuable changes to ensure appropriate difficulty, but the absolutely essential changes are those affecting damage for natural attacks, Strength, and Constitution.

Table 13: Templates for Native Low Monsters

Quad Band	Template(s)
Low	none
Moderate	none
Advanced	Advanced
Elite	Advanced, Giant

Table 14: Templates for Native Moderate Monsters

Quad Band	Template(s)
Low	Young
Moderate	none
Advanced	Advanced
Elite	Advanced, Giant

Table 15: Templates for Native Advanced Monsters

Quad Band	Template(s)
Low	Young
Moderate	Young
Advanced	none
Elite	Advanced, Giant

Table 16: Templates for Native Elite Monsters

Quad Band	Template(s)
Low	Young
Moderate	Young
Advanced	none *If the creature's native profile is truly formidable, consider applying Young.*
Elite	none *If you are using the "**Creating Uber-Monsters**" option described earlier, apply Advanced and Giant.*

Step 4: Adjust Ability Scores

This is an optional step, but it can help ensure appropriate difficulty.

The other modifications made to this point affect most combat-useful aspects of a monster, but depending on the creature's starting point, it may have resulted in too weak or too strong for a given quad.

What to Calibrate, When

Keep in mind that as with everything else in this book, the table is not a one-size-fits-all mandate; use common sense. If a creature relies on ranged attacks, make sure its **Dexterity** (and corresponding changes to ranged attack bonuses) is appropriate; similarly, melee-focused brutes should have their **Strength** calibrated.

Most combat focuses on physical attacks, and the DC of many special abilities is linked to a creature's **Constitution**. Generally speaking, you are likely safe avoiding ability score changes for **Intelligence**, **Wisdom**, and **Charisma** for creatures that lack spellcasting capabilities.

If you're not sure what score(s) to calibrate, read through the creature's description. Any special ability or spell whose DC scales with a certain ability score should receive calibration, and at a minimum, either **Strength** or **Dexterity** should be calibrated.

Constitution should always be calibrated, except for intentionally-weak monsters.

The table below summarizes when you should, and can avoid, calibrating Ability Scores for a given monster.

Table 17: Recommended Ability Score Calibration

	When to Calibrate
STR	All melee-focused monsters
DEX	All monsters with 1 or more ranged attacks
CON	All monsters except Minions (i.e., intentionally weak)
INT	Monsters with spellcasting from an INT-focused discipline (e.g., Wizard spells), and/or those with abilities whose DC is linked to INT
WIS	Monsters with spellcasting from an WIS-focused discipline (e.g., Cleric spells), and/or those with abilities whose DC is linked to WIS
CHA	Monsters with spellcasting from an INT-focused discipline (e.g., Sorcerer spells), and/or those with abilities whose DC is linked to CHA

How to Calibrate

Use the table below as a guide as to a creature's appropriate ability scores for a given quad.

Note that if you have determined that you do not need to calibrate a given ability score, you can safely ignore the suggestions below.

Table 18: Ability Score Calibration Ranges by Quad

	Low	Mod.	Adv.	El.
STR	8-12	10-16	12-20	14+
DEX	8-12	10-16	12-20	14+
CON	4-16	8-20	10-24	16+
INT	10-18	12-22	16-26	20+
WIS	10-18	12-22	16-26	20+
CHA	10-18	12-22	16-26	20+

Step 5: Adjust Feats

Either by virtue of having received changes to their monstrous Hit Dice, and/or from having received changes to Class Levels, most monsters will need some tweaking of their ***Feats***.

Perhaps even moreso than with other changes to a creature, which Feats are added or removed are very much subjective. Which Feats make sense for a given monster are a function of their combat role, their abilities, and even how you as a GM intend to use them in an adventure.

Removing Feats

Although the lists below were created from the perspective of having feats added to creatures as part of elevating their difficulty band, they are also useful in terms of prescribing which feats to remove when knocking a monster down from one quad to a lower one.

Common Feat Adjustments

There are some common Feats that are inherently and nearly ubiquitously helpful in enhancing the combat abilities of a creature, depending on its role.

These feats are documented in a table below. The list is by no means intended to be a complete listing, but can be a useful starting point.

This table references Combat Role terms created by and defined in the ***FlexAI Guidebook*** and ***Aquilae: Bestiary of the Realm***. For convenience, a general description of these has been provided as well.

Table 19: Common Feat Adjustments

Creature Focus / Behavior	Common Feats
Brute (Melee combat)	Combat Expertise; Power Attack; Improved Natural Attack; Weapon Focus; Bloody Assault; Cleave; Cleaving Finish; Improved Cleaving Finish; Great Cleave; Dazing Assault; Furious Focus; Dreadful Carnage; Improved Bull Rush; Bull Rush Strike; Greater Bull Rush; Improved Overrun; Charge Through; Greater Overrun; Pushing Assault; Stunning Assault
Soldier (Melee combat)	Combat Expertise; Power Attack; Improved Natural Attack; Weapon Focus; Improved Trip; Greater Trip; Combat Reflexes; Critical Focus; Bleeding Critical; Blinding Critical; Crippling Critical; Critical Mastery; Deafening Critical; Sickening Critical; Staggering Critical; Stunning Critical; Improved Critical; Toughness; Vital Strike; Devastating Strike; Improved Devastating Strike; Improved Vital Strike; Greater Vital Strike;
Artillery (Ranged combat)	Point-Blank Shot; Clustered Shot; Precise Shot; Far Shot; Impact Critical Shot; Bullseye Shot; Focused Shot; Improved Precise Shot; Pinpoint Targeting; Rapid Shot; Manyshot; Snap Shot; Improved Snap Shot; Greater Snap Shot; Shot on the Run; Mobility; Parting Shot; Weapon Focus; Improved Natural Attack; Opening Volley;
Controller (spellcasting)	Spell Focus; Greater Spell Focus; Arcane Blast; Arcane Strike; Dispelling Critical; Combat Casting; Uncanny Concentration; Spell Specialization; Greater Spell Specialization; Spell Penetration; Greater Spell Penetration; Spell Perfection; [All Metamagic Feats]
Lurker (surprise)	Improved Steal; Greater Steal; Death from Above; Alertness; Uncanny Alertness; Improved Initiative; Stealthy;
Skirmisher (mobility)	Improved Reposition; Greater Reposition; Repositioning Strike; Mobility; Dodge; Nimble Moves; Acrobatic Steps; Agile Maneuvers; Blind-Fight; Improved Blind-Fight; Greater Blind-Fight; Improved Feint; Disengaging Feint; Greater Feint; Sidestep; Improved Sidestep; Spring Attack; Whirlwind Attack; Fleet; Improved Initiative; Lunge; Light Step; Run; Step Up; Following Step; Step Up and Strike; Strike Back; Weapon Finesse;

Creature Focus / Behavior	Common Feats
Leader (elite capabilities)	Deceitful; Combat Expertise; Persuasive; Voice of the Sybil; Plus any of the feats from other categories, depending on the nature of the abilities of the Leader

Step 6: Adjust Spells

Elevating a creature who can natively cast spells, and whose Native Quad is Advanced or lower, generally means that the creature gains additional spells, or at the very least, that the spellcasting abilities that they natively possess should grow more potent.

For creatures with a native spellcasting capability, follow the steps below to bring their talents up to speed for elevated quads.

Linked Ability Score Calibration

First, revisit ***Step 4: Adjust Ability Scores***, above. Identify the Ability Score that corresponds to the spellcasting ability the creature possesses. Generally, this will be **Intelligence** or **Charisma** for **Arcane** abilities, or **Wisdom** for **Divine** abilities.

Make sure that this Ability Score has received a boost, or has been reduced, for the Quad you are working on, as a result of the process used thus far. If it has NOT yet received an adjustment, consider changing it.

Table 20: Spellcasting Ability Score Calibration

Native Quad	Target Quad: Low	Mod.	Adv.	El.
Low	n/a	+4	+8	+12
Mod.	-4	n/a	+4	+10
Adv.	-6	-4	n/a	+6
Elite	-8	-6	-4	n/a

This is more art than science, but as a general rule, you should calibrate a creature's spellcasting Ability Score(s) so that the DC of their cast spells falls roughly within the ranges below, by quad:

Table 21: Expected Spellcasting DCs

Quad	Spellcasting DC Range
Low	**10-14** + Spell Level
Mod.	**12-16** + Spell Level
Adv.	**14-24** + Spell Level
Elite	**18-30**+ Spell Level

Spell-Like Abilities

Note that this step focuses on true spellcasting abilities—divine, arcane, or other—and not merely on spell-like abilities. Spell-like abilities should automatically elevate and calibrate to some extent based on the steps performed above.

You may wish to sanity-check the DCs of a creature's spell-like abilities; if they have not changed for other created quads as a result of the steps performed above, you may wish to forcibly calibrate the Ability Score(s) linked to the DC of the spell-like abilities.

Non-Native Spellcasters

For creatures that lack spellcasting abilities in their native form, you can usually safely skip this step.

However, you may still wish to consider cases where a creature with a Native Quad of Low or Moderate has been elevated to a point in Advanced or Elite difficulty where it may make sense for them to gain spellcasting abilities. In particular, consider adding spellcasting abilities (and, thus, spells known/prepared) to Controllers and Leaders, even if they lack such abilities in their native forms.

This scenario may also apply to NPCs whose native class levels do not yet grant spellcasting abilities, but those classes do begin to grant such abilities later in levels. For example, an NPC who natively is a 2nd-level Paladin may gain spellcasting abilities as they receive additional class levels.

Step 7: Adjust Equipment

For creatures who do not possess any equipment in their native forms, you can consider skipping this step.

For any creature who, in its native form, possesses arms or armor, or other items, you should consider adjusting their equipment using the following rules. This statement applies regardless of whether the

creature possesses one or more class levels in its native form.

Equipment Types

Generally speaking, you can break down equipment into the following categories:

- **Armor:** Includes light armor, medium armor, and heavy armor.
- **Shield:** Includes bucklers, small shields, heavy shields, and tower shields.
- **Melee Weapons:** Includes light, martial, and exotic weapons.
- **Ranged Weapons:** Includes bows, crossbows, and thrown weapons.
- **AC Trinkets:** Any ring, bracer, amulet, cloak, or other non-hand "body slot" item that grants a bonus to AC (includes deflection, insight, natural, and other types).
- **Skill Trinkets:** Any ring, bracer, amulet, cloak, or other non-hand "body slot" item that grants a bonus to one or more Skills (includes deflection, insight, natural, and other types).
- **Spellcasting Trinket:** Includes wands, rods, staves, and also any ring, bracer, amulet, cloak, or other non-hand "body slot" item that allows the wearer or user to cast spells.

Gaining Equipment

Any creatures with Class Levels—either natively, or as a result of your chosen approach to elevating their quads—might reasonably benefit from equipment, even if they do not possess any in their native forms.

For such creatures, consider giving them equipment as most benefits their approach to combat.

The following table summarizes some general recommendations for what kinds of equipment to give to creatures with class levels:

Table 22: Equipment Gains for Classed Creatures

Creature Focus / Behavior	Gained Equipment Recommendations
Brute (Melee combat)	• Martial / Exotic Melee Weapon; • Medium Armor
Soldier (Melee combat)	• Medium/heavy armor; • Shield; • Martial / Exotic Melee Weapon
Artillery (Ranged combat)	• Light armor; • Ranged weapon
Controller (spellcasting)	• AC Trinket; • Ranged weapon; • Spellcasting Trinket
Lurker (surprise)	• Skill Trinket; • Light Melee Weapon
Skirmisher (mobility)	• Skill Trinket; • Ranged weapon; • Light Melee Weapon
Leader (elite capabilities)	• Skill Trinket; • Ranged weapon; • Light Melee Weapon

Equipment Enhancement Bonuses

Depending on the Quad in question, it may be appropriate for creature equipment to come auomatically with an **Enhancement Bonus**.

The table below summarizes the general guidelines for creature equipment enhancement bonuses by quad.

Table 23: Max Equipment Enhancement Bonuses by Quad

Equip. Type	Target Quad: Low	Mod.	Adv.	El.
Armor	0..+1	0..+2	+1..+4	+2..+5
Shield	0..+1	0..+1	+1..+3	+2..+5
Melee Weapon	0..+1	0..+2	+2..+4	+3..+5
Ranged Weapon	0..+1	0..+2	+2..+4	+3..+5
AC Trinket	0..+3	+1..+4	+2..+6	+3..+8
Skill Trinket	0..+4	+2..+8	+4..+12	+6..+14

Equipment Special Abilities

At higher Quads, equipment may also possess one or more ***Special Abilities***.

Use the table below as a general guideline as to whether, and at which Quads, equipment should possess Special Abilities.

Note that the below guidelines are to be applied **in addition to** the enhancement bonuses referenced above.

The numbers below indicate the reasonable range of the maximum number of special abilities the piece of equipment could have at each Quad.

Table 24: Equipment Special Abilities by Quad

Equip. Type	Target Quad: Low	Mod.	Adv.	El.
Armor	0	0	0-1	0-2
Shield	0	0	0-1	0-2
Melee Weapon	0	0-1	0-2	0-3
Ranged Weapon	0	0-1	0-2	0-3

Common Equipment Special Abilities

You can use the GM randomization tables in the Pathfinder rulebooks to determine which special ability(ies) a given piece of creature equipment possesses.

You may get more meaningful results, however, if you choose special abilities that are intentionally aligned with the creature's combat Role and capabilities.

The tables below summarize some recommendations based on a creature's combat Role and behavior.

Table 25: Common Weapon Special Abilities

Creature Focus / Behavior	Weapon Special Abilities
Brute (Melee combat)	Bleed; Cruel; Exhausting; Furyborn; Gory; Growing; Impact; Serrated Edge; Speed; Vicious; Vorpal; Wounding
Soldier (Melee combat)	Corrosive; Corrosive Burst; Countering; Courageous; Culling; Defending; Dueling; Flaming; Flaming Burst; Frost; Icy Burst; Keen; Shock; Shocking Burst; Thundering;
Artillery (Ranged combat)	Burning; Dispelling; Dispelling Burst; Distracting; Distracting (Greater); Flaming; Flaming Burst; Heartseeker; Igniting;
Controller (spellcasting)	Dispelling; Dispelling Burst; Distracting; Distracting (Greater); Nullifying; Spell Storing;
Lurker (surprise)	Debilitating; Fortuitous; Ghost Touch; Paper Cut; Silencing; Stalking;
Skirmisher (mobility)	Advancing; Anchoring; Called; Dancing; Defending; Flying; Repositioning; Speed;
Leader (elite capabilities)	Glorious; Glamered; Guardian; Keen; Spell Storing; Spellstealing; Spell Siphon; *Plus any combination of abilities that correspond to its other capabilities in combat*

Table 26: Common Armor & Shield Special Abilities

Creature Focus / Behavior	Armor/Shield Special Abilities
Brute (Melee combat)	Advancing; Armor Spikes; Jarring; Razored; Volcanic
Soldier (Melee combat)	Adamant; Bolstering; Deflecting; Determination; Fortification; Stanching; Vitalguard
Artillery (Ranged combat)	Fortification; Nimble
Controller (spellcasting)	Deathless; Frosted; Mind Buttressing; Spell Dodging; Spell Resistance; Spellsink; Spell Storing
Lurker (surprise)	Adhesive; Creeping; Delving; Sensing; Shadow
Skirmisher (mobility)	Advancing; Delving; Etherealness; Expeditious; Nimble; Rampaging; Slick
Leader (elite capabilities)	Burnished; Champion; Calming; Determination; Ghost Spike; Ghost Touch; Glamered; Grinding; Invulnerability; Martyring; Radiant; Radiant Flight; Rallying; Spell Dodging; Spell Resistance *Plus any combination of abilities that correspond to its other capabilities in combat*

Spellcasting Trinkets

A spellcasting trinket is any item that lets its wielder cast one or more **spells**, produce one or more **spell effects**, or grants **spell-like abilities**.

Which spell(s) should correspond roughly to the combat capabilities and/or Role of the creature, and/or augment its weaknesses, to make it more formidable.

Table 27: Spellcasting Trinkets by Quad

Target Quad	Spell Level	# Charges	# Spells
Low	0-2	1-8	1-2
Mod.	1-4	4-12	1-4
Adv.	3-7	8-20	1-6
Elite	4-9	12-40	1-8

Step 8: Apply Handicaps

By following the above steps, you may end up with a version of the creature that is too formidable at one or more quads.

This most commonly occurs when you take a monster whose native quad is Elite, and try to scale it down: even using the approach described above, you may yet end up with a beast whose abilities are far beyond the talents of lower-level PCs, particularly at the Low and Moderate difficulty bands.

You can of course leave the creature as it has been generated, and simply keep in mind the increased level of difficulty that it represents at those quads.

However, if you'd like to smooth the edges of the beast, you can consider applying one or more of the following ***handicaps***. These have been organized by creature combat Role or behavior; obviously it doesn't hamper a Tarrasque much to kneecap its Wisdom!

Table 28: Handicaps by Combat Role

Creature Focus / Behavior	Suggested Handicaps
Brute (Melee combat)	• Reduce Strength • Reduce Constitution • Reduce melee damage • Remove Feats • Lower DCs on special abilities

Creature Focus / Behavior	Suggested Handicaps
Soldier (Melee combat)	• Reduce Strength • Reduce Dexterity • Reduce Constitution • Reduce AC • Reduce melee damage • Remove Feats • Lower DCs on special abilities
Artillery (Ranged combat)	• Reduce Dexterity • Reduce ranged damage • Remove Feats
Controller (spellcasting)	• Reduce Intelligence, Wisdom, and/or Charisma (whichever is the ability linked to spellcasting DC) • Remove spells known/prepared • Lower DCs on spellcasting/ special abilities
Lurker (surprise)	• Reduce Speed • Reduce Dexterity • Remove Feats • Lower DCs on special abilities
Skirmisher (mobility)	• Reduce Speed • Reduce Dexterity • Remove Feats • Reduce melee damage • Lower DCs on special abilities
Leader (elite capabilities)	• Reduce Intelligence, Wisdom, and/or Charisma (whichever is the ability linked to special ability DC) • Remove spells known/prepared • Restrict abilities to a lower maximum # per round • Lower DCs on spellcasting/ special abilities

Quadding Obstacles, Traps, and Afflictions

"***Obstacles***" refers to landslides, rushing water, deluges, avalanches, and other natural and unnatural effects that hamper movement, force a repositioning, or otherwise impose a physical, movement-related effect on the PCs.

"***Afflictions***" refers to poisons, curses, diseases, and other persistent negative / debuff effects.

What all of these encounter elements have in common is that they require one or more checks, each with a corresponding DC, for the PCs to overcome.

For quadding purposes, then, these phenomena can largely be left as-is, but with changes to the DC(s) involved.

The table below describes the recommended DC ranges for phenomena, by quad.

Table 29: Obstacle Phenomena DC by Quad

Type	Target Quad: Low	Mod.	Adv.	El.
Obstacle	10-16	12-20	16-30	20-36
Trap	12-20	16-24	20-34	24-40
Poison	14-22	16-28	22-40	24-50
Disease	13-20	15-24	16-34	22-40
Curse/ Other	10-18	14-22	15-30	22-40

Intentional Variety

These are wide ranges, by design: a "trap" could be a makeshift needle on the lid of a poorly-constructed wooden box, or it could be a massively complex mechanism generated eons ago by an advanced race to guard an ancient treasure.

The context, purpose, and story-related nature of a given phenomenon should be considered when changing its DC to suit other quads.

Monstrous Inspiration

When in doubt, you can leverage inspiration from monsters: take a monster with one or more abilities that involve a DC, whose overall feel and challenge seems about right for the phenomenon you are converting into other quads. Or, pick a monster whose Native Quad corresponds to the difficulty band you're targeting.

Then, quad that monster, and determine the DC of its abilities. This should provide a general sense of a DC appropriate for what you're looking to construct.

How to Convert

Converting Adventure Content

Introduction

While the previous section discussed how to take a single statblock and convert it to be appropriate across multiple levels of difficulty, this section endeavors to describe the process for taking content from one fantasy tabletop roleplaying game rules system, and converting it for use in other rules systems.

The systems formally supported by this chapter are as follows:

- **Pathfinder** (First Edition, or P1E)
- **Fifth Edition** / 5E of the world's most popular roleplaying game
- **Pathfinder Second Edition** (P2E)
- **OSR** (old-school revival)

Additionally, **d20 / v3.5** is supported in a separate commentary following the guts of this section.

Back and Forth

Infinium Game Studio produces content first and foremost in Pathfinder, and then converts that content into other rules systems.

This approach, and how we go about writing fantasy RPG books, was indeed the inspiration for this tome: codifying the methodology we have been using formally for half a decade, and informally for over 30 years.

This chapter was written in recognition of this approach. It is beyond the scope of a single book to detail at length how to move back and forth in each permutation and combination of moving from one rules system to each other.

As a result, this section describes a rigorous approach to take Pathfinder content, and convert it into one of the other supported systems.

Tried and Tested

The approach described herein has been used in practice. A lot. As in, ***thousands*** of times.

That's no typo: ***Aquilae: Bestiary of the Realm*** contains 6,400 complete monster statblocks, and across the other rules system editions of these tomes, each and every one of those statblocks has been painstakingly converted into three other rules systems.

That's over 30,000 conversions. Whew!

Perfection & Sanity Checks

As with the rules in the previous section regarding Quadding, it's unrealistic to expect, either as an author or a reader, any set of rules to be absolutely perfect in reproducing content from one rules system to another.

The guidelines and tools in this section will do you a great deal of service, and will make the overwhelming majority of content easy and straightforward to convert usably into another format.

However, the extent to which content from one rules system can succeed when used in another is a function not only of the guidelines followed, but of your skill as a GM, and your detailed experience with the rules and nuances of the two rules systems you are converting across.

If you've never played Fifth Edition, and just a few minutes ago opened the ***Dungeon Master's Guide***, using the rules below might get you 80% or more of the way toward converting, say, an entire P1E adventure module for use in 5E.

But lacking a detailed knowledge of the "target" rules system, there may indeed be times where you will be faced with adventure elements that turned out to be too challenging, or too easy, for the PCs to navigate.

This is where your experience and abilities as a GM come into play. No guidebook or set of tables printed on a page can come close to reproducing those!

Easy Conversion with FlexTale Encounter Generator

The ***FlexTale Encounter Generator (FTEG)*** line of products contains endless tables and inspiration for generating adventure content dynamically and with zero preparation.

Using these books on their own is a very quick and easy way of producing adventure content for your target rules system, without having to go through the rigorous mechanics of the process described below.

Depending on the time you have available, and your comfort level with and desire for making mathematical changes and following a detailed heuristic, you may wish to simply use the FTEG books to produce an approximation of the adventure content you're looking to convert.

True Conversion

The bad news out of the way, first: true conversion is somewhat wasy for monsters and obstacles, and very difficult for NPCs.

NPCs, and more specifically, classes and the benefits gained from class levels, are the gaming element that possess the greatest differences across the supported rules systems. In truth, a Fighter in OSR bears little resemblance to the capabilities of a PC of the same class name in P2E, even though they are nominally supposed to fulfill the same gaming role.

Official Conversion

The very best conversion is likely to be "official": monsters published in one rules edition may find their way into your rules system of choice, famous and beloved adventures are remade and converted with license and involvement from the original authors, and so on.

If you are looking for an "official" conversion of a piece of adventure content, and such exists, then you may be best served to simply leverage that existing conversion rather than go through the rules described herein. Such an approach has the advantage of being "official", of course, but also of being "portable": the officially-supported content would survive going to a different gaming table or group, wheras your "home-brewed" or personally-converted content might be looked at with a bit more skepticism, regardless of the extent to which the heuristic you used is well-documented and/or rigorous (as this book presents).

Converting Monsters & NPCs

Please refer to the prior section for a quick overview of the similarities, and differences, between monsters and NPCs.

To recap in summary, however: both are creatures, and both have the same mechanical elements in terms of their statblocks and profile. NPCs are differentiated in that they possess class levels, and monsters do not.

From a conversion perspective, the biggest difference is this: it will be straightforward, if a little rigorous, to convert a monster. Converting any creature with one or more class levels will be more involved, and will necessitate a bit more manual intervention than is within the scope of this tome.

Even with NPCs, however, this book can render assistance, in that its massively comprehensive **Conversion Mapping Inventory**, covers all of the special abilities possessed by monsters in Pathfinder.

Pre-Quadding

Your objective in converting may simply be to take a monster and dump it into another rules system quickly.

However, if your goal is to take adventure content from Pathfinder, and reproduce it in one or more other rules systems, using the Quadded Challenge concept described in the introduction of this book, then it will help to pursue things in the right order.

- First, take the content and Quad it in Pathfinder. Use the rules in the previous section of this book to do so.
- Second, take each piece of quadded content that resulted from the first step, and convert each quad on its own, as its own piece of content.

This is the approach used, for example, in producing Aquilae: Bestiary of the Realm. Each of the 1,600 monsters was quadded first in Pathfinder, and then each of the resulting 6,400 monster statblocks was individually converted into 5E, P2E, and OSR formats.

Terminology

Some quick terms, to clarify what is meant in this section:

- **Source System:**
  The rules system in which the content you wish to convert was originally published in.
- **Target System:**
  The rules system into which you wish to convert adventure content.
- **Adventure Content:**
  A creature, a trap, an obstacle, a poison, a curse, a disease, or a trap.
- **Statblock:**
  A complete set of attributes and text and numerical descriptions that describe an NPC or monster.
- **Stat Element:**
  One component or section of a creature's statblock. For example, Ability Scores, Armor Class, or Languages.

Approach Summary

The high-level summary of how to convert is that we examine each element of a creature's statblock, and convert it so that it makes sense in the context of the target rules system.

That sounds hilariously easy, and to a certain extent, it is, in that it is at least ***straightforward***.

Although the order in which a creature's statblock elements are commonly presented vary from rules system to rules system, the conversion approach will use the following order.

With some exceptions, you can actually pursue conversion in any order you wish, but the below sequence (which, incidentally, most mirrors the format presented by 5E) may be the most intuitive.

- Ability Scores
- Armor Class
- Hit Dice & Hit Points
- Speed & Movement
- Size & Type
- Resistances, Vulnerabilities, and Immunities
- Senses
- Languages
- Challenge Rating
- Standard Actions
- Special Abilities
- Effect DC
- Spellcasting Abilities

Converting Ability Scores



Ability Scores

The method for converting each of the six Ability Scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) is identical, as follows.

Keep in mind that for P2E, the actual ability score is not of importance, but rather merely the ***modifier*** of the score value.

Converting P1E Ability Scores to 5E

If the P1E value is less than 20:

- Subtract **2** from the value to obtain the 5E value. This cannot reduce the resulting value below **1**.

If the P1E value is 20 or greater:

- Divide the P1E value by **2**, then add **7**, to determine the 5E value.

Converting P1E Ability Scores to P2E

- Keep the ability score value the same from P1E.
- For a P1E value of **1**, the modifier is **-5**.
- Up to a P1E value of **3**, the modifier is **-4**.
- Thereafter, the modifier increases by **+1** for every **2** steps of value: up to **5** is a **-3**, up to **7** is a **-2**, and so on.
- The maximum modifier possible is a **+20**, for P1E ability scores of **50** and above.

Converting P1E Ability Scores to OSR

For monsters, OSR does not track ability scores explicitly. No conversion is necessary.

Converting P1E Ability Scores to DCC

For monsters, DCC does not track ability scores explicitly. No conversion is necessary.

Sample Ability Score Conversions

The following table summarizes ability score value conversions across the four rules systems.

Table 30: Sample Ability Score Conversions

Pathfinder Ability Score Value	5E	P2E	OSR	DCC
1	1	-5	n/a	n/a
2	1	-4	n/a	n/a
3	1	-4	n/a	n/a
4	2	-3	n/a	n/a
5	3	-3	n/a	n/a
6	4	-2	n/a	n/a
7	5	-2	n/a	n/a
8	6	-1	n/a	n/a
9	7	-1	n/a	n/a
10	8	+0	n/a	n/a
11	9	+0	n/a	n/a
12	10	+1	n/a	n/a
13	11	+1	n/a	n/a
14	12	+2	n/a	n/a
15	13	+2	n/a	n/a
16	14	+3	n/a	n/a
17	15	+3	n/a	n/a
18	16	+4	n/a	n/a
19	17	+4	n/a	n/a
20	18	+5	n/a	n/a
21	18	+5	n/a	n/a
22	18	+6	n/a	n/a
23	18	+6	n/a	n/a
24	19	+7	n/a	n/a
25	19	+7	n/a	n/a
26	20	+8	n/a	n/a
27	20	+8	n/a	n/a
28	21	+9	n/a	n/a
29	21	+9	n/a	n/a
30	22	+10	n/a	n/a

Converting Armor Class

Armor Class

Although a simple, single number, the differences in computing Armor Class across the rules systems are great.

Converting P1E Armor Class to 5E

The rules below will provide values for both approaches.

- First, take the P1E AC value, and divide it by **3**.
- Add **10**. The resulting number is the 5E Armor Class for this creature.
- The highest AC value possible with this method is a 5E value of **23**. If the math above would result in a result larger than **23**, treat it as **23**.

Converting P1E Armor Class to P2E

This approach relies upon calculating the AC proficiency for the creature, based on its P1E Armor Class.

- If the P1E AC is less than or equal to **10**, treat it as **Untrained**.
- If the P1E AC is **11-15**, treat it as **Trained**, or **+2**.
- If the P1E AC is **16-20**, treat it as **Expert**, or **+4**.
- If the P1E AC is **21-25**, treat it as **Master**, or **+6**.
- If the P1E AC is **26** or above, treat it as **Legendary**, or **+8**.

With the proficiency class in hand, calculate the AC value, using Dexterity as the base:

- Assume a minimum AC of **10** as a starting point.
- Take the P2E ability score modifier for the creature's **Dexterity**. (See Ability Scores, above.)
- Add the **proficiency bonus** calculated above.
- Finally, add the creature's P1E **Hit Dice** value, divided by **2**.

Finally, do a sanity check:

- If the creature's calculated P2E AC using the above approach is LESS THAN its P1E AC, use the P1E AC instead.

Converting P1E Armor Class to OSR

Various forms of OSR utilize ascending armor class, and descending armor class. Some variants include values for both approaches in a creature's statblock.

The rules below will provide values for both approaches.

- First, reduce the P1E AC value by **5**.
- If the resulting value is less than or equal to 10, the OSR AC is **9 [10]**.
- For every point of value beyond **10**, decrease the descending AC and increase the ascending AC by **1** point apiece.
- The most effective Armor Class possible is **-10 [29]**, made possible by original (i.e., notwithstanding the -5 reduction at the start of this process) P1E AC values of **34** or above.

Converting P1E Armor Class to DCC

Various forms of OSR utilize ascending armor class, and descending armor class. Some variants include values for both approaches in a creature's statblock.

The rules below will provide values for both approaches.

- First, calculate the creature's **ascending OSR Armor Class** using the rules above.
- Next, reduce the resulting AC value by **5**.
- If the resulting value is less than or equal to 10, the DCC AC is **10**.
- Otherwise, retain the resulting value as the **DCC Armor Class** value.

House Rule: Increasing Monster AC

Note that this approach results in comparatively easy-to-hit monsters. Your gaming group may wish instead to take an alternate approach to increase the relative difficulty of your converted monsters:

- Instead of reducing OSR AC by 5, reduce it by 2 instead.
- Or, simply use unaltered OSR AC, without subtraction.

Sample Armor Class Conversions

The following table summarizes armor class value conversions across the four rules systems.

The values below assume a neutral +0 modifier for the creature's Dexterity for the purposes of computing the P2E value. Furthermore, the calculations assume the creature has only 1 Hit Die; in practice, all P2E values will therefore be much larger than shown on the

following table.

Table 31: Sample Armor Class Conversions

Pathfinder Armor Class Value	5E	P2E	OSR	DCC
1	11	10	9 [10]	10
2	11	10	9 [10]	10
3	11	10	9 [10]	10
4	11	10	9 [10]	10
5	11	10	9 [10]	10
6	12	10	9 [10]	10
7	12	10	9 [10]	10
8	12	10	9 [10]	10
9	13	10	9 [10]	10
10	13	10	9 [10]	10
11	13	12	9 [10]	10
12	14	12	9 [10]	10
13	14	12	9 [10]	10
14	14	12	9 [10]	10
15	15	12	9 [10]	10
16	15	14	8 [11]	10
17	15	14	7 [12]	10
18	16	14	6 [13]	10
19	16	14	5 [14]	10
20	16	14	4 [15]	10
21	17	16	3 [16]	11
22	17	16	2 [17]	12
23	17	16	1 [18]	13
24	18	16	0 [19]	14
25	18	16	-1 [20]	15
26	18	16	-2 [21]	16
27	19	18	-3 [22]	17
28	19	18	-4 [23]	18
29	19	18	-5 [24]	19
30	20	18	-6 [25]	20

Converting Hit Dice and Hit Points



Hit Dice & Hit Points

A creature's Hit Dice and Hit Points can undergo some changes from its P1E values.

If you do not know the P1E Hit Dice value for a creature as published, look at its Hit Point profile: typically this should be expressed as a dice roll range, perhaps in addition to a total numerical value, e.g., "4d6+12 (32)". The number of dice rolled in this expression is the creature's P1E Hit Dice.

Converting P1E Hit Points to 5E

This is the simplest conversion of all: simply use the unaltered **P1E** values.

House Rules: Too Much HP

It may be argued that this commonly results in HP values that are too high for 5E combats, either because the resulting creatures are too formidable, or because combat takes too long compared to "out of the box" 5E monsters.

If this is your gaming group's sentiment, consider multiplying the resulting 5E HP by **2/3**.

Converting P1E Hit Points to P2E

P2E Hit Dice are equal to **P1E Hit Dice**.

For **P2E Hit Points**, use the following approach, which essentially constructs a meaningful dice expression for the beast's Hit Points, and then randomizes a value for its HP:

If the P1E creature has a Constitution value:

- If the P1E creature has a Constitution value, the expression starts as equal to its **Hit Dice number** rolled as **D12s**. For example, a creature with **8 Hit Dice** would start as having HP equal to **8d12**.
- Add to this the creature's P2E **Constitution modifier** times its **Hit Dice** number. So a creature with a **+2 Constitution** and **8 Hit Dice** would add **+16**.

If the P1E creature does not a Constitution value (e.g., Undead):

- Use only the creature's **Hit Dice number** rolled as **D12s**.

Once you have the creature's Hit Points dice expression as determined above, rough out its HP: use average values for the dice rolled. So for example, the **8d12+16** monster described above would have roughed-out HP equal to **88**.

Finally, do a Sanity Check: if the creature's **P1E Hit Points** value is larger than the value obtained via the above method, simply use its P1E HP value.

Converting P1E Hit Dice to OSR

OSR does not typically use explicit Hit Point values in its statblocks; it instead uses a Hit Dice expression.

If the creature's **P1E Hit Dice** are **2** or fewer, keep this value as a starting point for its **tentative OSR HD** value.

If the creature's **P1E Hit Dice** are **greater than 2**, tone the value down as follows:

- Take the creature's **P1E Hit Dice** value and divide by **3**. Add **2**. This is the creature's **tentative OSR HD** value.

Next, add a numerical modifier, if applicable, based on the P1E **Creature Type**, as follows:

- If the creature was a **Construct, Magical Beast, Monstrous Humanoid**, or otherwise used **D10s** for its Hit Dice:
  Grant it a numeric bonus equal to its **tentative OSR HD value**.
- If the creature was a **Dragon**, or otherwise used **D12s** for its Hit Dice:
  Grant it a numeric bonus equal to its **tentative OSR HD value**, times **2**.
- If the creature was an **Aberration, Animal, Humanoid, Ooze, Plant, Undead,** or **Vermin**, or otherwise used **D8s** for its Hit Dice:
  No further changes are necessary.
- If the creature was a **Fey**, otherwise used **D6s** for its Hit Dice, or otherwise is not covered via the above rules:
  Grant it a numeric **penalty:** its Hit Dice are **reduced by 1/3** (i.e., multiply its **tentative OSR HD** value by **2/3).** This cannot reduce the **OSR HD** value below 2.

Converting P1E Hit Dice to DCC

DCC does not typically use explicit Hit Point values in its statblocks; it instead uses a Hit Dice expression.

If the creature's **P1E Hit Dice** are **2** or fewer, keep this value as a starting point for its **tentative DCC HD** value.

If the creature's **P1E Hit Dice** are **greater than 2**, tone the value down as follows:

- Take the creature's **P1E Hit Dice** value and **divide by**

3.

- If the resulting value is **less than 2**, make it **2**.
- This is the creature's **tentative DCC HD** value.

Use the same value for the number of sides in the Hit Dice as the **P1E Hit Dice**. So, a P1E creature with **6d8** Hit Dice would have **2d8 DCC Hit Dice** at this point.

Next, add a numerical modifier, if applicable, based on the P1E **Creature Type**, as follows:

- If the creature was a **Construct, Magical Beast, Monstrous Humanoid**, or otherwise used **D10s** for its Hit Dice:
  Grant it a numeric bonus equal to its **tentative DCC HD value**.
- If the creature was a **Dragon**, or otherwise used **D12s** for its Hit Dice:
  Grant it a numeric bonus equal to its **tentative DCc HD value**, times **2**.
- If the creature was an **Aberration, Animal, Humanoid, Ooze, Plant, Undead,** or **Vermin**, or otherwise used **D8s** for its Hit Dice:
  No further changes are necessary.
- If the creature was a **Fey**, otherwise used **D6s** for its Hit Dice, or otherwise is not covered via the above rules:
  Grant it a **penalty:** its Hit Dice are **reduced by 1/3** (i.e., multiply its **tentative DCC HD** value by **2/3).** This cannot reduce the **DCC HD** value below 2.

Sample Hit Dice & Hit Point Conversions

There is a great deal of variety and other factors which can influence a creature's Hit Dice and Hit Points. The table below assumes a "neutral" situation in which the source creature is a Humanoid, with a Constitution value that merits no modifier.

Table 32: Sample Hit Point Conversions

Pathfinder HD (HP) Value	5E	P2E	OSR
1 (4)	4	6	1
2 (8)	8	12	1
3 (12)	12	18	1
4 (16)	16	24	2
5 (20)	20	30	2
6 (24)	24	36	3
7 (28)	28	42	3
8 (32)	32	48	4
9 (36)	36	54	4
10 (40)	40	60	5
11 (44)	44	66	5
12 (48)	48	72	6
13 (52)	52	78	6
14 (56)	56	84	7
15 (60)	60	90	7
16 (64)	64	96	8
17 (68)	68	102	8
18 (72)	72	108	9
19 (76)	76	114	9
20 (80)	80	120	10
21 (84)	84	126	10
22 (88)	88	132	11
23 (92)	92	138	11
24 (96)	96	144	12
25 (100)	100	150	12
26 (104)	104	156	13
27 (108)	108	162	13
28 (112)	112	168	14
29 (116)	116	174	14
30 (120)	120	180	15

Table 33: Sample Hit Point Conversions for OSR & DCC

Pathfinder HD Value	OSR	DCC
1d8	1	1
2d8	1	1
3d8	1	1
4d8	2	1
5d8	2	1
6d8	3	2
7d8	3	2
8d8	4	2
9d8	4	3
10d8	5	3
11d8	5	3
12d8	6	4
1d10	1+1	1+1
2d10	1+1	1+1
3d10	1+1	1+1
4d10	2+2	1+1
5d10	2+2	1+1
6d10	3+3	2+2
7d10	3+3	2+2
8d10	4+4	2+2
9d10	4+4	3+3
10d10	5+5	3+3
11d10	5+5	3+3
12d10	6+6	4+4
1d12	1+2	1+2
2d12	1+2	1+2
3d12	1+2	1+2
4d12	2+4	1+2
5d12	2+4	1+2
6d12	3+6	2+4
7d12	3+6	2+4
8d12	3+6	2+4
9d12	4+8	3+6
10d12	4+8	3+6
11d12	5+10	3+6
12d12	6+12	4+8

Pathfinder HD Value	OSR	DCC
1d6	1	1
2d6	1	1
3d6	1	1
4d6	2	1
5d6	2	1
6d6	2	2
7d6	3	2
8d6	3	2
9d6	3	2
10d6	3	2
11d6	3	2
12d6	4	2

Converting Speed & Movement



Speed & Movement

Keep in mind that a creature may have more than one form of mobility: swimming, climbing, burrowing, and flying, to speak of some.

Generally speaking, there is not a system-to-system conversion reason to change a creature's available modes of locomotion as part of converting.

Converting Flight Maneuverability

For flying movement, Pathfinder uses a maneuverability class descriptor (e.g., Clumsy, Poor, Perfect) that 5E, P2E, and OSR lack.

Aquilae: Bestiary of the Realm preserves this descriptor, however, as it may make comparisons between two or more kinds of mobility easier.

Converting P1E Speed to 5E

No conversion is needed from a value standpoint.

By convention, however, P1E represents values with the feet symbol (e.g., 50'), and 5E tends to use "ft.".

Converting P1E Speed to P2E

No conversion is needed from a value standpoint.

Converting P1E Speed to OSR

No conversion is needed from a value standpoint.

Although OSR systems vary in their presentation of movement speed values (e.g., in ***Aquilae: Bestiary of the Realm for OSR***, they are presented in terms of single-round and multi-round values), the core per-round movement numerics do not alter.

Converting P1E Speed to DCC

No conversion is needed from a value standpoint.

Converting Size, Type, & Alignment



Size, Type, & Alignment

Size and Type undergo some minor changes and consolidations across the rules systems. As these concepts are often presented together in presentation, they are bundled here as well.

Converting P1E Size to 5E

If the P1E Size is Fine, Diminutive, or Tiny:

- Treat the resulting 5E Size as **Tiny**.

If the P1E Size is Colossal:

- Treat the resulting 5E Size as **Gargantuan**.

For all other P1E Size values:

- Treat the resulting 5E Size as **the P1E Size**.

Converting P1E Type to 5E

If the P1E Type is Animal:

- Treat the resulting 5E Type as **Beast**.

If the P1E Type is Magical Beast, or a Monstrous Humanoid who is not a Giant:

- Treat the resulting 5E Type as **Monstrosity**.

If the P1E Type is Monstrous Humanoid, who is a Giant:

- Treat the resulting 5E Type as **Giant**.

If the P1E Subtype is Elemental:

- Treat the resulting 5E Type as **Elemental**.

If the P1E Type is Outsider, with an Evil alignment component:

- Treat the resulting 5E Type as **Fiend**.

If the P1E Type is Outsider, with a Good alignment component:

- Treat the resulting 5E Type as **Celestial**.

If the P1E Type is Outsider, with neither Evil nor Good alignment components:

- Treat the resulting 5E Type as **Monstrosity**.

If the P1E Type is other than that identified above:

- Treat the resulting 5E Type as **the P1E Type**.

Converting P1E Alignment to P2E

If the P1E Alignment is True Neutral:

- Treat the resulting 5E Alignment as **Unaligned**.

If the P1E Alignment is not True Neutral:

- Treat the resulting 5E Alignment as **the P1E Alignment**.

Converting P1E Size to P2E

Use the **5E Size** value as determined above.

Converting P1E Type to P2E Traits

Pathfinder Second Edition lacks the independent concept of Creature Type. Instead, you can convert the P1E Creature Type into one or more P2E **Traits**, as follows.

If the P1E Type is Animal:

- Add a P2E Trait of **Beast**.

If the P1E Type is Monstrous Humanoid:

- Add a P2E Trait of **Humanoid**.

If the P1E Subtype is Giant:

- Add a P2E Trait of **Giant**.

If the P1E Type is Outsider, and the Subtype is Elemental:

- Add a P2E Trait of **Elemental**.

If the P1E Type is Outsider, and the Alignment contains an Evil component:

- Add a P2E Trait of **Fiend**.

If the P1E Type is Outsider, and the Alignment contains a Good component:

- Add a P2E Trait of **Celestial**.

If the P1E Type is Aberration:

- Add a P2E Trait of **Aberration**.

If the P1E Type is Animal:

- Add a P2E Trait of **Animal**.

If the P1E Type is Construct:

- Add a P2E Trait of **Construct**.

If the P1E Type is Dragon:

- Add a P2E Trait of **Dragon**.

If the P1E Type is Fey:

- Add a P2E Trait of **Fey**.

If the P1E Type is Humanoid:

- Add a P2E Trait of **Humanoid**.

If the P1E Type is Ooze:

- Add a P2E Trait of **Ooze**.

If the P1E Type is Plant:

- Add a P2E Trait of **Plant**.

If the P1E Type is Undead:

- Add a P2E Trait of **Undead**.

If the P1E Type is Magical Beast:

- Add a P2E Trait of **Beast**.

If the P1E Subtype includes Chaotic or Chaos:

- Add a P2E Trait of **Chaotic**.

If the P1E Subtype includes Evil:

- Add a P2E Trait of **Evil**.

If the P1E Subtype includes Lawful or Law:

- Add a P2E Trait of **Lawful**.

If the P1E Subtype includes Good:

- Add a P2E Trait of **Good**.

If the P1E Subtype includes one or more of the following values, add a P2E Trait that corresponds:

- Air; Water; Earth; Fire; Aeon; Amphibious; Aquatic; Agathion; Archon; Azata; Boggard; Charau-Ka; Daemon; Demon; Dero; Devil; Dhampir; Dinosaur; Drow; Duergar; Genie; Ghost; Ghoul, Gnoll, Golem, Gremlin, Grippli, Hag, Inevitable, Kobold, Leshy, Lizardfolk, Merfolk, Mindless, Mummy, Mutant, Nymph, Orc, Protean, Psychopomp, Rakshasa, Ratfolk, Skeleton, Soulbound, Sprite, Swarm, Tengu, Tiefling, Troll, Vampire, Wight, Wraith, Zombie

Converting P1E Alignment to P2E

Use the **P1E Alignment** value as-is.

Converting P1E Size to OSR

Generally speaking, the statblock profile of OSR monsters does not include Size information.

No conversion is necessary.

Converting P1E Type to OSR

Generally speaking, the statblock profile of OSR monsters does not include Type information.

No conversion is necessary.

Converting P1E Alignment to OSR

OSR alignment values are more simplified than P1E equivalents. As a result, use the following heuristic to convert:

If the P1E Alignment is True Neutral, Neutral Good, or Neutral Evil:

- Treat the resulting OSR Alignment as **Neutral**.

If the P1E Alignment is Lawful Good, Lawful Neutral or Lawful Evil:

- Treat the resulting OSR Alignment as **Lawful**.

If the P1E Alignment is Chaotic Good, Chaotic Neutral, or Chaotic Evil:

- Treat the resulting OSR Alignment as **Chaotic**.

Converting P1E Size to DCC

Generally speaking, the statblock profile of DCC monsters does not include Size information.

No conversion is necessary.

Converting P1E Type to DCC

Generally speaking, the statblock profile of DCC monsters does not include Type information.

No conversion is necessary.

Converting P1E Alignment to DCC

DCC alignment values are more simplified than P1E equivalents. As a result, use the following heuristic to convert:

If the P1E Alignment is True Neutral, Neutral Good, or Neutral Evil:

- Treat the resulting DCC Alignment as **Neutral**.

If the P1E Alignment is Lawful Good, Lawful Neutral or Lawful Evil:

- Treat the resulting DCC Alignment as **Lawful**.

If the P1E Alignment is Chaotic Good, Chaotic Neutral, or Chaotic Evil:

- Treat the resulting DCC Alignment as **Chaotic**.

Size Conversions Summary

The table below summarizes the conversions from P1E Size categories into values for the other supported rules systems.

Table 34: Size Conversions Summary

Pathfinder Size Value	5E	P2E	OSR	DCC
Fine	Tiny	Tiny	n/a	n/a
Diminutive	Tiny	Tiny	n/a	n/a
Tiny	Tiny	Tiny	n/a	n/a
Small	Small	Small	n/a	n/a
Medium	Medium	Medium	n/a	n/a
Large	Large	Large	n/a	n/a
Huge	Huge	Huge	n/a	n/a
Gargantuan	Gargantuan	Gargantuan	n/a	n/a
Colossal	Gargantuan	Gargantuan	n/a	n/a

Type Conversions Summary

The table below summarizes the conversions from P1E Type and Trait categories into values for the other supported rules systems.

Table 35: Type Conversions Summary

Pathfinder Type Value	5E	P2E Trait(s)	OSR	DCC
Aberration	Aberration	Aberration	n/a	n/a
Animal	Beast	Beast	n/a	n/a
Construct	Construct	Construct	n/a	n/a
Dragon	Dragon	Dragon	n/a	n/a
Fey	Fey	Fey	n/a	n/a
Humanoid	Humanoid	Humanoid	n/a	n/a
Magical Beast	Monstrosity	Beast	n/a	n/a
Monstrous Humanoid (non-Giant)	Monstrosity	Humanoid	n/a	n/a
Monstrous Humanoid (Giant)	Giant	Humanoid, Giant	n/a	n/a
Ooze	Ooze	Ooze	n/a	n/a
Outsider (Evil)	Fiend	Fiend	n/a	n/a
Outsider (Good)	Celestial	Celestial	n/a	n/a
Outsider (Neutral)	Monstrosity	-	n/a	n/a
Plant	Plant	Plant	n/a	n/a
Undead	Undead	Undead	n/a	n/a
Vermin	Vermin	-	n/a	n/a
Elemental Subtype	Elemental	Elemental	n/a	n/a

Alignment Conversions Summary

The table below summarizes the conversions from P1E Alignment categories into values for the other supported rules systems.

Table 36: Alignment Conversions Summary

Pathfinder Alignment Value	5E	P2E	OSR	DCC
LG	LG	LG	Lawful	L
LN	LN	LN	Lawful	L
LE	LE	LE	Lawful	L
NG	NG	NG	Neutral	N
TN	unaligned	TN	Neutral	N
NE	NE	NE	Neutral	N
CG	CG	CG	Chaotic	C
CN	CN	CN	Chaotic	C
CE	CE	CE	Chaotic	C

Converting Resistances, Vulnerabilities, & Immunities

Resistances, Vulnerabilities, & Immunities

This area may merit additional sanity-checking.

The P1E system of damage reduction, numeric resistance, and conditional and detailed immunities can be much more complex than those implemented in other rules systems.

As a result, there may be a tendency to convert things too favorably for the monster in some cases.

Energy & Damage Type Translations

Not every energy type or damage type translates perfectly from P1E into other rules systems. Use the table below to translate from system to system.

Note that results of "n/a" indicate that the listed effect has no direct equivalent in the supported rules system; as a result, you must ignore the resistance/vulnerability/immunity entirely.

For example, a P1E creature who has Immunity to Ability Damage would have no corresponding statblock entry whatsoever in 5E.

For OSR and DCC in particular, please refer to the sections below on Rules Extensions that address additional details around the differences between conditions and ability damage in particular that are normally not present in these systems.

Table 37: Energy & Damage Type Conversions

Pathfinder Damage/ Energy Type	5E	PF 2E	OSR / DCC
Holy	Radiant	Radiant	n/a
Unholy	Necrotic	Necrotic	n/a
Necromancy	Necrotic	Necrotic	n/a
Ability Damage	n/a	n/a	n/a
Ability Drain	n/a	n/a	n/a
Death Effects	n/a	n/a	n/a
Fatigue	Fatigued	Fatigued	n/a
Death from Massive Damage	n/a	n/a	n/a
Energy Drain	n/a	n/a	Energy Drain
Nonlethal Damage	n/a	n/a	n/a
Paralysis	Paralyzed	Paralyzed	Paralysis
Blinding	Blinded	Blinded	Blindness
Charmed	Charmed	Charmed	n/a
Deafening	Deafened	Deafened	Deafness
Frightening	Frightened	Frightened	Fear
Mind-Affecting Effects	Psychic	Psychic	Mind-Affecting Effects
Poison	Poisoned	Poisoned	Poison
Disease	Diseased	Diseased	Disease
Stunning	Stunned	Stunned	n/a
Sleep	Unconscious	Unconscious	Sleep
Exhaustion	Exhaustion	Exhaustion	n/a
Other	Use as-is	Use as-is	Use as-is

Converting P1E Resistances, Vulnerabilities, & Immunities to 5E

For each energy type a P1E creature has Resistance to equal to 20 or greater:

- The creature has **Immunity** to that energy type in 5E.

For each energy type a P1E creature has Resistance to equal to 19 or lower:

- The creature has **Resistance** to that energy type in 5E.

If a creature has DR X/Y, for example DR 5/ bludgeoning:

- The creature has **Resistance to all physical attacks except Y**, for example **Resistance to all physical attacks except bludgeoning** in the example above.

For each energy type or condition a P1E creature has Immunity to:

- The creature has **Immunity** to the corresponding energy type or condition in 5E.

For each Vulnerability a P1E creature has:

- If the energy type, damage type, or condition has an equivalent in 5E, rewrite the Vulnerability in 5E, replacing the terminology as appropriate using the table above. If it has no equivalent, ignore the vulnerability.

Converting P1E Resistances, Vulnerabilities, & Immunities to P2E

Simple approach, here: use the results of the **5E heuristic** above.

OSR & DCC Rules Extensions

Pathfinder is a massively complex tabletop RPG rules system. OSR and DCC are designed to be comparatively simple, old-school, and straightforward.

Out of necessity, then, adapting monsters from Pathfinder into OSR or DCC introduces some new wrinkles. It is simply not feasible to translate complex content into simple content, and have that original content still contain meaningful differences, across over 1,650 monsters, without introducing some small new rules.

What follows is a smattering of new rules features that are suggested addenda to your OSR / DCC rules set. You are free to use, or ignore, them, in any combination, as it suits both your needs as a GM, and your flavor of OSR retroclone (as applicable).

Grappling

One creature may attempt to grapple with another. To keep things simple, the grappling creature declares this as its intent, and makes an attack roll against the defending creature.

Success means no damage is inflicted, but the grapple is established. The grappling creature automatically hits the grappled creature each round with its melee attacks, and may have additional effects (e.g., swallowing whole).

Unless otherwise indicated, a grappled creature may not make attacks or move, but may spend its turn breaking the grapple by succeeding in an attack roll of its own against the grappling creature.

Ability Score Damage in OSR and DCC

Poisons, curses, and many other effects may impact this effect. If your rules system uses Ability Score Damage, then use its rules for it.

Otherwise, a creature with ability score damage suffers all the effects of the reduced ability score(s): a lowered Constitution means reduced maximum and current Hit Points; Strength damage affects damage inflicted in combat, and so on. For all purposes, a creature with a damaged ability score treats its ability score as the damaged value.

Ability score damage is healed at a rate of one (1) point per ability score, per day, restored following a full overnight rest. If the victim does not enjoy a full rest, it does not recover any ability score damage.

Any magical healing enjoyed by the victim automatically restores ability score damage at the same rate: 1 point, per damaged ability score, regardless of the amount of hit point damage healed.

A victim currently at its maximum hit point total who receives magical healing of any kind recovers from all ability score damage.

It is left to the GM's discretion as to the effects of specific healing and other magical effects (regeneration, restoration, wish, miracle, and so on) relative to ability score damage.

If at any time a creature has a zero, or negative, value for one or more of its ability scores, it suffers additional effects, as follows, until the score is raised to 1 or higher.

Ability Score Damage in OSR

Unless otherwise noted, there are no lasting effects

to having "zeroed out" one or more ability scores through damage, though in certain cases, particularly those involving negative values, the GM may inflict additional lasting penalties, at her discretion.

- ***Strength:*** The creature cannot attack, defend, move, or carry objects. It must lie inert until it recovers a positive Strength value. It automatically fails all Paralysis saving throws.
- ***Dexterity:*** The creature cannot attack, defend, move, or cast spells. It may stand and move at 5' per round until it recovers a positive Dexterity value. It automatically fails all Breath saving throws.
- ***Constitution:*** The creature must make a Death saving throw every round it has a zero or negative Constitution. Any failed save means it dies. During this time, it automatically fails any other Death saving throw it is required to make.
- ***Intelligence:*** The victim may not cast spells, speak, or understand anything that is going on around it. They have neither short- nor long-term memory, though memories formed prior to "zeroing out" are retained. The victim automatically fails any Spell saving throw.
- ***Wisdom:*** The victim automatically fails any Wand saving throw, and cannot make skill checks, ability checks, or use class features which rely upon rolling dice to randomize outcome. It may attack, but is *Confused* (see below).
- ***Charisma:*** The victim is repellent; all other creatures must make a Paralysis saving throw to approach the victim. The victim automatically fails any Wand saving throw or any induced by a creature with a Charisma higher than its original, undamaged value.

Conditions in OSR

- ***Bleed:*** Each round on its own turn, the victim suffers the amount of Bleed damage again until it receives healing (magical or mundane unless otherwise noted).
- ***Blinded:*** Victims suffer a -4 penalty to their attack rolls, Armor Class, and any skill or ability checks that require a die roll to randomize outcome. They may attack, but there is a 50% chance they will miss even if they succeed at their penalized attack roll.
- ***Confused:*** A confused victim may attack, but has an equal chance of attacking a friendly creature than an enemy each time it does.
- ***Cowering:*** Victim may not attack, and suffers a -4 penalty to its Armor Class. It may not move and can take no other actions until cured of this condition.
- ***Dazed:*** Victim may not attack, but can otherwise act normally. (Targeting a spell at an enemy counts as an attack.)
- ***Dazzled:*** Victim suffers a -2 penalty on its attack rolls.
- ***Deafened:*** Cannot hear (obviously).
- ***Entangled:*** Cannot run, charge, or otherwise maneuver except to move in a single direction up to half its normal speed. Suffers a -2 penalty on attack rolls and Armor Class.
- ***Exhausted:*** May only move up to half normal speed; cannot run, charge, or otherwise maneuver; suffers a -4 penalty to Strength and Dexterity scores. (Note this is not ability score damage, but a temporary reduction until the *Exhausted* condition is removed.)
- ***Fascinated:*** May not move, attack, or otherwise act; must stare at the source of the Fascination.
- ***Fatigued:*** Cannot run, charge, or otherwise maneuver; -2 penalty to Strength and Dexterity scores.
- ***Frightened:*** Cannot attack the source of its fear and must move away from it each round if it can. Suffers a -2 penatly on saves and attack rolls.
- ***Incorporeal:*** May only be struck by magic, but even so, there is a 50% chance they will not be affected. Ghost touch effects or those described as affecting incorporeal creatures "normally" ignore this condition.
- ***Invisible:*** Cannot be seen; gains a +2 bonus on attack rolls against visible targets. Most invisibility dissolves once the invisible creature attacks.
- ***Nauseated:*** Cannot attack, cast spells, or otherwise act; may move normally.
- ***Panicked:*** As Frightened, but the victim drops whatever they are holding, cannot attack, and cannot cast spells or otherwise do anything but move away from the source of its fear.
- ***Paralyzed:*** Cannot move; suffers a -6 penalty to its Armor Class.
- ***Shaken:*** Suffers a -2 penalty on attack rolls and saves.
- ***Sickened:*** Suffers a -2 penalty on attack and damage rolls.
- ***Staggered:*** Victim may make a move, or attack, but not both, on its turn.
- ***Stunned:*** Drops everything held, cannot take any actions, and suffers a -2 penalty to its Armor Class.

Ability Score Damage in DCC

Use the following mapping to convert ability score damage in Pathfinder to DCC:

Table 38: Ability Score Damage Mapping for DCC

Pathfinder Ability Score	DCC Ability Score
Strength	Strength
Dexterity	Agility
Constitution	Constitution
Intelligence	Intelligence
Wisdom	Personality
Charisma	Luck

Unless otherwise noted, there are no lasting effects to having "zeroed out" one or more ability scores through damage, though in certain cases, particularly those involving negative values, the GM may inflict additional lasting penalties, at her discretion.

- ***Strength:*** The creature cannot attack, defend, move, or carry objects. It must lie inert until it recovers a positive Strength value. It automatically fails all Will saving throws.
- ***Agility:*** The creature cannot attack, defend, move, or cast spells. It may stand and move at 5' per round until it recovers a positive Agility value. It automatically fails all Reflex saving throws.
- ***Constitution:*** The creature must make a Fortitude saving throw every round it has a zero or negative Constitution. Any failed save means it dies. During this time, it automatically fails any other Fortitude saving throw it is required to make.
- ***Intelligence:*** The victim may not cast spells, speak, or understand anything that is going on around it. They have neither short- nor long-term memory, though memories formed prior to "zeroing out" are retained. The victim automatically fails any Will saving throw.
- ***Personality:*** The victim is repellent; all other creatures must make a Will saving throw to approach the victim. The victim automatically fails any Will saving throw or any induced by a creature with a Personality higher than its original, undamaged value.
-

Conditions in DCC

- ***Bleed:*** Each round on its own turn, the victim suffers the amount of Bleed damage again until it receives healing (magical or mundane unless otherwise noted).
- ***Blinded:*** Victims suffer a -4 penalty to their attack rolls, Armor Class, and any skill or ability checks that require a die roll to randomize outcome. They may attack, but there is a 50% chance they will miss even if they succeed at their penalized attack roll.
- ***Confused:*** A confused victim may attack, but has an equal chance of attacking a friendly creature than an enemy each time it does.
- ***Cowering:*** Victim may not attack, and suffers a -4 penalty to its Armor Class. It may not move and can take no other actions until cured of this condition.
- ***Dazed:*** Victim may not attack, but can otherwise act normally. (Targeting a spell at an enemy counts as an attack.)
- ***Dazzled:*** Victim suffers a -2 penalty on its attack rolls.
- ***Deafened:*** Cannot hear (obviously).
- ***Entangled:*** Cannot run, charge, or otherwise maneuver except to move in a single direction up to half its normal speed. Suffers a -2 penalty on attack rolls and Armor Class.
- ***Exhausted:*** May only move up to half normal speed; cannot run, charge, or otherwise maneuver; suffers a -4 penalty to Strength and Agility scores. (Note this is not ability score damage, but a temporary reduction until the *Exhausted* condition is removed.)
- ***Fascinated:*** May not move, attack, or otherwise act; must stare at the source of the Fascination.
- ***Fatigued:*** Cannot run, charge, or otherwise maneuver; -2 penalty to Strength and Agility scores.
- ***Frightened:*** Cannot attack the source of its fear and must move away from it each round if it can. Suffers a -2 penatly on saves and attack rolls.
- ***Incorporeal:*** May only be struck by magic, but even so, there is a 50% chance they will not be affected. Ghost touch effects or those described as affecting incorporeal creatures "normally" ignore this condition.
- ***Invisible:*** Cannot be seen; gains a +2 bonus on attack rolls against visible targets. Most invisibility dissolves once the invisible creature attacks.
- ***Nauseated:*** Cannot attack, cast spells, or otherwise act; may move normally.
- ***Panicked:*** As Frightened, but the victim drops whatever they are holding, cannot attack, and cannot cast spells or otherwise do anything but move away from the source of its fear.
- ***Paralyzed:*** Cannot move; suffers a -6 penalty to its Armor Class.
- ***Shaken:*** Suffers a -2 penalty on attack rolls and saves.
- ***Sickened:*** Suffers a -2 penalty on attack and damage rolls.
- ***Staggered:*** Victim may make a move, or attack, but

not both, on its turn.

- ***Stunned:*** Drops everything held, cannot take any actions, and suffers a -2 penalty to its Armor Class.

Actions

Pathfinder has many different kinds of Actions. This section clarifies how they map to common OSR terminology:

- ***Standard Action:*** Attacking or moving.
- ***Move Action:*** Moving.
- ***Swift Action:*** You may make up to one of these per turn in addition to other actions.
- ***Immediate Action, Free Action:*** You can take any number of these, at any time, even if it's not your turn.
- ***Full-Round Action:*** If you don't move, and aren't otherwise affected by any Conditions, and have no Dexterity ability score damage, you may make one full-round action per turn.

Caster Level

Unless otherwise specified, the Caster Level for an effect is equal to the Hit Dice of the creature casting it, plus 5.

Damage Types

Generally speaking, the differentiation as to what sort of damage a creature suffers is only meaningful if it possesses resistance, or vulnerability, to that type of damage. Otherwise, ignore the damage type.

Converting P1E Resistances, Vulnerabilities, & Immunities to OSR

Use the 5E heuristic above, with the following change:

- "***Resistance***" in OSR is roughly equivalent to a +3 bonus on rolls. Typically these will be saving throws, but in cases where one has resistance to a mundane damage source, e.g., slashing, the bonus can be applied to the resisting creature's AC.
- At the DM's discretion, **P1E Damage Resistance** above DR 5 can be treated as **immunity** for simplicity.

Converting P1E Resistances, Vulnerabilities, & Immunities to DCC

Use the 5E heuristic above, with the following change:

- "***Resistance***" in DCC is roughly equivalent to a +3 bonus on rolls. Typically these will be saving throws, but in cases where one has resistance to a mundane damage source, e.g., slashing, the bonus can be applied to the resisting creature's AC.
- At the judge's discretion, **P1E Damage Resistance** above DR 5 can be treated as **immunity** for simplicity.

Converting Senses

Senses

For the most part, senses (vision, perception, and other abilities) translate in a straightforward manner. Some care, however, must be applied in translating some types of ability from one rules system to another.

Sense Translations

Not every type of Sense and perceptive ability translates from one system to another without alteration.

A result of "n/a" indicates that there is no true equivalent in the target rules system, so the sense should be ignored.

Table 39: Sense Translations

Pathfinder Sense	5E	PF 2E	OSR / DCC
Blind	Blind	Blind	Blind
Blindsense	Blindsight	n/a	n/a
Tremorsense	Tremorsense	Tremorsense (imprecise)	n/a
Darkvision	Darkvision	Darkvision	Infravision
Low-Light Vision	Darkvision	Low-Light Vision	n/a
True Seeing	Truesight	True Seeing	n/a
All-Around Vision	n/a	All-Around Vision	n/a
Scent	Keen Smell	Scent (imprecise)	n/a
Keen Scent	Keen Smell	Scent (imprecise)	n/a
Deathwatch	n/a	n/a	n/a
Lifesense	Lifesense	Lifesense	n/a
Detect X	Detect X	Detect X	Detect X
See Invisibility	n/a	See Invisibility	n/a

Converting P1E Sense to 5E

Use the translation table above to convert a sense of one kind to another. Retain any ranges that are a component of each sense.

To calculate **5E Passive Perception**:

- Take the creature's **Wisdom Modifier** as calculated for its 5E Ability Score (see Ability Score conversions, above).
- Add **10**.
- If the creature's total **P1E Perception** skill bonus is **greater than 10**, add the creature's **5E Proficiency Bonus**.

Calculating Proficiency Bonus for 5E Creatures

To calculate a creature's 5E Proficiency Bonus:

- Take the creature's P1E Hit Dice value, and use the table below to look up the Proficiency Bonus.
- This **Proficiency Bonus** is kind of a default for any situation wherein such a bonus is called for.

Table 40: 5E Proficiency Bonus Conversion

Pathfinder Hit Dice	5E Proficiency Bonus
Up to 5	+2
6-9	+3
10-13	+4
14-17	+5
18-21	+6
22-25	+7
26-29	+8
30+	+9

Converting P1E Senses to P2E

Use the translation table above to convert a sense of one kind to another. Retain any ranges that are a component of each sense.

Converting P1E Senses to OSR

Use the translation table above to convert a sense of one kind to another. Retain any ranges that are a component of each sense.

Note that in many cases, this will mean a loss of capability for the creature, as there are far fewer analogues for P1E sense abilities in OSR.

Converting P1E Senses to DCC

As with OSR, the approach used (and corresponding limitations) will guide you.

Converting Languages



Languages

For the most part, languages and communication-related abilities map straight across from one rules system to another.

Converting P1E Languages to 5E

Some language terms will require a slight change to align to 5E terminology, as shown in the following table:

Table 41: 5E Language Terminology Changes

Pathfinder Language	5E Language
Dwarven	Dwarvish
Elven	Elvish
Gnome	Gnomish
All others	As-is

Converting P1E Languages to P2E

Convert all entries as-is.

Converting P1E Languages to OSR

Although most OSR-formatted statblocks do not explicitly mention Language, you may wish to add an entry reflecting a straight copy/paste of language capabilities from P1E for NPC creatures.

Converting P1E Languages to DCC

Although most DCC-formatted statblocks do not explicitly mention Language, you may wish to add an entry reflecting a straight copy/paste of language capabilities from P1E for NPC creatures.

Converting Challenge Rating



Challenge Rating

This is admittedly perhaps the weakest aspect of the conversion heuristic contained in this book.

This is, however, by design. Much has been written, more comprehensively and better, elsewhere about the limitations of the CR system in rules systems that support it. In summary: a level is not a level, and a party is not a party. No matter how much math one tries to throw at it, constructing a balanced encounter with monsters against a party of 2-10 PCs of a certain level is going to be a mixture of both art ***and*** science.

As a result, many experienced G/DMs use a home-grown methodology or even tools to produce encounters that are balanced against party level and abilities.

That said, a rigorous heuristic with drawbacks and limitations is often still suprior to no heuristic at all, particularly in quick-and-dirty situations and/or with G/DMs or gaming groups that lack a great deal of experience.

Therefore, many G/DMs still use the Challenge Rating system in their rules systems if it's supported.

Quadded Difficulty & Challenge Rating

One might reasonably say that the entire purpose of Quadded Difficulty (described earlier) is to completely ignore or render unnecessary the concept of Challenge Rating.

Ideally, if the conversion and quadding approach used herein is successful, then the result should be a quarter of monsters, usable across a wide range of party compositions and levels of difficulty.

Your mileage may vary, and your comfort level with this approach will be a function of your own experience, tolerance for ambiguity, and demand for minutiae and preparedness.

You may embrace this approach, or find it unhelpful; in the latter case, I have little doubt of your formidable abilities to create an alternate house-rule approach of your own.

How to Convert Challenge Rating

The short version first: for rules systems that support the notion of a Challenge Rating, to convert from P1E, simply take the creature's **P1E Hit Dice** and treat it as their CR.

It should be volunteered that this approach has the following weaknesses:

- Some incredibly-powerful creatures have capabilities that far exceed what their Hit Die value might otherwise indicate. In such a scenario, the resulting creature will seem vastly powerful for their CR.
- Similarly, there are creatures with tons of Hit Dice who lack even the most threatening basic special ability. These converted creatures will seem weak by comparison to their CR value.
- Although Hit Dice may be an excellent starting point for computing Challenge Rating, generally speaking, a creature's CR is much more than a simple numerical copy/paste of another metric. To properly encode a CR for a monster, one must take into account special abilities, spellcasting, damage inflicted, attack bonuses, class levels, resistances, immunities... essentially, the entire rest of the statblock!
- Finally, there are, already published for some rules systems, both first- and third-party approaches to evaluating CR for a monster.

There are three ways to digest this over-simplified approach to CR conversion.

- First, the concept of converting a monster from P1E into another rules system largely disrupts the validity of a CR value. By design and nature of what is being attempted, one should not expect to be able to carefully calibrate a Challenge Rating that makes sense for the target system as a result of what is being performed here.
- Secondly, the concept of a CR itself is often problematic. As much as rulebooks and third-party tools in many major systems strive to make use of the metric for calculating what is necessary to make an ideal and appropriate combat encounter, the truth is that no single numeric value can accurately and completely represent a creature with dozens of other attributes to consider. One CR X monster is not the same as another CR X monster, regardless of how thorough a method was used to calculate X to begin with.
- Third, and most importantly, the IGS and Quadded Difficulty approach to adventure content is built around the notion that all content should be playable by PCs and parties of all levels. By design, the four quadded difficulty bands were constructed to be wide swathes, rather than narrow boxes; each contains a great diversity of possible threats. This means that the concept of a Challenge Rating may be an interesting adjunctive piece of information when using Quadded Difficulty, but the approach of Quadded Difficulty largely replaces the concept of CR... again, by design.

In conclusion, for those who value Challenge Rating and are seeking to ensure its use in the context of converted content, the following approach is recommended:

- Take the P1E content you aspire to convert into other rules systems, and generate three other versions of it. Use the "**How to Quad**" rules in this book to do so.
- Convert each of the four pieces of adventure content into the target rules system.
- Use the roughed-up Hit Dice CR only where absolutely necessary to calibrate encounters.
- Otherwise, use the Quadded Difficulty bands as your main guideline to craft creature composition.

Converting Actions

Standard Actions

"Standard Actions" refers largely to combat actions, melee and ranged attacks.

Given the enormous depth and complexity available to combat actions in Pathfinder, this may be the piece of the statblock that is the most involved in converting into other rules systems.

Converting P1E Actions to 5E

- First, **strip away equipment modifiers** for wielded weapons. This includes size modifiers, enhancement bonuses, and special abilities. For example, a *+2 large holy longsword* becomes a longsword.
- Leave the damage inflicted, if any, alone, keeping it as a dice expression, for example, **6d8+12**. If for any reason you cannot locate the damage inflicted, default to **1d6**. Calculate the average damage inflicted if you wish to include this standard in your 5E statblock.
- Leave the damage type intact. For energy-based damage, use the table "***Energy & Damage Type Conversions***" above to ensure appropriate damage sources. If the damage source in P1E does not have a corresponding type in the target rules system, default to **Bludgeoning**.
- If the P1E attack has multiple attack bonuses shown, indicating multiple attacks, then the corresponding 5E attack should receive that many **targets**. For example, a P1E attack indicating +20/+15 should have two targets.

The **attack bonus** for the action is the most complicated calculation, as follows:

- Compute the **default attack bonus** for the 5E creature.
- This is its **5E Ability Score Modifier** for the appropriate Ability Score (**Strength** for melee actions, **Dexterity** for ranged actions), plus its **5E Proficiency Bonus** (calculated using the "***5E Proficiency Bonus Conversion***" table, earlier).

The value computed above will be the **5E Attack Bonus** for the creature, barring additional tweaks.

Next, determine if the default attack bonus needs to be boosted, as follows:

- Take the **attack bonus** of the P1E action, and subtract the creature's **P1E Hit Dice**. Thus a **10 HD** monster with an attack that hits at **+13** would calculate a **3** at this step. Divide the value by **2**.
- If the result is greater than **5**, treat the result as **5**.
- If the result is less than **-5**, treat the result as **-5**.
- Apply this result to the 5E attack bonus computed above.

Next, determine the action's **Reach**.

- Simply use the **Reach** value from the P1E statblock.
- If none is listed, assume a **5' reach** value by default.

Converting P1E Actions to P2E

This approach has a lot in common with the conversion to 5E, but there are some key differences.

- First, **strip away equipment modifiers** for wielded weapons. This includes size modifiers, enhancement bonuses, and special abilities. For example, a *+2 large holy longsword* becomes a longsword.
- Leave the damage inflicted, if any, alone, keeping it as a dice expression, for example, **6d8+12**. If for any reason you cannot locate the damage inflicted, default to **1d6**.
- Leave the damage type intact. For energy-based damage, use the table "***Energy & Damage Type Conversions***" above to ensure appropriate damage sources. If the damage source in P1E does not have a corresponding type in the target rules system, default to **Bludgeoning**.
- Assume that each standard attack is a  single action.

Add **Traits** to the action based on the P1E presentation, using the table below.

Table 42: P2E Standard Action Traits

Pathfinder	PF 2E Trait(s)
Thrown weapon	thrown
Multiattack feat	agile
Blowgun, Dagger, Fist, Gauntlet, Kama, Katar, Kukri, Light weapon, Gauche, Sai, Shortsword, Shuriken, Sickle, or Starknife	agile
Shield Spikes	attached
Nunchaku, Club	backswing
Keen, Composite bow, Fauchard, Glaive, Katana, Katar, Lance, Longbow, Rapier, Scythe, Shortbow, or Starknife	deadly
Disarm feat, Flail, Nunchaku, Ranseur, Rapier, Sai, Spiked Chain, or Whip	disarm
Critical Modifier of x3 or greater, Pick	fatal (dX), x=one step higher than damage dice
Dagger, Fist, Kukri, Mace, Gauche, Nunchaku, Rapier, Sai, Shortsword, Sickle, Spiked Chain, Starknife, or Whip	finesse
Cleave feat, Falchion, Glaive, or Scimitar	forceful
Gauntlet	free-hand
Grab	grapple
Lance	jousting
Blowgun, Sap	nonlethal
Gauche, Staff	parry
Sling, Composite bow	propulsive
Club, Mace, Hammer weapon	shove
Axe weapon, Falchion, Flail, Scimitar	sweep
Trip feat, Flail, Hooked Hammer, Guisarme, Kama, Kukri, Scythe, Sickle, Spiked Chain, Temple Sword, or Whip	trip
Slam, Tentacle, Bite, Claw, or Tail Sweep	unarmed
Longbow	volley
Dagger, Hooked Hammer, Greatsword, Halberd, Katana, Longsword, Gauch, Morningstar, Sai, Shortsword, or Starknife	versatile

The **attack bonus** for the action is the most complicated calculation, as follows:

- Take the creature's **P2E Attack Proficiency Bonus** (calculated using the table below).

Table 43: P2E Attack Proficiency Bonus Conversion

Pathfinder Hit Dice	P2E Proficiency Bonus
Up to 4	Untrained (+0)
5-10	Trained (+2)
11-16	Expert (+4)
17-20	Master (+6)
21+	Legendary (+8)

- Next, add the **P2E Ability Modifier** for the appropriate Ability Score (Strength for melee attacks, Dexterity for ranged attacks).
- Finally, add the creature's **P1E Hit Dice** value.

The value computed above will be the P2E attack bonus for the creature, barring additional tweaks.

Next, determine if the default attack bonus needs to be boosted, as follows:

- Take the **attack bonus** of the P1E action, and subtract the creature's **P1E Hit Dice**. Thus a **10 HD** monster with an attack that hits at **+13** would calculate a **3** at this step. Divide the value by **2**.
- If the result is greater than **5**, treat the result as **5**.
- If the result is less than **-5**, treat the result as **-5**.
- Apply this result to the P2E attack bonus computed above.

Next, determine the action's **Reach**.

- Simply use the **Reach** value from the P1E statblock.
- If none is listed, assume a **5' reach** value by default.

Converting P1E Actions to OSR

Actions in OSR differ fundamentally in presentation from their P1E, P2E, and 5E equivalents.

There are two things to calculate for OSR monster conversions: their THACo, and the damage for each attack type.

To compute a creature's **THACo**, use the table below, using the creature's **OSR Hit Dice** (as calculated earlier in the **Converting Hit Dice** section).

Note that some OSR systems use descending traditional THACo, and others use a more modern attack bonus modifier. Both versions are provided in the table below for ease of reference.

Table 44: OSR THACo Calculations

OSR Hit Dice	OSR THAC0
<1	20 [-1]
1	19 [0]
2	18 [+1]
3	17 [+2]
4	16 [+3]
5	15 [+4]
6	14 [+5]
7	13 [+6]
8-9	12 [+7]
10-11	11 [+8]
12-13	10 [+9]
14-15	9 [+10]
16-17	8 [+11]
18-19	7 [+12]
20-21	6 [+13]
22+	5 [+14]

To calculate **damage**:

- **Remove all modifiers** to the dice rolled for damage. Thus an attack that inflicts **2d6+12** damage in P1E becomes **2d6** in OSR.

By default, a creature may attack each round with ALL of its natural attacks, or ONE manufactured weapon.

At the DM's discretion, this logic may be altered for a given creature.

Converting P1E Actions to DCC

Actions in DCC consist of three components:

- Its **Attacks**,
- The **Critical Table** it uses, and
- Its **Action Dice**.

Converting Attacks to DCC

This piece is actually somewhat straightforward, given the range and scalability alignment between DCC and 5E.

- Calculate the **5E equivalent** of each attack using the heuristic described above.
- Sanity-check the results and adjust as needed.

Determining Critical Tables for DCC

Which Critical Table a monster uses is based on two factors: its **Hit Dice**, and its **Creature Type**.

To determine which set of Critical Tables the creature uses, refer to its **P1E Creature Type**:

Table 45: DCC Critical Table Types by Creature Type

Pathfinder Creature Type / Subtype	DCC Critical Table Set
Dragon	DR
Undead	U
Humanoid	III
Demon, Devil	DN
Giant	M
Other	M

Note that this is generally the set of DCC Critical Tables to be used; however, monsters of these types at lower levels of difficulty may use other Critical Tables (see below).

Next, use a combination of the creature's DCC Hit Dice (conversion calculated in an earlier step) and its DCC Critical Table Type (determined immediately above) and use ***DCC Critical Tables by Creature Type & Hit Dice*** to determine the specific critical table to be used, and the die/dice to be used in so doing.

Finally, determine the **DCC Critical Range**:

Table 47: DCC Critical Tables by Creature Type & Hit Dice

DCC Hit Dice	Humanoid	Undead	Giant	Demon	Dragon	Other/Default
<1	III/d4	U/d4	M/d4	DN/d3	DR/d4	M/d4
1	III/d6	U/d6	M/d6	DN/d4	DR/d6	M/d6
2	III/d8	U/d6	M/d8	DN/d4	DR/d8	M/d8
3	III/d8	U/d8	M/d8	DN/d4	DR/d10	M/d8
4	III/d10	U/d8	G/d4	DN/d4	DR/d12	M/d10
5	III/d10	U/d10	G/d4	DN/d6	DR/d14	M/d10
6	IV/d12	U/d10	G/d4	DN/d6	DR/d16	M/d12
7	IV/d12	U/d12	G/d4	DN/d8	DR/d20	M/d12
8	IV/d14	U/d12	G/d4	DN/d8	DR/d20	M/d14
9	IV/d14	U/d14	G/d4	DN/d10	DR/d24	M/d14
10	IV/d16	U/d14	G/d4	DN/d10	DR/d24	M/d16
11	V/d16	U/d16	G/d4	DN/d12	DR/2d14	M/d16
12	V/d20	U/d16	G/d6	DN/d12	DR/2d14	M/d20
13	V/d20	U/d20	G/d6	DN/d14	DR/d30	M/d20
14	V/2d10	U/d20	G/d7	DN/d14	DR/d30	M/d20
15	V/2d10	U/d24	G/d7	DN/d16	DR/2d16	M/d20
16	V/2d12	U/d24	G/d8	DN/d16	DR/2d16	M/d24
17	V/2d12	U/d30	G/d8	DN/d20	DR/2d20	M/d24
18	V/2d14	U/d30	G/d10	DN/d20	DR/2d20	M/d24
19	V/2d14	U/d30	G/d10	DN/d24	DR/3d20	M/d30
20	V/3d10	U/d30	G/d12	DN/d24	DR/3d20	M/d30
21+	V/3d10	U/d30	G/d12	DN/d30	DR/4d20	M/d30

- If the creature has at least one attack in its P1E description that contains an expanded **Critical Threat** range (e.g., "19-00"), it gains that as its **DCC Critical Range**.

Calculating Action Dice for DCC

A creature's **DCC Action Dice** are determined relative to its **DCC To Hit Maximum**.

- Simply put, a creature's **DCC To Hit Maximum** is the maximum Attack Bonus across all of its attacks, both melee and ranged, as determined above.
- So a creature whose DCC Actions were as follows would have a **DCC To Hit Maximum** of **+6**:
  Gore +5 melee (2d6+5) or Slam +6 melee (1d8+2).
- Using this value as a reference, determine the **Action Dice** the creature receives using the table on the next page.

Table 46: DCC Action Dice Calculations

DCC To Hit Max	DCC Action Dice
<-10	1d10
-10 to -5	1d14
-4 to -2	1d16
-1 to +5	1d20
+6 to +8	1d24
+9 to +12	1d24+1d20
+13 to +15	2d24
+16 to +20	1d24+2d20
+21 to +25	2d24+1d20
+26 to +30	3d24
+31 to +35	1d30+2d24
+36 to +40	2d30+1d24
+41 or greater	3d30

Converting Feats

Feats

Although Feats do make appearances in other rules systems, their pervasiveness and sheer quantity in Pathfinder First Edition is somewhat unparalleled in more modern and more simplistic systems.

As a result, the hundreds of Feats that Pathfinder supports across all of its rules do not always have true analogs in other rules systems.

Converting P1E Feats to 5E

Some feats have somewhat direct equivalents in this rules system, as follows:

Table 48: 5E Feat Mapping

Pathfinder Feat	5E Feat
Alertness	Alert
Improved Initiative	Alert
Dodge	Athlete
Great Fortitude	Athlete
Lucky Halfling	Bountiful Luck
Improved Bull Rush	Charger
Improved Overrun	Charger
Rapid Reload	Crossbow Expert
Pushing Assault	Crusher
Improved Grapple	Grappler
Weapon Finesse	Defensive Duelist
Two-Weapon Fighting	Dual Wielder
Endurance	Durable
Elemental Focus	Elemental Adept
Cleave	Great Weapon Master
Armor Focus	Heavily Armored
Leadership	Inspiring Leader
Fleet	Mobile
Mobility	Mobile
Mounted Combat	Mounted Combatant
Vital Strike	Savage Attacker
Far Shot	Sharpshooter
Shield Focus	Shield Master
Skill Focus	Skill Expert
Stealthy	Skulker
Throw Anything	Tavern Brawler
Toughness	Tough
Weapon Focus	Weapon Master

Apart from direct mappings above, consider additional Feat mapping rules as follows:

- For every **combat feat** a creature has that does not have a direct mapping on the table above, it gains a further **+1** bonus on all its **attack rolls**.
- For **non-combat feats**, you can either improvise a house rule that posits an equivalent effect to the P1E Feat, or simply ignore it.

Converting P1E Feats to P2E

Consider additional Feat mapping rules as follows:

- For every **combat feat** a creature has, it gains a further **+2 bonus** on all its attack rolls and a **+1** bonus on its **damage rolls**.
- For **non-combat feats**, you can either improvise a house rule that posits an equivalent effect to the P1E Feat, grant it a further **+1** on its **attack rolls**, or simply ignore it.

Converting P1E Feats to OSR

Consider additional Feat mapping rules as follows:

- For every 2 full **combat feats** a creature has, it gains a **+1 bonus** on all its attack rolls and a **+1** bonus on its **damage rolls**.
- For **non-combat feats**, you can either improvise a house rule that posits an equivalent effect to the P1E Feat, or simply ignore it.

Converting P1E Feats to DCC

Consider additional Feat mapping rules as follows:

- For every **combat feat** a creature has, it gains a further **+1 bonus** on all its attack rolls and a **+1** bonus on its **damage rolls**.
- For **non-combat feats**, you can either improvise a house rule that posits an equivalent effect to the P1E Feat, grant it a further **+1** on its **attack rolls**, or simply ignore it.

Converting Skills

Skills

Although Skills do make appearances in other rules systems, their pervasiveness and sheer quantity in Pathfinder First Edition is somewhat unparalleled in more modern and more simplistic systems.

Typically, across most other rules systems, you'll be able to use other factors to determine how a monster tests for certain circumstances.

Converting P1E Skills to 5E

Remember that per the 5E approach to skills, for most skill purposes, most monsters do not need them.

If there is a skill that defines a monster, you can compute it using the simple mechanism of the creature's **Proficiency Bonus** plus its relevant **Ability Score bonus**.

Some **P1E Skills** have equivalents in this rules system, as follows:

Table 49: 5E Skills Mapping

Pathfinder Skill	5E Skill
Acrobatics	Dexterity (Acrobatics) or Strength (Athletics)
Appraise	Intelligence (Investigation), Wisdom (Perception) as applicable
Bluff	Charisma (Deception)
Climb	Strength (Athletics)
Craft	Applicable Tool proficiency check
Diplomacy	Charisma (Persuasion)
Disable Device	Theives Tool proficiency / Dexterity (Sleight of Hand)
Disguise	Charisma (Deception)
Escape Artist	Dexterity (Acrobatics)
Handle Animal	Wisdom (Animal Handling)
Heal	Wisdom (Medicine)
Intimidate	Charisma (Intimidation)
Knowledge	Intelligence
Linguistics	Intelligence / Wisdom (Insight)
Perception	Wisdom (Perception)
Perform	Charisma (Performance)
Profession	Intelligence
Ride	Wisdom (Animal Handling)
Sense Motive	Wisdom (Perception)
Sleight of Hand	Dexterity (Sleight of Hand)
Spellcraft	Intelligence (Arcana)
Stealth	Dexterity (Stealth)
Survival	Wisdom (Survival)
Swim	Strength (Athletics)
Use Magic Device	Intelligence (Arcana)

Direct mappings of which skill corresponds to which skill in 5E is a nice starting point, and you can use the proficiency bonus and ability score bonus of the creature to compute a rough skill bonus.

However, you may find that the massive differences in scaling between the two systems demands further modifications, as follows:

Table 50: 5E Skill Bonus Mapping

Pathfinder Skill Bonus	5E Skill Bonus
<+5	+1
+6 to +10	+2
+11 to +15	+3
+16 to +20	+4
+21 to +25	+6
+26 to +30	+8
+31 or higher	+10

DCs for skill checks can be mapped as follows:

5E Skill Check DC Mapping

Use the following table to determine the appropriate DC for a skill check in **5E** based on the corresponding DC for a **Pathfinder** skill check.

Table 51: 5E Skill Check DC Mapping

Pathfinder Skill Check DC	5E Skill Check DC
<=10	10
11-14	12
15-18	14
19-22	16
23-26	18
27-30	20
31-34	22
35-38	24
39-42	25
43+	26

Converting P1E Skills to P2E

The good news here is that the DC for most skill checks should be roughly equivalent between P1E and P2E.

Table 52: P2E Skills Mapping

Pathfinder Skill	5E Skill
Acrobatics	Acrobatics
Appraise	Crafting / Society
Bluff	Deception
Climb	Athletics
Craft	Crafting
Diplomacy	Diplomacy
Disable Device	Thievery
Disguise	Deception
Escape Artist	Thievery
Handle Animal	Nature
Heal	Medicine
Intimidate	Intimidation
Knowledge	Lore
Linguistics	Society
Perception	Perception
Perform	Performance
Profession	Crafting
Ride	Nature
Sense Motive	Perception
Sleight of Hand	Deception / Thievery
Spellcraft	Arcana / Occultism
Stealth	Stealth
Survival	Survival
Swim	Athletics
Use Magic Device	Arcana / Occultism

P2E Skill Check DC Mapping

Use the following table to determine the appropriate DC for a skill check in **Pathfinder Second Edition** based on the corresponding DC for a **Pathfinder** skill check.

Table 53: P2E Skill Check DC Mapping

Pathfinder Skill Check DC	P2E Skill Check DC
<=10	10
11-14	13
15-18	16
19-22	20
23-26	24
27-30	28
31-34	32
35-38	36
39-42	40
43-48	45
49+	50

Converting P1E Skills to OSR

Skills don't generally exist in OSR rules systems, at least not to the extent to which they do in Pathfinder and the other systems described above.

If a rules system does support a skill check, typically it will simply be an ability check.

House Rule: Skill Checks in OSR

If you wish to introduce the concept of skill checks into an OSR game that does not itself have an explicit rule guiding that approach, consider the following optional mechanic, which is a common one across many systems.

To make a skill check, instead make an Ability Check:

- First, identify which **Ability Score** applies. A mapping table is suggested below.
- Next, determine if the character making the check is **Trained** or **Untrained** in that skill. Typically, this will be a sanity-check kind of thing: a Thief is certainly trained in Sleight of Hand, but a Fighter may or may not be trained in Acrobatics, for example.
- If the character is **Trained** in the skill, roll **1d20**.
- If the character is **Untrained** in the skill, roll **2d20** and add the results together.
- If the score that results is **equal to or lower than** the testing character's relevant Ability Score, the check **succeeds**.
- At the GM's discretion, any rolls of a 1 may indicate automatic (or critical!) failure, and rolls of a natural 20 may indicate automatic success.

Table 54: OSR Skills Mapping

Pathfinder Skill	OSR Ability Check
Acrobatics	Dexterity or Strength
Appraise	Intelligence
Bluff	Charisma
Climb	Strength
Craft	Intelligence
Diplomacy	Charisma
Disable Device	Dexterity
Disguise	Dexterity or Charisma
Escape Artist	Dexterity or Strength
Handle Animal	Charisma or Wisdom
Heal	Wisdom
Intimidate	Charisma or Strength
Knowledge	Intelligence
Linguistics	Intelligence
Perception	Wisdom
Perform	Charisma
Profession	Intelligence
Ride	Wisdom
Sense Motive	Wisdom or Charisma
Sleight of Hand	Dexterity
Spellcraft	Intelligence
Stealth	Dexterity or Wisdom
Survival	Wisdom
Swim	Strength or Dexterity
Use Magic Device	Intelligence

OSR Skill Check DC Mapping

Use the following table to determine the appropriate modifiers for a skill check in **OSR** based on the corresponding DC for a **Pathfinder** skill check.

Remember that since you are trying to roll under your **Ability Score** on the check, negative modifiers are a favorable thing, and positive modifiers are an unfavorable effect.

Table 55: OSR Skill Check DC Mapping

Pathfinder Skill Check DC	OSR Ability Check Modifier
<=10	-2
11-14	-1
15-18	+0
19-22	+1
23-26	+1
27-30	+2
31-34	+2
35-38	+3
39-42	+3
43-48	+4
49+	+5

Converting P1E Skills to DCC

Although skill checks are not nearly as involved in Dungeon Crawl Classics as they are in some other supported rules systems, they nevertheless exist, and like in the optional OSR rules described above, reflect a check on an ability rather than on an explicit skill.

The table below suggests reasonable corresponding abilities to Pathfinder skill standards.

Table 56: DCC Skills Mapping

Pathfinder Skill	DCC Ability Check
Acrobatics	Agility
Appraise	Intelligence
Bluff	Personality
Climb	Strength
Craft	Intelligence
Diplomacy	Personality
Disable Device	Agility
Disguise	Personality
Escape Artist	Agility or Strength
Handle Animal	Personality
Heal	Intelligence
Intimidate	Personality or Strength
Knowledge	Intelligence
Linguistics	Intelligence or Personality
Perception	Luck
Perform	Personality
Profession	Intelligence
Ride	Stamina
Sense Motive	Personality or Intelligence
Sleight of Hand	Agility
Spellcraft	Intelligence
Stealth	Agility
Survival	Intelligence
Swim	Strength or Agility
Use Magic Device	Intelligence

DCC Skill Check DC Mapping

Use the following table to determine an appropriate DC for skill checks based on the **Pathfinder** DC of a check.

Table 57: DCC Skill Check DC Mapping

Pathfinder Skill Check DC	DCC Ability Check DC
<=10	8
11-14	10
15-18	12
19-22	13
23-26	14
27-30	15
31-34	16
35-38	17
39-42	18
43-48	19
49+	20

Converting Special Abilities

Special Abilities

Special Abilities are much more complicated, nuanced, and subjective than a simple rigorous conversion mechanic can possibly address.

There are literally thousands of different special attacks, special abilities, and related effects that surround the most interesting P1E monsters.

It would be sheer craziness to individually convert each and every one of them, with converted text that respected the original intent of each special ability, but honored the rules mechanics of the target systems.

So, compiling such a list would be sheer insanity.

Fortunately, the folks at **Infinium Game Studio** are nothing, if not insane: you will find exactly this list in the ***Conversion Mapping Inventory*** of the next section of this book.

The one thing you will need to calculate in a cold and methodical manner, however, is the **Difficulty Class** of effects and abilities for the creature, and in most cases, what sort of **Saving Throw** to use.

This, we can do in a structured manner, as follows.

Determining Saving Throw in 5E

Use the following table:

Table 58: Determining 5E Saving Throws

Pathfinder Save & Context	5E Save
Fortitude: poison, disease	Constitution
Fortitude: fear	Wisdom
Fortitude: strength	Strength
Fortitude: other/default	Constitution
Will: fear	Wisdom
Will: psychic	Intelligence
Will: paralysis	Constitution
Reflex	Dexterity

Determining Saving Throw in P2E

No conversion required: simply use the same saving throw in **P2E**.

Determining Saving Throw in OSR

Use the following table:

Table 59: Determining OSR Saving Throws

Pathfinder Save & Context	OSR Save
Fortitude: poison, disease	Death
Fortitude: fear	Paralysis
Fortitude: strength	Death
Fortitude: other/default	Spell
Will: fear	Spell
Will: psychic	Wand
Will: paralysis	Paralysis
Reflex	Breath

Determining Saving Throw in DCC

No conversion required: simply use the same saving throw in **DCC**.

Effect DC

Whether it's poison, a gaze attack, or an aura, many creatures harness special abilities that require victims to make a save or defensive roll against a certain **Difficulty Class** to overcome the effect.

The DC of a given creature can be converted using its existing mechanics and statistics calculated to this point in the conversion process.

Note that you may wish to Sanity Check the DC to ensure it is not too punishingly high, or not to embarassingly low.

Calculating 5E Effect DC

Determine which Ability Score modifier you will use as a basis: use the ***greater*** of either its **5E Constitution** Ability Score, or its **5E Charisma** Ability Score.

- Calculate the **Ability Score Modifier** of the 5E Ability Score determined above.
- Add **10**.
- Add the creature's **5E Proficiency Bonus**, as calculated in the table "***5E Proficiency Bonus***

Conversion".

- If the result of the above math is **greater than 30**, treat it as **30**.
- If the P1E creature had the monstrous feat Ability Focus for the ability or effect you're calculating the DC of, consider adding **+2** to the DC of that ability in 5E.

Calculating P2E Effect DC

Determine which Ability Score modifier you will use as a basis: use the ***highest*** value of amongst its **Constitution**, its **Charisma**, its **Intelligence**, and its **Wisdom**.

- Calculate the **Ability Score Modifier** of the P2E Ability Score determined above.
- Add **10**.
- Add the creature's **P2E Proficiency Bonus**, as calculated in the table below.

Table 60: P2E Effect Proficiency Bonus Conversion

Pathfinder Hit Dice	P2E Proficiency Bonus
Up to 6	Trained (+2)
7-10	Expert (+4)
11-14	Master (+6)
15+	Legendary (+8)

- If the P1E creature had the monstrous feat **Ability Focus** for the ability or effect you're calculating the DC of, consider adding **+4** to the DC of that ability in P2E.

Calculating OSR Effect DC

Effects do not typically have a DC in OSR. Instead, they utilize one or more predefined Save mechanics.

Simply select the Save that most corresponds to the ability in question. The target value rolled will then be determined by the victim's nature and statblock.

Calculating DCC Effect DC

- Default to the **5E Effect DC** calculated above.
- Adjust per a sanity check.

Converting Spellcasting Abilities



Spellcasting Abilities

Spells and magic are treated very differently across the rules systems discussed.

Much like Special Abilities, there are hundreds, thousands even, of spells introduced by the Pathfinder Roleplaying Game.

This book contains some of the most commonly-used spells, and the suggested conversion that may be appropriate for supported rules systems.

Spell Saving Throws

Nearly all spell effects allow or require a saving throw.

For this purpose, use the previous section's rules for determining which **Saving Throw** to use, and the **Effect DC** (if applicable), for **Special Abilities**.

OSR Spell Saving Throws

OSR saving throws for spells should default, perhaps obviously, to **Spell**.

However, consider the nature of the spell in question and the effect it is producing (e.g., a ranged attack spell may more appropriately use the Breath save instead).



Converting Obstacles

Obstacles block access.

Generally speaking, a geographical area encountered with an Obstacle cannot be traversed without first overcoming the Obstacle.

An Obstacle is either **persistent**, or **ablative**, as follows:

A ***persistent*** obstacle remains once overcome; to traverse the map room again subsequently to this initial success, you must again make the relevant check or suffer the described consequences. For example, a river of lava: leaping safely over it in no way mitigates its threat afterwards!

Ablative obstacles are destroyed, removed, or otherwise rendered ineffective once overcome. A locked door is a good example: once you've unlocked it, it doesn't generally re-lock itself.

General Conversion Notes

In the most general sense, Obstacles need not change much from one rules system to another. In any, they represent a barred way, and must be overcome via some sort of roll, check, spell, or other action by the PCs in order to progress.

The triggers, fundamental mechanism and danger and/or consequences presented by an Obstacle are system-neutral, and can persist across rules systems.

You may wish to sanity check this approach for a given Obstacle to ensure it remains appropriate for your target rules system of choice.

Converting Obstacle DCs

Use the rules earlier for determining the **Effect DC** of a creature's special ability to convert a **Pathfinder Obstacle DC** into one suitable for alternate rules systems.

Converting Obstacle Saving Throws

Saving throws for obstacles can largely leverage the logic used in the Special Abilities section; however, an expanded Obstacle-specific set of conversion guides is presented below.

Determining 5E Obstacle Saving Throws

Use the table below to guide you.

Table 61: Determining 5E Obstacle Saving Throws

Pathfinder Obstacle Context	5E Save
Poison, disease	Constitution
Fear auras and effects	Wisdom
Physical barriers	Strength
Fortitude: other/default	Constitution
Psychic barriers	Intelligence
Arcane wards	Intelligence
Paralytic effects	Constitution
Reflex / moving obstacles / leaping or crawling	Dexterity

Determining P2E Obstacle Saving Throws

No conversion required: simply use the same saving throw in **P2E**.

Determining OSR Obstacle Saving Throws

Use the following table:

Table 62: Determining OSR Obstacle Saving Throws

Pathfinder Obstacle Context	OSR Save
Poison, disease	Death
Fear auras and effects	Spell
Physical barriers	Death
Fortitude: other/default	Spell
Psychic barriers	Wand
Arcane wards	Spell
Paralytic effects	Paralysis
Reflex / moving obstacles / leaping or crawling	Breath

Determining DCC Obstacle Saving Throws

No conversion required: simply use the same saving throw in **DCC**.



Converting Traps

Traps may be a component of Obstacles. Traps must be detected, and then either avoided, or circumvented / disarmed; failure to do so while activating thr trap's Trigger imposes one or more consequences.

General Conversion Notes

Like Obstacles, Traps need not change much from one rules system to another.

The triggers, fundamental mechanism and danger and/or consequences presented by a Trap are system-neutral, and can persist across rules systems.

You may wish to sanity check this approach for a given Trap to ensure it remains appropriate for your target rules system of choice.

Converting Trap DCs

Not all supported rules systems use Difficulty Class. For those that do, however, here's how to convert the Pathfinder DC value.

Use these mappings for any skill check DCs associated with the trap: the most common being **Perception** and **Disable Device**, naturally.

Determining 5E Trap DC

Use the following table to convert a Pathfinder Trap's DC to a reasonable 5E equivalent.

Table 63: 5E Trap DC Mapping

Pathfinder Trap DC	5E Trap DC
<=10	10
11-14	12
15-18	14
19-22	16
23-26	18
27-30	20
31-34	22
35-38	24
39-42	25
43+	26

Table 64: P2E Skill Check DC Mapping

Pathfinder Skill Check DC	P2E Skill Check DC
<=10	10
11-14	13
15-18	16
19-22	20
23-26	24
27-30	28
31-34	32
35-38	36
39-42	40
43-48	45
49+	50

Determining P2E Trap DC

Use the following table to calculate a Pathfinder Second Edition trap DC that corresponds to the Pathfinder First Edition value.

Table 65: P2E Trap DC Mapping

Pathfinder Trap DC	P2E Trap DC
<=10	10
11-14	13
15-18	16
19-22	20
23-26	24
27-30	28
31-34	32

Pathfinder Trap DC	P2E Trap DC
35-38	36
39-42	40
43-48	45
49+	50

Determining OSR Trap DC

OSR games typically do not employ Difficulty Class values, and instead often have dedicated rules for thief-related class abilities.

However, if you wish to use a similar mechanic as other supported systems, consider using the **Converting Skills** rules described earlier.

Determining DCC Trap DC

If you wish to use skill checks as part of the approach for dealing with Traps in your DCC game, you may use the following mapping table to determine the DC of such a check.

Table 66: DCC Trap DC Mapping

Pathfinder Skill Check DC	DCC Trap DC
<=10	8
11-14	10
15-18	12
19-22	13
23-26	14
27-30	15
31-34	16
35-38	17
39-42	18
43-48	19
49+	20

Converting Trap Saving Throws

Use the logic and rules from the **Converting Obstacles** section to determine what Saving Throw(s) are appropriate for a **Trap**.

Converting Trap Consequences

A **Trap Consequence** is an impact that occurs if a trap is not avoided, disabled, or otherwise circumvented, and is triggered.

Common **Trap Consequences** are an arrow attack, a poisoned needle, or a pit opening up beneath the triggering creature.

Treat a Trap Consequence as an Attack, conducted by the Trap. In order to make this determination, of course, you'll have to assume certain things about the Trap as a creature.

Calculating Trap Hit Dice

Use the following table to treat a Trap of a certain **Difficulty Class** as a creature with corresponding **Hit Dice**.

Table 67: Trap Consequence Hit Dice Equivalent

Pathfinder DC	5E	PF 2E	OSR	DCC
<10	1	1	1	1
10-13	2	2	2	1
14-18	3	3	3	2
19-22	4	5	4	3
23-25	6	7	5	4
26-28	8	10	7	5
29-30	10	12	9	6
31-34	12	15	11	7
35+	15	20	13	8

Calculating Trap Attack Bonus

Use the following table to treat a Trap of a certain **Difficulty Class** as a creature with corresponding **Attack Bonus**.

Table 68: Trap Attack Bonus

Pathfinder DC	5E	PF 2E	OSR	DCC
<10	-1	+0	-3	-2
10-13	+0	+1	-2	-1
14-18	+1	+3	-1	+0
19-22	+2	+5	+0	+1
23-25	+3	+8	+1	+2
26-28	+5	+12	+2	+3
29-30	+6	+15	+4	+5
31-34	+8	+20	+5	+5
35+	+10	+25	+6	+7

Determining 5E Trap Saving Throws

Use the table below to guide you.

Table 69: Determining 5E Trap Saving Throws

Pathfinder Obstacle Context	5E Save
Poison, disease	Constitution
Fear auras and effects	Wisdom
Being pushed or crushed	Strength
Fortitude: other/default	Constitution
Psychic attacks	Intelligence
Arcane attacks	Intelligence
Paralytic effects	Constitution
Reflex / moving effects / dodging to avoid	Dexterity

Determining P2E Trap Saving Throws

No conversion required: simply use the same saving throw in **P2E**.

Determining OSR Trap Saving Throws

Use the following table:

Table 70: Determining OSR Obstacle Saving Throws

Pathfinder Obstacle Context	OSR Save
Poison, disease	Death
Fear auras and effects	Spell
Being pushed or crushed	Death
Fortitude: other/default	Spell
Psychic attacks	Wand
Arcane attacks	Spell
Paralytic effects	Paralysis
Reflex / moving effects / dodging to avoid	Breath

Determining DCC Trap Saving Throws

No conversion required: simply use the same saving throw in **DCC**.



Converting Afflictions

An **Affliction** is a persistent condition suffered by a victim creature: poison, disease, curses.

General Conversion Notes

Like Obstacles and Traps, **Afflictions** need not change much from one rules system to another.

In **Pathfinder**, many **Afflictions** involve one or more penalties to, or damage to, or drain of, Ability Scores. Please refer to the **OSR Rules Extensions** and **DCC Rules Extensions** sections earlier for equivalent rules that apply to these rules systems.

Poison Inventory

Please refer to the Mapping Inventory section for a complete list of all Pathfinder poisons and how they map to other rules systems.

Converting Affliction DCs

Use the rules earlier for determining the **Effect DC** of a creature's special ability to convert a **Pathfinder Affliction DC** into one suitable for alternate rules systems.

Converting Affliction Saving Throws

Use the logic and rules from the **Converting Obstacles** section to determine what Saving Throw(s) are appropriate for an **Affliction**.

Converting Affliction Consequences

An **Affliction Consequence** is an impact that occurs either immediately following suffering from the Affliction, or every so often periodically while suffering from it if it is not cured or removed.

Common **Affliction Consequences** are suffering additional Ability Score damage, blindness, or other Conditions. Please refer to the **OSR Rules Extensions** and **DCC Rules Extensions** sections earlier for equivalent rules for **Conditions** that apply to these rules systems.

Treat an **Affliction Consequence** as a Special Ability, conducted by the Affliction. In order to make this determination, of course, you'll have to assume certain things about the Affliction as a creature.

Use the same logic and tables as you would for treating a Trap as a creature in the previous section, except of course use the DC of the **Affliction** instead.

Alternative: Converting Native Pathfinder DCs

Alternately, you can use the native **Fortitude save DC** of a particular **Affliction** as a starting point.

The recommended approach for converting a poison's native DC to one usable in a given Quad of difficulty, for an alternate rules system, is as follows:

- First, obtain the **native DC** of the Affliction.
- Next, adjust it as needed for the target rules system as a **baseline**, recognizing that DCs scale much differently across 5E, P2E, and DCC.
- Finally, perform a second adjustment in recognition of which **Quad** you are targeting the Affliction to be presented in. More difficult Quads mean higher DCs.

Once you have the Affliction's native DC, adjust it for the target rules system as follows:

Table 71: Affliction Native DC Rules System Adjustments

Pathfinder DC	5E	PF 2E	OSR	DCC
<15	-1	-	n/a	-2
16-20	-2	+1	n/a	-3
21-25	-5	+3	n/a	-4
26-30	-8	+4	n/a	-10
31-35	-12	+10	n/a	-14
36+	28 max	+15	n/a	24 max

Finally, adjust based on the **target Quad** for the **Affliction**:

Table 72: Affliction Target Quad DC Adjustments

Quad	5E	PF 2E	OSR	DCC
Low	-2	-1	n/a	-3
Moderate	-1	+0	n/a	-1
Advanced	+2	+4	n/a	+0
Elite	+4	+10	n/a	+2

Determining 5E Trap Saving Throws

Use the table below to guide you.

Table 73: Determining 5E Affliction Saving Throws

Pathfinder Obstacle Context	5E Save
Poison, disease	Constitution
Fear auras and effects	Wisdom
Physical limitations	Strength
Fortitude: other/default	Constitution
Psychic suffering	Intelligence
Arcane damage	Intelligence
Paralytic effects	Constitution
Reducing agility	Dexterity

Determining P2E Affliction Saving Throws

No conversion required: simply use the same saving throw in **P2E**.

Determining OSR Affliction Saving Throws

Use the following table:

Table 74: Determining OSR Affliction Saving Throws

Pathfinder Obstacle Context	OSR Save
Poison, disease	Death
Fear auras and effects	Spell
Physical limitations	Death
Fortitude: other/default	Spell
Psychic suffering	Wand
Arcane damage	Spell
Paralytic effects	Paralysis
Reducing agility	Breath

Determining DCC Affliction Saving Throws

No conversion required: simply use the same saving throw in **DCC**.

Ability Score Damage for DCC

Since nearly all **Afflictions** involve damage to one or more Ability Scores, the ***Ability Score Damage Mapping for DCC*** table is reproduced here for convenience:

Table 75: Ability Score Damage Mapping for DCC

Pathfinder Ability Score	DCC Ability Score
Strength	Strength
Dexterity	Agility
Constitution	Constitution
Intelligence	Intelligence
Wisdom	Personality
Charisma	Luck



D20 / v3.5 Conversions

Pathfinder First Edition was created as an extension of the D20 / v3.5 edition ruleset. In fact, PFRPG is so close to its forebear in many ways that it is sometimes jokingly referred to as "D20 Version 3.75".

Therefore, much of the content between the two systems is usable nearly as-is, with only minor modifications. Think of this as the "3.75 doctrine" of content conversion.

General Conversion Notes

The table below summarizes the exceptions to the "3.75 doctrine":

Table 76: PFRPG & d20 Conversion Summary

Pathfinder Mechanic	d20/v3.5 Notes
Combat Maneuver Bonus (CMB)	Convert easily (see below)
Combat Maneuver Defense (CMD)	Convert easily (see below)
Skills	Convert easily (see below)
Feats	Convert well for analogues; ignore or massage others

Skills

The major difference here applies primarily to NPCs and PCs, and creatures with class levels: "cross-class" skills in 3.5 are now differentiated simply via a Class vs. Non-Class descriptor.

For monsters, this distinction need not really apply: it's a reasonable assumption that any skill in which a monster has ranks or an overall bonus, it is proficient in and it is a "monster class" skill for the purposes of this mechanic.

Other than that, the biggest difference is the many-to-one mapping of skill names between the two systems.

Use the table below to determine the mapping across the two systems.

Note that for skills where the d20 version is suffixed by an asterisk (*), it means that several d20 skills have been merged into a single Pathfinder skill.

Table 77: Converting Skills Between PFRPG and d20/3.5

Pathfinder Skill	d20/v3.5 Skill
Acrobatics	Balance*
Acrobatics	Jump*
Acrobatics	Tumble*
Appraise	Appraise
Bluff	Bluff
Climb	Climb
Craft	Craft
Diplomacy	Gather Information
Disable Device	Open Lock*
Disable Device	Disable Device*
Disguise	Disguise
Escape Artist	Escape Artist
Fly	n/a
Handle Animal	Handle Animal
Heal	Heal
Intimidate	Intimidate
Knowledge	Knowledge
Linguistics	Decipher Script*
Linguistics	Forgery*
Linguistics	Speak Language*
Perception	Listen*
Perception	Search*
Perception	Spot*
Perform	Perform
Profession	Profession
Ride	Ride
Sense Motive	Sense Motive
Sleight of Hand	Sleight of Hand
Spellcraft	Spellcraft
Stealth	Hide*
Stealth	Move Silently*
Survival	Survival
Swim	Swim
Use Magic Device	Use Magic Device
Base Attack Bonus	Use Rope

Skill Bonus Mapping

In most cases, the scalability of the d20 and the Pathfinder RPG rulses systems roughly parallel. This means that in cases where there is a one-to-one mapping across the rules systems, you can simply treat one skill as the other.

For example, if a d20 monster has a +13 bonus in **Diplomacy**, you can treat it as a +13 bonus in **Gather Information**.

Many-to-One Skill Bonuses

In cases where several d20 skills all map to a single Pathfinder skill, additional care may be required to perform the mapping.

An example is **Acrobatics**: in d20, it's comprised of the three separate skills **Balance**, **Jump**, and **Tumble**.

For monsters, you can usually simply preserve the bonuses and replicate them. Continuing the example, if you're converting a Pathfinder monster into d20, and that monster has a **+6** bonus in **Acrobatics**, you can treat it as having a **+6** bonus in each of the corresponding d20 skills: That is, **Balance +6**, **Jump +6**, and **Tumble +6**.

Sanity check this afterwards, however: a monster who is truly horrible at, or incapable of, jumping, should likely not receive the same bonus!

Feats

The good news is that some feats do overlap between the two systems. The less good news is that many feats do not.

Because there are hundreds of feats—many more so in PFRPG than in d20—you may simply have to analyze the creature in question and assess what might make the most sense in terms of replacing a feat that is not explicitly present as-is in the target rules system.

Alternately, because the two rules systems are so similar, you could simply house-rule in any missing feat, and convert the mechanics involved.

Combat Maneuvers

Tripping, Bull Rushes, and the dreaded Grapple: each rules system has its adherents and defenders as to which approach is more or less painful mechanically.

This book is certainly not here to declare one "better" than the other. It's here merely to point out the differences for those wishing to take content from one system and drop it into the other, and to advise what to be aware of when so doing.

Most of the rules governing combat maneuvers in d20 were replaced with two numbers in PFRPG: Combat Maneuver Bonus (CMB), and Combat Maneuver Defense (CMD).

Calculating CMB

This is straightforward:

- Take the d20 creature's **Base Attack Bonus**.
- Add your **Strength Modifier**.
- Add your **Size Modifier**.

Note that the **Strength** and **Size** modifiers are calculated the same way across the two rules systems.

Calculating CMD

This is also straightforward:

- Take the creature's **Combat Manever Bonus** (calculated above).
- Add your **Dexterity Modifier**.
- Add any **Circumstance, Deflection, Dodge, Insight, Luck, Morale, Profane**, or **Sacred** bonuses to the creature's **Armor Class**.

Note that the **Dexterity** modifier is calculated the same way across the two rules systems.

Conversion Mapping Inventory

Conversion Mapping Inventory

Introduction

The purpose of the **Conversion Mapping Inventory** section is severalfold.

First, it is meant to serve as a literal example of how thousands of creature special abilities, spells, and more were converted as part of the production of ***Aquilae: Bestiary of the Realm***.

Secondly, it is meant as a quick reference for looking up the converted rules system equivalent of adventure content that has already been converted.

Thirdly, it is meant as a reference for additional content, that has ***not*** yet been converted: although a certain spell or ability may not appear here if it is beyond the scope of ***Aquilae: Bestiary of the Realm***, this section may include converted content that is similar enough to serve as a starting point.

A Starting Point

In all of these cases, the described mapping identified is meant to be a "best guess", not a panacea that fits every situation perfectly.

A mapping's presentation here is meant as a potential accelerant to your purposes in converting adventure content from one rules system to another. To truly make adventure content "feel right" across systems, additional "massaging" and adjustments may be necessary.

As has been stated many times elsewhere in this book, true conversion from one rules system to another is as much art as science; this book presents one form of that science that seems.

Just because something appears in this Inventory, doesn't mean it's necessarily always the right decision for you. And just because something doesn't appear in this Inventory, doesn't mean there isn't an analogue in the target rules system that you feel might work well.

Poisons

You will find an entire inventory of every Pathfinder poison and its corresponding suggested mapping to other supported rules systems beginning on page p 82.

Remember to refer to the rules on ***OSR and DCC Rules Extensions*** (p 50) for ability score damage purposes.

Feats

Please refer to the ***Converting Feats*** section (p 63) for a complete discussion of this topic, as well as suggested explicit mappings of Pathfinder Feats to 5E Feats.

Creature Special Abilities

The original intent of this tome was indeed to include a complete inventory of every single creature special ability, and its mapping to target rules systems.

However, there are more than 4,800 such special abilities. A quick attempt swiftly revealed that putting this into print would consume more than 3,000 pages, putting it unfortunately well beyond the scope of what this book is capable of offering.

However, in recognition of the utility and enormous amount of work that has gone into producing the Creature Special Abilities Mapping Inventory, it is available published in two separate places.

- ***Aquilae: Bestiary of the Realm***, by design and nature, contains each and every one of these mappings.
- Perhaps more accessibly, the mappings are available in the ***Content Conversion Guide Mapping Inventory***, an Excel-compatible workbook available on DriveThruRPG which contains the complete mappings for each and every creature special ability, as well as each and every piece of explicitly converted content presented herein.

Spells

A complete inventory of common spells from Pathfinder that have at least one rough equivalent in 5E or Pathfinder Second Edition is presented starting on page p 88.

A few things to note about this list:

- *It is presented **alphabetically** by spell name.*

  While this may not help you find 9th-level spells quickly, it seemed easiest for most reference purposes to look things up most rapidly.

- *It contains mappings for **5E** and for **Pathfinder Second Edition** only.*

  This is intentional: although Pathfinder, Pathfinder Second Edition, and 5E have different approaches and intentional design nuances in their approaches to spellcasting, the three are arguably somewhat similar in that they each enjoy a great diversity of spells on offer.

- *It is meant to be a **starting point** for further refinement.*

  The mappings presented seemed upon investigation to be the most direct or explicit equivalents for the intended spell effect in the target rules systems; by no means is the mapped spell necessarily the exact equivalent, or does it produce the identical effect. A first-level Pathfinder spell, for example, may appear mapped to a higher-level spell in an alternate rules system, and the other ways around.

- *A spell may have a mapping in **one target rules system**, but not in the other.*

  This is intentional: in such cases, only the mapped rules system seemed to contain a rough equivalent, and no such equivalent existed in the other target system.

- *Many common spells **do not appear** in the list.*

  If a spell you're hoping to find isn't here, never fear. It means generally one of two things: either it did not have an equivalent in 5E or P2E, or it simply isn't common enough to merit inclusion. There are thousands of spells published for Pathfinder; those encountered most commonly in monster abilities are those found herein.

Weapons

You'll find complete listings of these in the Inventory starting on page p 95.

Note that although this matrix attempts to find analogues for each Pathfinder weapon, it does not exhaustively reproduce all of the special rules for each of the weapons listed, as this is available extensively elsewhere and would not be feasible to include in this format.

As with the Spell Mapping list, the list of Weapons is presented alphabetically, not broken down into categories such as one-handed, two-handed, ranged, and so on.

Poison Mapping Inventory



Table 78: Poison Conversion Mapping Inventory

Poison	Type	DC	Onset	Freq	Cure	Effects	5E	PF 2E	OSR	DCC
Arsenic	ingested	13	10 min	1/min x4	1 save	1d2 Con dmg	1d2 Con dmg	1d2 Con dmg	1d2 Con dmg	1d2 Con dmg
Azure Lily Pollen	inhaled	15	—	1/min x2 mins	1 save	Nauseated for 1 min/ Paralyzed for 2d4 hrs	Nauseated for 1 min / Paralyzed for 2d4 hrs	Nauseated for 1 min / Paralyzed for 2d4 hrs	Nauseated for 1 min / Paralyzed for 2d4 hrs	Nauseated for 1 min / Paralyzed for 2d4 hrs
Belladonna	ingested	14	10 min	1/min x6 mins	1 save	1d2 Str dmg	1d2 Str dmg, see text	1d2 Str dmg, see text	1d2 Str dmg, see text	1d2 Str dmg, see text
Black Adder Venom	injury	11	—	1/rd. x6 rds	1 save	1d2 Con dmg	1d2 Con dmg	1d2 Con dmg	1d2 Con dmg	1d2 Con dmg
Black Lotus Extract	contact	20	1 min	1/rd. x6 rds	2 saves	1d6 Con dmg	1d6 Con dmg	1d6 Con dmg	1d6 Con dmg	1d6 Con dmg
Blood Marsh Spider Venom	injury	14	—	1/rd. x6 rds	2 cons.	1d4 Dex dmg, confused for 1 rnd.	1d4 Dex dmg, confused for 1 rnd.	1d4 Dex dmg, confused for 1 rnd.	1d4 Dex dmg, confused for 1 rnd.	1d4 Agi dmg, confused for 1 rnd.
Blackfingers's salt	Ingested	17	10 min	1/min x6 mins	2 saves	1d2 Con dmg and 1d3 Bleed	1d2 Con dmg and 1d3 Bleed	1d2 Con dmg and 1d3 Bleed	1d2 Con dmg and 1d3 Bleed	1d2 Con dmg and 1d3 Bleed
Blistercap Spore	contact	20	—	1/rd. x6 rds	2 cons.	1d2 Dex drain and 1 Con drain; Secondary: Sickened for 1 min	1d2 Dex drain and 1 Con drain; Secondary: Sickened for 1 min	1d2 Dex drain and 1 Con drain; Secondary: Sickened for 1 min	1d2 Dex drain and 1 Con drain; Secondary: Sickened for 1 min	1d2 Agi drain and 1 Con drain; Secondary: Sickened for 1 min
Blood Leaf Residue	contact	16	1 min	1/min x6 mins	1 save	2d12 hp dmg/1 Con dmg	2d12 hp dmg / 1 Con dmg	2d12 hp dmg / 1 Con dmg	2d12 hp dmg / 1 Con dmg	2d12 hp dmg / 1 Con dmg
Bloodpyre	contact	14	—	1/rd. x6 rds	1 save	1 Cha, Int, and Wis dmg, 2d6 fire	1 Cha, Int, and Wis dmg, 2d6 fire, see text	1 Cha, Int, and Wis dmg, 2d6 fire, see text	1 Cha, Int, and Wis dmg, 2d6 fire, see text	1 Luck, Int, and Per dmg, 2d6 fire, see text
Bloodroot	injury	12	1 rd.	1/rd. x4 rds	1 save	1 Con and 1 Wis dmg	1 Con and 1 Wis dmg	1 Con and 1 Wis dmg	1 Con and 1 Wis dmg	1 Con and 1 Per dmg
Bloodwine	ingested	25	—	1/min x6 mins	2 cons.	Sickened for 1d4 hrs, 1d3 Wis dmg	Sickened for 1d4 hrs, 1d3 Wis dmg	Sickened for 1d4 hrs, 1d3 Wis dmg	Sickened for 1d4 hrs, 1d3 Wis dmg	Sickened for 1d4 hrs, 1d3 Per dmg
Blue Star	ingested	15	10 m	1/min x6 mins	2 cons.	1d2 Con dmg; resist poison save penalties	1d2 Con dmg; resist poison save penalties, see text	1d2 Con dmg; resist poison save penalties, see text	1d2 Con dmg; resist poison save penalties, see text	1d2 Con dmg; resist poison save penalties, see text
Blue Whinnis	injury	14	—	1/rd. x2 rds	1 save	1 Con dmg / Unconscious 1d3 hrs.	1 Con dmg / Unconscious 1d3 hrs.	1 Con dmg / Unconscious 1d3 hrs.	1 Con dmg / Unconscious 1d3 hrs.	1 Con dmg / Unconscious 1d3 hrs.
Bluetip Eurypterid Poison	injury	16	—	1/rd. x6 rds	2 cons.	1d4 Con dmg	1d4 Con dmg	1d4 Con dmg	1d4 Con dmg	1d4 Con dmg
Brain Rot	ingested	12	—	1 min	2 saves	1d2 Int dmg	1d2 Int dmg	1d2 Int dmg	1d2 Int dmg	1d2 Int dmg
Brinestump Special	ingested	15	1 rd.	—	1 save	Nauseated 5 rds, gobinoids immune	Nauseated 5 rds, gobinoids immune	Nauseated 5 rds, gobinoids immune	Nauseated 5 rds, gobinoids immune	Nauseated 5 rds, gobinoids immune
Burnt Othur Fumes	inhaled	18	—	1/rd. x6 rds	2 saves	1 Con drain / 1d3 Con dmg	1 Con dmg / 1d3 Con dmg	1 Con dmg / 1d3 Con dmg	1 Con dmg / 1d3 Con dmg	1 Con dmg / 1d3 Con dmg

Poison	Type	DC	Onset	Freq	Cure	Effects	5E	PF 2E	OSR	DCC
Cloudthorn Venom	injury	14	1d4 rds	1/hr. x3 hrs	1 save	1d3 Str and Dex dmg; unable to feel pain for 1 hr. (immune to pain effects)	1d3 Str and Dex dmg; unable to feel pain for 1 hr. (immune to pain effects)	1d3 Str and Dex dmg; unable to feel pain for 1 hr. (immune to pain effects)	1d3 Str and Dex dmg; unable to feel pain for 1 hr. (immune to pain effects)	1d3 Str and Agi dmg; unable to feel pain for 1 hr. (immune to pain effects)
Cockatrice Spit	contact, injury, ingested	12	—	1/rd. x4 rds	1 save	1d2 Dex dmg; Petrified at Dex=0	1d2 Dex dmg; Petrified at Dex=0	1d2 Dex dmg; Petrified at Dex=0	1d2 Dex dmg; Petrified at Dex=0	1d2 Agi dmg; Petrified at Agi=0
Common Eurypterid Poison	injury	12	—	1/rd. x4 rds	1 save	1d2 Con	1d2 Con	1d2 Con	1d2 Con	1d2 Con
Crone's Curse	inhaled	16	1d4 hrs	1/day x6 days	2 cons.	1 Dex and Wis dmg; saving throw penalties,	1 Dex and Wis dmg; saving throw penalties, see text	1 Dex and Wis dmg; saving throw penalties, see text	1 Dex and Wis dmg; saving throw penalties, see text	1 Agi and Per dmg; saving throw penalties, see text
Dark Reaver Powder	ingested	18	10 m	1/min x6 mins	2 saves	1d3 Con and 1 Str dmg	1d3 Con and 1 Str dmg	1d3 Con and 1 Str dmg	1d3 Con and 1 Str dmg	1d3 Con and 1 Str dmg
Deathblade	injury	20	—	1/rd. x6 rds	2 saves	1d3 Con dmg	1d3 Con dmg	1d3 Con dmg	1d3 Con dmg	1d3 Con dmg
Dimorphodon Poison	injury	12	—	1/rd. x4 rds	1 save	1d2 Str	1d2 Str	1d2 Str	1d2 Str	1d2 Str
Diplopic serum	injury	15	—	1/rd. x6 rds	1 save	1d2 Wis dmg,	1d2 Wis dmg, see text	1d2 Wis dmg, see text	1d2 Wis dmg, see text	1d2 Per dmg, see text
Dragon bile	contact	26	—	1/rd. x6 rds	—	1d3 Str dmg	1d3 Str dmg	1d3 Str dmg	1d3 Str dmg	1d3 Str dmg
Draughtcap Fungus	ingested	16	4d6 hrs	1/hr. x8 hrs	2 cons.	1d2 Str dmg; dehydration,	1d2 Str dmg; dehydration, see text	1d2 Str dmg; dehydration, see text	1d2 Str dmg; dehydration, see text	1d2 Str dmg; dehydration, see text
Dreaming death	inhaled	16	10 m	1/10 min x1 hr	1 save	Sleep 10 min,	Sleep 10 min, see text	Sleep 10 min, see text	Sleep 10 min, see text	Sleep 10 min, see text
Drow poison	injury	13	—	1/min x2 mins	1 save	Unconscious 1 min / 2d4 hrs.	Unconscious 1 min / 2d4 hrs.	Unconscious 1 min / 2d4 hrs.	Unconscious 1 min / 2d4 hrs.	Unconscious 1 min / 2d4 hrs.
Fiddleback Venom	injury, ingested	13	1 m	1/min x6 mins	2 saves	Nauseated 1d4 rds; Secondary: 1d3 Str dmg and 1d4 Con dmg	Nauseated 1d4 rds; Secondary: 1d3 Str dmg and 1d4 Con dmg	Nauseated 1d4 rds; Secondary: 1d3 Str dmg and 1d4 Con dmg	Nauseated 1d4 rds; Secondary: 1d3 Str dmg and 1d4 Con dmg	Nauseated 1d4 rds; Secondary: 1d3 Str dmg and 1d4 Con dmg
Fire Jackal Saliva	injury	12	—	1/rd x6 rds	1 save	1d6 acid dmg and Nausea; Secondary: 1d4 Dex	1d6 acid dmg and Nausea; Secondary: 1d4 Dex	1d6 acid dmg and Nausea; Secondary: 1d4 Dex	1d6 acid dmg and Nausea; Secondary: 1d4 Dex	1d6 acid dmg and Nausea; Secondary: 1d4 Agi
Flaying Spider Venom	injury	11	1 rd.	1/rd x6 rds	1 save	1d3 Con	1d3 Con	1d3 Con	1d3 Con	1d3 Con
Gelidburn Oil	injury	12	—	1/rd. x4 rds	1 save	1d3 fire dmg, 1d3 cold dmg, and Staggered 1 rd.	1d3 fire dmg, 1d3 cold dmg, and Staggered 1 rd.	1d3 fire dmg, 1d3 cold dmg, and Staggered 1 rd.	1d3 fire dmg, 1d3 cold dmg, and Staggered 1 rd.	1d3 fire dmg, 1d3 cold dmg, and Staggered 1 rd.
Giant Wasp Poison	injury	18	—	1/rd. x6 rds	1 save	1d2 Dex dmg	1d2 Dex dmg	1d2 Dex dmg	1d2 Dex dmg	1d2 Agi dmg
Glass Urchin Venom	contact or injury	16	—	1/rd. x6 rds	2 cons.	1d4 Wis and Confused for 1 rd	1d4 Wis and Confused for 1 rd	1d4 Wis and Confused for 1 rd	1d4 Wis and Confused for 1 rd	1d4 Per and Confused for 1 rd
Goblin's Eye	ingested	13	1 m	1/min x6 mins	1 save	1 Con dmg and the creature is Nauseated for 1 min	1 Con dmg and the creature is Nauseated for 1 min	1 Con dmg and the creature is Nauseated for 1 min	1 Con dmg and the creature is Nauseated for 1 min	1 Con dmg and the creature is Nauseated for 1 min

Poison	Type	DC	Onset	Freq	Cure	Effects	5E	PF 2E	OSR	DCC
Gobinvine Oil	contact	10	1 rd.	—	2 cons. or 1 min of washing	Sickened	Sickened	Sickened	Sickened	Sickened
Gray Justice	injury	18	—	1/min x10 min	2 saves	1d2 Wis dmg,	1d2 Wis dmg, see text	1d2 Wis dmg, see text	1d2 Wis dmg, see text	1d2 Per dmg, see text
Green Prismatic Poison	spell	varies	—	1/rd. x6 rds	2 saves	Death / 1 Con dmg	Death / 1 Con dmg	Death / 1 Con dmg	Death / 1 Con dmg	Death / 1 Con dmg
Greenblood Oil	injury	13	—	1/rd. x4 rds	1 save	1 Con dmg	1 Con dmg	1 Con dmg	1 Con dmg	1 Con dmg
Grinding Joint Paste	ingested	16	10 m	1/min x6 mins	1 save	1d4 Dex dmg and pain	1d4 Dex dmg and pain (see text)	1d4 Dex dmg and pain (see text)	1d4 Dex dmg and pain (see text)	1d4 Agi dmg and pain (see text)
Hag Spit	injury, ingested	16	—	1/rd. x6 rds	2 saves	Blindness for 1d10 rds; Secondary: 1d4 Wis dmg	Blindness for 1d10 rds; Secondary: 1d4 Wis dmg	Blindness for 1d10 rds; Secondary: 1d4 Wis dmg	Blindness for 1d10 rds; Secondary: 1d4 Wis dmg	Blindness for 1d10 rds; Secondary: 1d4 Per dmg
Halo Mushroom Toxin	ingested	18	10 m	1/min x6 mins	2 cons.	Distraction / 1d4 Wis dmg	Distraction (see text) / 1d4 Wis dmg	Distraction (see text) / 1d4 Wis dmg	Distraction (see text) / 1d4 Wis dmg	Distraction (see text) / 1d4 Per dmg
Hemlock	ingested	18	10 m	1/min x6 mins	2 saves	1d6 Dex dmg,	1d6 Dex dmg, see text	1d6 Dex dmg, see text	1d6 Dex dmg, see text	1d6 Agi dmg, see text
Hunter Urchin Venom	injury	13	—	1/rd. x6 rds	1 save	Staggered for 1 rd	Staggered for 1 rd	Staggered for 1 rd	Staggered for 1 rd	Staggered for 1 rd
Hydrofluoric Acid	Contact	20	1 m	1/rd. x6 rds	2 cons.	1d2 Str drain, 1d2 Con dmg, 2d6 acid dmg;	1d2 Str dmg, 1d2 Con dmg, 2d6 acid dmg	1d2 Str dmg, 1d2 Con dmg, 2d6 acid dmg	1d2 Str dmg, 1d2 Con dmg, 2d6 acid dmg	1d2 Str dmg, 1d2 Con dmg, 2d6 acid dmg
Id Moss	ingested	14	10 m	1/min x6 mins	1 save	1d3 Int dmg	1d3 Int dmg	1d3 Int dmg	1d3 Int dmg	1d3 Int dmg
Insanity Mist	inhaled	15	—	1/rd. x6 rds	1 save	1d3 Wis dmg	1d3 Wis dmg	1d3 Wis dmg	1d3 Wis dmg	1d3 Per dmg
Insanity Pill	ingested	14	1 m	—	2 cons.	Affected as confusion for 1 min	Affected as confusion for 1 min	Affected as confusion for 1 min	Affected as confusion for 1 min	Affected as confusion for 1 min
Insecticide	Inhaled	10*	—	1/rd. x3 rds	1 save	1 Str dmg;	1 Str dmg	1 Str dmg	1 Str dmg	1 Str dmg
Jackalroot Essence	injury	18	—	1/rd. x1d6 rds	2 cons.	Uncontrollable laughter (as per hideous laughter)	Uncontrollable laughter (as per hideous laughter)	Uncontrollable laughter (as per hideous laughter)	Uncontrollable laughter (as per hideous laughter)	Uncontrollable laughter (as per hideous laughter)
Juvebloom	Ingested	16	1 day	1/day x7 days	1 save	1 Wis drain;	1 Wis dmg	1 Wis dmg	1 Wis dmg	1 Per dmg
King's Sleep	ingested	19	1 day	1/day	2 saves	1 Con drain	1 Con dmg	1 Con dmg	1 Con dmg	1 Con dmg
Large Scorpion Venom	injury	17	—	1/rd. x6 rds	1 save	1d2 Str dmg	1d2 Str dmg	1d2 Str dmg	1d2 Str dmg	1d2 Str dmg
Leng's Tears	contact	18	1 rd.	1/10 min x1 hr.	1 save	1d2 Wis dmg and Paralyzed 10 min	1d2 Wis dmg and Paralyzed 10 min	1d2 Wis dmg and Paralyzed 10 min	1d2 Wis dmg and Paralyzed 10 min	1d2 Per dmg and Paralyzed 10 min
Lich Dust	ingested	17	10 m	1/min x6 mins	2 saves	1d3 Str dmg	1d3 Str dmg	1d3 Str dmg	1d3 Str dmg	1d3 Str dmg
Mage Bane	contact	20	1 m	1/min x6 mins	2 cons.	-10 to all Concentration DCs for 1 hr	Must make Wisdom save to successfully cast Arcane spells; failure loses spell with no effect	Must make Will save to successfully cast Arcane spells; failure loses spell with no effect	Must make Spell save to successfully cast Arcane spells; failure loses spell with no effect	Must make Will save to successfully cast Arcane spells; failure loses spell with no effect
Medium Spider Venom	injury	14	—	1/rd. x4 rds	1 save	1d2 Str dmg	1d2 Str dmg	1d2 Str dmg	1d2 Str dmg	1d2 Str dmg

Poison	Type	DC	Onset	Freq	Cure	Effects	5E	PF 2E	OSR	DCC
Mindrust	inhaled	20	—	1/rd. x6 rds	2 cons.	1 Wis dmg and suggestible for 1 min;	1 Wis dmg and suggestible for 1 min	1 Wis dmg and suggestible for 1 min	1 Wis dmg and suggestible for 1 min	1 Per dmg and suggestible for 1 min
Moonberries	contact, ingested	18	1 rd.	Once	1 save	3d6 Con dmg	3d6 Con dmg	3d6 Con dmg	3d6 Con dmg	3d6 Con dmg
Nerveblast	injury	19	—	1/rd. x6 rds	2 cons.	1 Dex drain and Shaken for 1 hr.	1 Dex dmg and Shaken for 1 hr.	1 Dex dmg and Shaken for 1 hr.	1 Dex dmg and Shaken for 1 hr.	1 Agi dmg and Shaken for 1 hr.
Night's-eye Dust	inhaled	14	—	1/rd. x6 rds	2 cons	Shaken / Blinded	Shaken / Blinded	Shaken / Blinded	Shaken / Blinded	Shaken / Blinded
Nightmare Vapor	inhaled	20	—	1/rd. x6 rds	2 saves	1 Wis dmg and Confused 1 rd.	1 Wis dmg and Confused 1 rd.	1 Wis dmg and Confused 1 rd.	1 Wis dmg and Confused 1 rd.	1 Per dmg and Confused 1 rd.
Nitharit	contact	13	1 m	1/min x6 mins	1 save	1d3 Con dmg	1d3 Con dmg	1d3 Con dmg	1d3 Con dmg	1d3 Con dmg
Nymph's Lure	ingested	15	1d4 hrs	1/hr. x8 hrs	1 save	1d2 Str and Wis dmg; attract wild creatures	1d2 Str and Wis dmg; attract wild creatures, see text	1d2 Str and Wis dmg; attract wild creatures, see text	1d2 Str and Wis dmg; attract wild creatures, see text	1d2 Str and Per dmg; attract wild creatures, see text
Ochre Eurypterid Poison	injury	10	—	1/rd. x4 rds	1 save	1 Dex	1 Dex	1 Dex	1 Dex	1 Agi
Oil of Restfulness	ingested	15	1 m	—	1 save	Unconscious 1d3 hrs	Unconscious 1d3 hrs	Unconscious 1d3 hrs	Unconscious 1d3 hrs	Unconscious 1d3 hrs
Ossivane	injury	18	—	1/rd. x6 rds (see text)	2 saves	1d3 Dex dmg	1d3 Dex dmg	1d3 Dex dmg	1d3 Dex dmg	1d3 Agi dmg
Pupil's Friend	ingested	10	10 m	1/min x15 mins	1 save	Sickened for 1 min	Sickened for 1 min	Sickened for 1 min	Sickened for 1 min	Sickened for 1 min
Purple Keif	ingested	18	1 m	—	1 save	1d2 Con and Str; Secondary: Unconsious 1 hr	1d2 Con and Str; Secondary: Unconsious 1 hr	1d2 Con and Str; Secondary: Unconsious 1 hr	1d2 Con and Str; Secondary: Unconsious 1 hr	1d2 Con and Str; Secondary: Unconsious 1 hr
Purple Worm Poison	injury	24	—	1/rd. x6 rds	2 saves	1d3 Str dmg	1d3 Str dmg	1d3 Str dmg	1d3 Str dmg	1d3 Str dmg
Ragespittle	contact	17	1 m	1/min x6 mins	2 saves	1d2 Dex dmg,	1d2 Dex dmg, see text	1d2 Dex dmg, see text	1d2 Dex dmg, see text	1d2 Agi dmg, see text
Rainbow Jellyfish Toxin	injury, contact	14	—	1/rd. x2 rds	1 save	Staggered for 1d6 rds; Secondary: Paralyzed for 1d6 min	Staggered for 1d6 rds; Secondary: Paralyzed for 1d6 min	Staggered for 1d6 rds; Secondary: Paralyzed for 1d6 min	Staggered for 1d6 rds; Secondary: Paralyzed for 1d6 min	Staggered for 1d6 rds; Secondary: Paralyzed for 1d6 min
Rainbow Scarab Shell	injury	14	1 rd.	1/rd. x4 rds	1 save	1d4 Str dmg and suffocation	1d4 Str dmg and suffocation	1d4 Str dmg and suffocation	1d4 Str dmg and suffocation	1d4 Str dmg and suffocation
Red Bedlam	ingested	15	10 m	1/min x10 mins	2 consecutive saves	Confusion	Confusion	Confusion	Confusion	Confusion
Scholarblight	inhaled	15	—	1/min x6 mins	1 save	1d3 Int dmg,	1d3 Int dmg, see text	1d3 Int dmg, see text	1d3 Int dmg, see text	1d3 Int dmg, see text
Sea Urchin Venom	injury	11	—	1/min x6 mins	1 save	Sickened for 1 min	Sickened for 1 min	Sickened for 1 min	Sickened for 1 min	Sickened for 1 min
Shadow Essence	injury	17	—	1/rd. x6 rds	1 save	1 Str drain / 1d2 Str dmg	1 Str dmg / 1d2 Str dmg	1 Str dmg / 1d2 Str dmg	1 Str dmg / 1d2 Str dmg	1 Str dmg / 1d2 Str dmg
Skinsap Extract	injury	16	—	1/rd. x6 rds	1 save	1d2 Dex, Staggered, and Confused	1d2 Dex, Staggered, and Confused	1d2 Dex, Staggered, and Confused	1d2 Dex, Staggered, and Confused	1d2 Agi, Staggered, and Confused
Small Centipede Poison	injury	11	—	1/rd. x4 rds	1 save	1 Dex dmg	1 Dex dmg	1 Dex dmg	1 Dex dmg	1 Agi dmg

Poison	Type	DC	Onset	Freq	Cure	Effects	5E	PF 2E	OSR	DCC
Spear Urchin Venom	injury	16	—	1/rd. x6 rds	1 save	1d2 Str, Nauseated for 1 rd	1d2 Str, Nauseated for 1 rd	1d2 Str, Nauseated for 1 rd	1d2 Str, Nauseated for 1 rd	1d2 Str, Nauseated for 1 rd
Spider Vine Poison	injury	15	—	1/rd. x6 rds	2 consecutive saves	Paralysis; Secondary: 1d2 Con dmg	Paralysis; Secondary: 1d2 Con dmg	Paralysis; Secondary: 1d2 Con dmg	Paralysis; Secondary: 1d2 Con dmg	Paralysis; Secondary: 1d2 Con dmg
Spiny Eurpterid Poison	injury	21	—	1/rd. x6 rds	2 consecutive saves	1d4 Con and 1d2 Dex	1d4 Con and 1d2 Dex	1d4 Con and 1d2 Dex	1d4 Con and 1d2 Dex	1d4 Con and 1d2 Agi
Starving Nettle	injury	15	?	1/day x8 days	2 consecutive saves	1d3 Dex and Con dmg; Nausea,	1d3 Dex and Con dmg; Nausea,	1d3 Dex and Con dmg; Nausea,	1d3 Dex and Con dmg; Nausea,	1d3 Agi and Con dmg; Nausea,
Striped Toadstool	ingested	11	10 m	1/min x4 mins	1 save	1d3 Wis dmg, 1 Int dmg	1d3 Wis dmg, 1 Int dmg	1d3 Wis dmg, 1 Int dmg	1d3 Wis dmg, 1 Int dmg	1d3 Per dmg, 1 Int dmg
Styx Sap	contact	18	1d4 m	1/10 min x1 hr	1 save	1d4 Wis dmg, memory loss;	1d4 Wis dmg, memory loss;	1d4 Wis dmg, memory loss;	1d4 Wis dmg, memory loss;	1d4 Per dmg, memory loss;
Swampseer Poison	ingested	18	10 m	1/min x3 mins	2 consecutive saves	1d4 Wis dmg; Secondary: 1d2 Wis dmg and Confusion	1d4 Wis dmg; Secondary: 1d2 Wis dmg and Confusion	1d4 Wis dmg; Secondary: 1d2 Wis dmg and Confusion	1d4 Wis dmg; Secondary: 1d2 Wis dmg and Confusion	1d4 Per dmg; Secondary: 1d2 Per dmg and Confusion
Sweetdream	inhaled	19	1 rd.	1/min x2 mins	1 save	Sleep and forget	Sleep and forget	Sleep and forget	Sleep and forget	Sleep and forget
Tangle Root Paste	contact	16	1 m	1/min x6 mins	1 save	1d2 Dex dmg	1d2 Dex dmg	1d2 Dex dmg	1d2 Dex dmg	1d2 Agi dmg
Tears of Death	contact	22	1 m	1/min x6 mins	—	1d6 Con dmg and Paralyzed 1 min	1d6 Con dmg and Paralyzed 1 min	1d6 Con dmg and Paralyzed 1 min	1d6 Con dmg and Paralyzed 1 min	1d6 Con dmg and Paralyzed 1 min
Tongue Twist	injury	16	—	1/rd. x6 rds	2 saves	1d2 Int dmg;	1d2 Int dmg;	1d2 Int dmg;	1d2 Int dmg;	1d2 Int dmg;
Twister Root	contact	16	1 m	1/min x6 mins	1 save	1d3 Dex dmg	1d3 Dex dmg	1d3 Dex dmg	1d3 Dex dmg	1d3 Agi dmg
Third Eye	contact	17	1 m	1/rd. x6 rds	2 consecutive saves	1d3 Wis dmg. Each time the victim takes Wis dmg, it must succeed at a DC 17 Will save or become confused for that rd.	1d3 Wis dmg. Each time the victim takes Wis dmg, it must succeed at a DC 17 Wis save or become confused for that rd.	1d3 Wis dmg. Each time the victim takes Wis dmg, it must succeed at a DC 17 Will save or become confused for that rd.	1d3 Wis dmg. Each time the victim takes Wis dmg, it must succeed at a Wand save or become confused for that rd.	1d3 Per dmg. Each time the victim takes Per dmg, it must succeed at a DC 17 Will save or become confused for that rd.
Ungol Dust	inhaled	15	—	1/rd. x4 rds	1 save	1 Cha drain / 1d2 Cha dmg	1 Cha dmg / 1d2 Cha dmg	1 Cha dmg / 1d2 Cha dmg	1 Cha dmg / 1d2 Cha dmg	1 Luck dmg / 1d2 Luck dmg
Violet Venom	contact	13	—	1/min x6 mins	1 save	1d2 Str dmg, 1d2 Con dmg	1d2 Str dmg, 1d2 Con dmg	1d2 Str dmg, 1d2 Con dmg	1d2 Str dmg, 1d2 Con dmg	1d2 Str dmg, 1d2 Con dmg
Wasp Swarm Poison	injury	13	—	1/rd. x4 rds	1 save	1 Dex dmg	1 Dex dmg	1 Dex dmg	1 Dex dmg	1 Agi dmg
Waters of the Whispering River	contact	16	1 rd.	1/rd. x6 rds	2 consecutive saves	1 Con drain; Secondary: 1d3 Con dmg	1 Con dmg; Secondary: 1d3 Con dmg	1 Con dmg; Secondary: 1d3 Con dmg	1 Con dmg; Secondary: 1d3 Con dmg	1 Con dmg; Secondary: 1d3 Con dmg
Widow's Kiss	ingested	24	1d4 days	1/day	3 saves	1d3 Con,	1d3 Con,	1d3 Con,	1d3 Con,	1d3 Con,
Witch-Hunter's Sword	ingested	19	10 m	1/hr. x8 hrs	2 consecutive saves	1 Int, Wis, and Cha dmg, Concentration check penalty;	1 Int, Wis, and Cha dmg, Concentration check penalty;	1 Int, Wis, and Cha dmg, Concentration check penalty;	1 Int, Wis, and Cha dmg, Concentration check penalty;	1 Int, Per, and Luck dmg, Concentration check penalty;
Wolfsbane	ingested	16	10 m	1/min x6 mins	1 save	1d3 Con dmg	1d3 Con dmg	1d3 Con dmg	1d3 Con dmg	1d3 Con dmg

Poison	Type	DC	Onset	Freq	Cure	Effects	5E	PF 2E	OSR	DCC
Woundweal	injury	18	1 rd.	1/day	2 consecutive saves	Impaired healing;	Impaired healing;	Impaired healing;	Impaired healing;	Impaired healing;
Wyvern Poison	injury	17	—	1/rd. x6 rds	2 saves	1d4 Con dmg	1d4 Con dmg	1d4 Con dmg	1d4 Con dmg	1d4 Con dmg

Spell Mapping Inventory



Table 79: Spell Conversion Mapping Inventory

Spell	5E	PF 2E
Abyssal Plague	Insect Plague	Abyssal Plague
Acid Arrow	Acid Arrow	Acid Arrow
Acid Fog	Fog Cloud	Fog Cloud
Acid Splash	Acid Splash	Acid Splash
Acidic Spray	Acid Arrow	Acid Arrow
Aid	Aid	n/a
Air Geyser	Wind Wall	Wall of Wind
Air Walk	Wind Walk	Air Walk
Alarm	Alarm	Alarm
Alter Self	Alter Self	Illusory Disguise
Alter Winds	Gust of Wind	Gust of Wind
Animal Messenger	Animal Messenger	Animal Messenger
Animate Dead	Animate Dead	Raise Dead
Animate Objects	Animate Objects	n/a
Animate Rope	Rope Trick	Rope Trick
Antilife Shell	Antilife Shell	n/a
Antimagic Field	Antimagic Field	Antimagic Field
Aqueous Orb	Watery Sphere	n/a
Arcane Eye	Arcane Eye	Arcane Sight
Arcane Lock	Arcane Lock	Lock
Arcane Sight	Arcane Sight	n/a
Ash Storm	Sleet Storm	Obscuring Mist
Astral Projection	Astral Projection	n/a
Augury	Augury	Augury
Awaken	Awaken	n/a
Baleful Polymorph	Polymorph	Baleful Polymorph
Ball Lightning	Lightning Bolt	Lightning Bolt
Bane	Bane	Bane
Banishment	Banishment	Banishment
Banishment (mass)	Banishment	Banishment
Bestow Curse	Bestow Curse	n/a
Black Tentacles	Black Tentacles	Black Tentacles
Blade Barrier	Blade Barrier	Wall of Wind
Blast Barrier	Blade Barrier	Blade Barrier
Blast of Wind	Gust of Wind	Gust of Wind
Bleed	n/a	Grim Tendrils
Bless	Bless	n/a
Blight	Blight	n/a
Blindness/Deafness	Blindness/Deafness	Blindness; Deafness
Blink	Blink	Blink
Blur	Blur	Blur
Break Enchantment	Dispel Magic	Dispel Magic
Breath of Life	n/a	Breath of Life
Burning Gaze	Burning Hands	Burning Hands
Call Lightning	Call Lightning	Lightning Bolt
Call Lightning Storm	Storm of Vengeance	Storm of Vengeance
Calm Emotions	Calm Emotions	Calm Emotions
Cause Fear	Cause Fear	Fear
Caustic Eruption	Fire Storm	Volcanic Eruption
Chain Lightning	Chain Lightning	Chain Lightning
Charm Monster	Charm Monster	Charm
Chill Touch	Chill Touch	Chill Touch
Circle of Death	Circle of Death	Finger of Death
Clairaudience/Clairvoyance	Clairvoyance	Clairaudience
Clenched Fist	Bigby's Hand	n/a
Cloak of Chaos	n/a	Cloak of Colors
Cloak of Colors	n/a	Cloak of Colors
Cloak of Winds	Gust of Wind	Gust of Wind
Cloudkill	Cloudkill	Cloudkill
Cold Ice Strike	Ice Storm	Cone of Cold
Color Spray	Color Spray	Color Spray
Command	Command	Command
Commune	Commune	n/a
Commune with Nature	Commune with Nature	n/a
Compassionate Ally	Charm Person	Charm

Spell	5E	PF 2E
Compel Hostility	Calm Emotions	Calm Emotions
Comprehend Languages	Comprehend Languages	Comprehend Languages
Cone of Cold	Cone of Cold	Cone of Cold
Confusion	Confusion	Confusion
Contact Other Plane	Contact Other Plane	n/a
Contagion	Contagion	Purple Worm Sting
Contagious Zeal	n/a	Zealous Conviction
Contingency	Contingency	Contingency
Continual Flame	Continual Flame	Continual Flame
Control Water	Control Water	Control Water
Control Weather	Control Weather	n/a
Control Winds	Control Winds	n/a
Counterspell	Counterspell	Dispel Magic
Create Food and Water	Create Food and Water	Create Food
Create Undead	Create Undead	Raise Dead
Create Water	Create Food and Water	Create Water
Creeping Ice	Wall of Ice	Wall of Ice
Crushing Despair	n/a	Crushing Despair
Crushing Hand	Bigby's Hand	n/a
Cure Critical Wounds	Cure Wounds	Heal
Cure Light Wounds	Cure Wounds	Heal
Cure Moderate Wounds	Cure Wounds	Heal
Cure Serious Wounds	Cure Wounds	Heal
Curse Water	Create or Destroy Water	n/a
Dancing Lights	Dancing Lights	Dancing Lights
Darting Duplicate	n/a	Mislead
Daylight	Daylight	n/a
Daze	n/a	Daze
Death Knell	n/a	Death Knell
Death Ward	Death Ward	n/a
Deep Slumber	Sleep	Sleep

Spell	5E	PF 2E
Deeper Darkness	Darkness	Darkness
Delayed Blast Fireball	Delayed Blast Fireball	Fireball
Demand	Command	Command
Destruction	Disintegrate	Disintegrate
Detect Chaos	n/a	Detect Alignment
Detect Evil	Detect Evil and Good	Detect Alignment
Detect Good	Detect Evil and Good	Detect Alignment
Detect Law	n/a	Detect Alignment
Detect Magic	Detect Magic	Detect Magic
Detect Poison	Detect Poison and Disease	Detect Poison
Detect Scrying	n/a	Detect Scrying
Detect Thoughts	Detect Thoughts	n/a
Detonate	Disintegrate	Disintegrate
Dimension Door	Dimension Door	Dimension Door
Dimensional Anchor	n/a	Dimensional Anchor
Dimensional Lock	n/a	Dimensional Lock
Discern Lies	n/a	Discern Lies
Discern Location	n/a	Discern Location
Disguise Self	Disguise Self	Illusory Disguise
Disintegrate	Disintegrate	Disintegrate
Dispel Evil	Dispel Evil and Good	n/a
Dispel Good	Dispel Evil and Good	n/a
Dispel Magic	Dispel Magic	Dispel Magic
Dispel Magic (Greater)	Dispel Magic	Dispel Magic
Displacement	Blink	Blink
Disrupting Weapon	n/a	Disrupting Weapons
Divination	Divination	n/a
Divine Favor	Divine Favor	n/a
Divine Power	Divine Favor	Divine Wrath
Dominate Monster	Dominate	Dominate

Spell	5E	PF 2E
Dominate Person	Dominate	Dominate
Dread Bolt	Witch Bolt	n/a
Dream	Dream	Dream Message
Ear-Piercing Scream	n/a	Wail of the Banshee
Earthquake	Earthquake	Earthquake
Endure Elements	n/a	Endure Elements
Energy Drain	n/a	Abyssal Plague
Enervation	Enervation	Disintegrate
Enlarge Person	Enlarge/Reduce	Enlarge
Entangle	Entangle	Entangle
Enthrall	Enthrall	Enthrall
Entropic Shield	Shield	Shield
Ethereal Jaunt	Etherealness	Ethereal Jaunt
Etherealness	Etherealness	Ethereal Jaunt
Expeditious Retreat	Expeditious Retreat	Dimension Door
Eyebite	Eyebite	n/a
Fabricate	Fabricate	n/a
Faerie Fire	Faerie Fire	Faerie Fire
False Life	False Life	False Life
False Vision	n/a	False Vision
Fear	Fear	Fear
Feather Fall	Feather Fall	Feather Fall
Feeblemind	Feeblemind	Feeblemind
Fiery Body	n/a	Fiery Body
Find the Path	Find the Path	n/a
Finger of Death	Finger of Death	Finger of Death
Fire Shield	Fire Shield	Fire Shield
Fire Storm	Fire Storm	Flame Strike
Flame Arrow	Flame Arrows	Fireball
Flame Strike	Flame Strike	Flame Strike
Flaming Sphere	Flaming Sphere	Flaming Sphere
Flesh to Stone	Flesh to Stone	Flesh to Stone
Floating Disk	Floating Disk	Floating Disk
Flurry of Snowballs	Snilloc's Snowball Swarm	Snowball
Fly	Fly	Fly
Fog Cloud	Fog Cloud	Fog Cloud
Forbid Action	Forbiddance	Forbidding Ward
Forbiddance	Forbiddance	n/a

Spell	5E	PF 2E
Forced Quiet	Silence	Silence
Forceful Hand	Arcane Hand	Spectral Hand
Forceful Strike	True Strike	True Strike
Foresight	Foresight	Foresight
Freedom of Movement	Freedom of Movement	Freedom of Movement
Frigid Touch	Chill Touch	Chill Touch
Gaseous Form	Gaseous Form	Gaseous Form
Geas/Quest	Geas	n/a
Gentle Repose	Gentle Repose	Gentle Repose
Ghost Sound	n/a	Ghost Sound
Ghoul Hunger	Hunger of Hadar	n/a
Giant Vermin	Conjure Animals	Summon Animal
Glibness	Glibness	Glibness
Glitterdust	Color Spray	Glitterdust
Globe of Invulnerability, Lesser	Globe of Invulnerability	Globe of Invulnerability
Goodberry	Goodberry	Create Food
Grease	Grease	Grease
Greater Invisibility	Invisibility	Invisibility
Greater Teleport	Teleport	Teleport
Grove of Respite	Druid Grove	n/a
Guidance	Guidance	Guidance
Gust of Wind	Gust of Wind	Gust of Wind
Hallucinatory Terrain	Hallucinatory Terrain	Hallucinatory Terrain
Harm	Harm	Harm
Haste	Haste	Haste
Haunting Mists	Fog Cloud	Obscuring Mist
Heal	Heal	Heal
Heal (Mass)	Mass Heal	Heal
Heat Metal	Heat Metal	n/a
Heroes' Feast	Heroes' Feast	n/a
Hideous Laughter	Hideous Laughter	Hideous Laughter
Hold Monster	Hold Monster	Paralyze
Hold Person	Hold Person	Paralyze
Hold Portal	Arcane Lock	Lock
Holy Aura	Holy Aura	n/a

Spell	5E	PF 2E
Horrid Wilting	Abin/aDalzim's Horrid Wilting	Horrid Wilting
Hungry Darkness	Maddening Darkness	Eclipse Burst
Hydraulic Push	Watery Sphere	Hydraulic Push
Hydraulic Torrent	Wall of Water	Hydraulic Torrent
Hypnotic Pattern	Hypnotic Pattern	Hypnotic Pattern
Hypnotism	Hypnotic Pattern	n/a
Ice Storm	Ice Storm	Cone of COld
Icy Prison	Imprisonment	Maze
Identify	Identify	n/a
Illusory Script	Illusory Script	n/a
Illusory Wall	n/a	Illusory Scene
Implosion	n/a	Implosion
Imprisonment	Imprisonment	n/a
Incendiary Cloud	Incendiary Cloud	n/a
Inflict Critical Wounds	Inflict Wounds	Harm
Inflict Light Wounds	Inflict Wounds	Harm
Inflict Moderate Wounds	Inflict Wounds	Harm
Inflict Serious Wounds	Inflict Wounds	Harm
Insanity	Feeblemind	Feeblemind
Insect Plague	Insect Plague	n/a
Interposing Hand	Bigby's Hand	Spectral Hand
Invisibility	Invisibility	Invisibility
Invisibility Alarm	Alarm	Alarm
Invisibility Sphere	Invisibility	Invisibility Sphere
Iron Body	Stoneskin	Stoneskin
Irresistible Dance	Otto's Irresistible Dance	Uncontrollable Dance
Knock	Knock	Knock
Legend Lore	Legend Lore	Legend Lore
Lesser Restoration	Lesser Restoration	n/a
Levitate	Levitate	Levitate
Life Bubble	Aura of Life	Field of Life
Light	Light	Light

Spell	5E	PF 2E
Lightning Bolt	Lightning Bolt	Lightning Bolt
Locate Creature	Locate Creature	Locate
Locate Object	Locate Object	Locate
Mage Armor	Mage Armor	Mage Armor
Mage Hand	Mage Hand	Mage Hand
Mage's Disjunction	n/a	Disjunction
Magic Aura	Arcanist's Magic Aura	Magic Aura
Magic Circle Against Chaos	Magic Circle	Circle of Protection
Magic Circle Against Evil	Magic Circle	Circle of Protection
Magic Circle Against Good	Magic Circle	Circle of Protection
Magic Circle Against Law	Magic Circle	Circle of Protection
Magic Jar	Magic Jar	Bind Soul
Magic Missile	Magic Missile	Magic Missile
Magic Weapon	Magic Weapon	Magic Weapon
Major Creation	Creation	Creation
Major Image	Major Image	n/a
Maze	Maze	Maze
Meld Into Stone	Meld into Stone	Meld into Stone
Mending	Mending	Mending
Message	Message	Message
Meteor Swarm	Meteor Swarm	Meteor Swarm
Mind Fog	Mind Spike	n/a
Mind Spike	Mind Spike	Warp Mind
Mind Thrust	Mind Thrust	n/a
Minor Creation	Creation	Creation
Miracle	Wish	Miracle
Mirage Arcana	Mirage Arcane	n/a
Mirror Image	Mirror Image	Mirror Image
Mirror Strike	Mirror Image	Mirror Image
Misdirection	n/a	Misdirection
Mislead	Mislead	Mislead
Modify Memory	Modify Memory	Modify Memory
Moonstruck	Moonbeam	Moon Frenzy
Move Earth	Move Earth	n/a
Neutralize Poison	Lesser Restoration	Heal
Night of Blades	Shadow Blade	Blade Barrier

Spell	5E	PF 2E
Nightmare	n/a	Nightmare
Nondetection	Nondetection	Nondetection
Obscuring Mist	n/a	Obscuring Mist
Open/Close	Mage Hand	Mage Hand
Pain Strike	Power Word Pain	Phantom Pain
Pain Strike (Mass)	Power Word Pain	Phantom Pain
Pass Without Trace	Pass Without Trace	Pass Without Trace
Passwall	Passwall	Passwall
Persistent Image	Major Image	n/a
Phantasmal Killer	Phantasmal Killer	Phantasmal Killer
Phantom Steed	Phantom Steed	Phantom Steed
Phantom Trap	Find Traps	Glyph of Warding
Planar Ally	Planar Ally	Summon
Planar Binding	Planar Binding	Summon
Plane Shift	Plane Shift	Plane Shift
Plant Growth	Plant Growth	n/a
Poison	Cloudkill	Cloudkill
Polar Midnight	Investiture of Ice	Polar Ray
Polar Ray	n/a	Polar Ray
Power Word Blind	Power Word Pain	Power Word Blind
Power Word Kill	Power Word Kill	Power Word Kill
Power Word Pain	Power Word Pain	Power Word Stun
Power Word Stun	Power Word Stun	Power Word Stun
Prestidigitation	Prestidigitation	Prestidigitation
Prismatic Sphere	Prismatic Wall	Prismatic Sphere
Prismatic Spray	Prismatic Spray	Prismatic Spray
Prismatic Wall	Prismatic Wall	Prismatic Wall
Produce Flame	Produce Flame	Produce Flame
Project Image	Project Image	Project Image
Protection from Energy	Protection from Energy	Resist Energy
Protection From Evil	Protection from Evil and Good	Protection
Protection From Good	Protection from Evil and Good	Protection
Prying Eyes	Arcane Eye	Prying Eye

Spell	5E	PF 2E
Purify Food and Drink	Purify Food and Drink	Create Water
Pyrotechnics	Pyrotechnics	Produce Flame
Rainbow Pattern	Hypnotic Pattern	Hypnotic Pattern
Raise Dead	Raise Dead	Raise Dead
Ray of Enfeeblement	Ray of Enfeeblement	Ray of Enfeeblement
Ray of Exhaustion	Ray of Enfeeblement	Ray of Enfeeblement
Ray of Frost	Ray of Frost	Ray of Frost
Regenerate	Regenerate	Restoration
Reincarnate	Reincarnate	n/a
Remove Curse	Remove Curse	Remove Curse
Remove Disease	Lesser Restoration	Remove Disease
Remove Fear	Lesser Restoration	Remove Fear
Remove Paralysis	Lesser Restoration	Remove Paralysis
Repulsion	n/a	Repulsion
Resist Energy	Protection from Energy	Resist Energy
Resistance	Resistance	n/a
Restoration	Lesser Restoration	Restoration
Resurrection	Resurrection	Revival
Resurrection (mass)	Resurrection	Revival
Reverse Gravity	Reverse Gravity	Reverse Gravity
River of Wind	Warding Wind	n/a
Sanctuary	Sanctuary	Sanctuary
Scorching Ray	Scorching Ray	Searing Lihgt
Scrying	Scrying	Scrying
Searing Light	Lightning Bolt	Searing Light
Secret Page	n/a	Secret Page
See Invisibility	See Invisibility	See Invisibility
Seeming	Seeming	n/a
Sending	Sending	Sending
Shadow Conjuration	Shadow of Moil	Shadow Blast
Shadow Evocation	Shadow of Moil	Shadow Blast
Shadow Step	n/a	Shadow Walk
Shadow Walk	n/a	Shadow Walk
Share Memory	Modify Memory	Modify Memory
Shatter	Shatter	Shatter

Spell	5E	PF 2E
Shield	Shield	Shield
Shield of Faith	Shield of Faith	Shield
Shield of Law	Shield	Shield
Shield Other	n/a	Shield Other
Shocking Grasp	Shocking Grasp	Shocking Grasp
Shout, Greater	Prismatic Spray	Wail of the Banshee
Silence	Silence	Silence
Silent Image	Silent Image	Illusory Creature
Sleep	Sleep	Sleep
Slow	Slow	Slow
Solid Fog	Fog CLoud	Solid Fog
Soul Cage	Soul Cage	Bind Soul
Speak With Animals	Speak With Animals	Speak With Animals
Speak with Dead	Speak with Dead	n/a
Speak with Plants	Speak with Plants	Speak with Plants
Spectral Hand	Mage Hand	Spectral Hand
Spell Immunity	n/a	Spell Immunity
Spell Resistance	Resistance	n/a
Spell Turning	Counterspell	Spell Turning
Spider Climb	Spider Climb	Spider Climb
Spike Growth	Spike Growth	n/a
Stabilize	n/a	Stabilize
Statue	Stone Shape	Flesh to Stone
Status	n/a	Status
Stinking Cloud	Stinking Cloud	Stinking Cloud
Stone Glide	Investiture of Stone	Shape Stone
Stone Shape	Stone Shape	Meld into Stone
Stone Tell	n/a	Stone Tell
Stoneskin	Stoneskin	Stoneskin
Storm of Vengeance	Storm of Vengeance	Storm of Vengeance
Suggestion	Suggestion	Suggestion
Suggestion, Mass	Mass Suggestion	Suggestion
Summon Monster III	Summon Lesser Demon	Summon Celestial, Dragon, Entity, Fiend, or Giant
Summon Monster IV	Summon Lesser Demon	Summon Celestial, Dragon, Entity, Fiend, or Giant
Summon Monster VII	Summon Greater Demon	Summon Celestial, Dragon, Entity, Fiend, or Giant
Summon Monster VIII	Summon Greater Demon	Summon Celestial, Dragon, Entity, Fiend, or Giant
Summon Nature's Ally ii	n/a	Summon Animal/Plant/Fungus
Summon Nature's Ally V	n/a	Summon Animal/Plant/Fungus
Sunbeam	Sunbeam	Sunburst
Sunburst	Sunburst	Sunburst
Symbol of Insanity	n/a	Glyph of Warding
Symbol of Persuasion	Symbol	Glyph of Warding
Telekinesis	Telekinesis	Telekinetic Projectile
Telekinetic Sphere	Telekinesis	Telekinetic Haul
Teleport	Teleport	Teleport
Teleport	Teleport	Teleport
Teleport (Greater)	Teleport	Teleport
Tongues	Tongues	Tongues
Touch of Idiocy	n/a	Touch of Idiocy
Transport via Plants	Tree Stride	Tree Stride
Trap the Soul	Soul Cage	Bind Soul
True Seeing	True Seeing	True Seeing
True Strike	True Strike	True Strike
Tsunami	Tsunami	Storm of Vengeance
Undetectable Alignment	n/a	Undetectable Alignment
Unnatural Lust	Charm Monster	Charm
Unseen Servant	Unseen Servant	Unseen Servant
Vampiric Touch	Vampiric Touch	Vampiric Touch
Veil	n/a	Veil
Ventriloquism	n/a	Ventriloquism

Spell	5E	PF 2E
Vortex	Storm of Vengeance	Storm of Vengeance
Wail of the Banshee	Power Word Kill	Wail of the Banshee
Wall of Fire	Wall of Fire	Wall of Fire
Wall of Force	Wall of Force	Wall of Force
Wall of Lava	Wall of Fire	Wall of Fire
Wall of Stone	Wall of Stone	Wall of Stone
Wall of Thorns	Wall of Thorns	Wall of Thorns
Water Breathing	Water Breathing	Water Breathing
Water Walk	Water Walk	Water Walk
Whirlwind	Whirlwind	Punishing Winds
Wind Walk	Wind Walk	Wind Walk
Wind Wall	Wind Wall	Wall of Wind
Wish	Wish	Wish
Word of Recall	Word of Recall	Hypercognition
Zone of Silence	Silence	Silence
Zone of Truth	Zone of Truth	Zone of Truth

Weapon Mapping Inventory

Table 80: Weapon Conversion Mapping Inventory

Weapon	Dmg	5E	5E Dmg	P2E	P2E Dmg	OSR	OSR Dmg	DCC	DCC Dmg
Aklys	1d6	Shortsword	1d6	Club	1d6	Club	1d6	Club	1d6
Ankus	1d8	Longsword	1d8	Longsword	1d8	Longsword	1d8	Longsword	1d8
Axe, Boarding	1d6	Handaxe	1d6	Hatchet	1d6	Axe	1d6	Axe	1d6
Axe, Butchering	3d6	Greataxe	1d12	Greataxe	1d12	Greataxe	1d10	Greataxe	1d10
Axe, Hooked	1d8	Battleaxe	1d8	Hatchet	1d6	Shortsword	1d6	Shortsword	1d6
Axe, Orc Double	1d8 / 1d8	Greataxe	1d12	Greataxe	1d12	Greataxe	1d10	Greataxe	1d10
Axe, Throwing	1d6	Handaxe	1d6	Hatchet	1d6	Axe	1d6	Axe	1d6
Bardiche	1d10	Halberd	1d10	Halberd	1d10	Halberd	1d10	Halberd	1d10
Battle Aspergillum	1d6	Mace	1d6	Mace	1d6	Mace	1d6	Mace	1d6
Battleaxe	1d8	Battleaxe	1d8	Battle Axe	1d8	Battleaxe	1d8	Battleaxe	1d8
Bayonet	1d6	Shortsword	1d6	Shortsword	1d6	Shortsword	1d6	Shortsword	1d6
Bec de Corbin	1d10	Halberd	1d10	Halberd	1d10	Halberd	1d10	Halberd	1d10
Bill	1d8	Halberd	1d10	Halberd	1d10	Halberd	1d10	Halberd	1d10
Blade Boot	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Blowgun	1d2	Blowgun	1d2	Blowgun	1d2	Blowgun	1d2	Blowgun	1d2
Boarding Pike	1d8	Shortsword	1d6	Shortsword	1d6	Shortsword	1d6	Shortsword	1d6
Bola	1d4	Sling	1d4	Bola	1d6	Sling	1d4	Sling	1d4
Boomerang	1d6	Sling	1d4	Bola	1d6	Sling	1d4	Sling	1d4
Brass Knife	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Brass Knuckles	1d3	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Cat-o'-Nine-Tails	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Cestus	1d3	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Chain, Spiked	2d4	Flail	1d8	Chain, Spiked	1d8	Flail	1d8	Flail	1d8
Chain-Hammer	1d6 / 1d6	Flail	1d8	Chain, Spiked	1d8	Flail	1d8	Flail	1d8
Chakram	1d8	Longsword	1d8	Longsword	1d8	Longsword	1d8	Longsword	1d8
Claw Blades	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Club	1d6	Club	1d4	Club	1d6	Club	1d6	Club	1d6
Crook	1d6	Shortsword	1d6	Shortsword	1d6	Shortsword	1d6	Shortsword	1d6
Crossbow, Hand	1d4	Crossbow, Light	1d8	Crossbow, Light	1d8	Crossbow, Light	1d8	Crossbow, Light	1d8
Crossbow, Heavy	1d10	Crossbow, Heavy	1d10	Crossbow, Heavy	1d10	Crossbow, Heavy	1d10	Crossbow, Heavy	1d10
Crossbow, Light	1d8	Crossbow, Light	1d8	Crossbow, Light	1d8	Crossbow, Light	1d8	Crossbow, Light	1d8

Weapon	Dmg	5E	5E Dmg	P2E	P2E Dmg	OSR	OSR Dmg	DCC	DCC Dmg
Curve Blade, Elven	1d10	Glaive	1d10	Glaive	1d10	Halberd	1d10	Halberd	1d10
Cutlass	1d6	Shortsword	1d6	Shortsword	1d6	Shortsword	1d6	Shortsword	1d6
Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Dagger, dueling	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Dagger, punching	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Dart	1d4	Dart	1d4	Dart	1d4	Dart	1d4	Dart	1d4
Dogslicer	1d6	Shortsword	1d6	Shortsword	1d6	Shortsword	1d6	Shortsword	1d6
Double Spear	1d8 / 1d8	Spear	1d6	Longspear	1d8	Spear	1d8	Spear	1d8
Earth Breaker	2d6	Maul	2d6	Maul	1d12	Greatclub	1d10	Greatclub	1d10
Elven Branched Spear	1d8	Glaive	1d10	Glaive	1d10	Halberd	1d10	Halberd	1d10
Estoc	2d4	Longsword	1d8	Longsword	1d8	Longsword	1d8	Longsword	1d8
Falcata	1d8	Longsword	1d8	Longsword	1d8	Longsword	1d8	Longsword	1d8
Falchion	2d4	Longsword	1d8	Falchion	1d10	Longsword	1d8	Longsword	1d8
Fauchard	1d10	Glaive	1d10	Glaive	1d10	Halberd	1d10	Halberd	1d10
Flail, Dire	1d8 / 1d8	Flail	1d8	Chain, Spiked	1d8	Flail	1d8	Flail	1d8
Flail, Heavy	1d10	Flail	1d8	Chain, Spiked	1d8	Flail	1d8	Flail	1d8
Flail, Light	1d8	Flail	1d8	Flail	1d6	Flail	1d8	Flail	1d8
Flailpole	1d8	Flail	1d8	Chain, Spiked	1d8	Flail	1d8	Flail	1d8
Flambard	1d10	Halberd	1d10	Halberd	1d10	Halberd	1d10	Halberd	1d10
Flickmace	1d8	Mace	1d6	Gnome Flickmace	1d8	Mace	1d6	Mace	1d6
Flindbar	1d8	Warhammer	1d8	Warhammer	1d8	Warhammer	1d8	Warhammer	1d8
Gandasa	2d4	Longsword	1d8	Longsword	1d8	Longsword	1d8	Longsword	1d8
Garrote	1d6	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Gauntlet	1d3	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Gauntlet, Spiked	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Gladius	1d6	Shortsword	1d6	Shortsword	1d6	Shortsword	1d6	Shortsword	1d6
Glaive	1d10	Glaive	1d10	Glaive	1d10	Halberd	1d10	Halberd	1d10
Glaive-Guisarme	1d10	Glaive	1d10	Glaive	1d10	Halberd	1d10	Halberd	1d10
Greataxe	1d12	Greataxe	1d12	Greataxe	1d12	Greataxe	1d10	Greataxe	1d10
Greatclub	1d10	Greatclub	1d8	Greatclub	1d10	Greatclub	1d10	Greatclub	1d10
Greatsword	2d6	Greatsword	2d6	Greatsword	1d12	Greatsword	1d12	Greatsword	1d12
Guisarme	2d4	Glaive	1d10	Glaive	1d10	Halberd	1d10	Halberd	1d10
Halberd	1d10	Halberd	1d10	Halberd	1d10	Halberd	1d10	Halberd	1d10
Hammer, Gnome Hooked	1d8 / 1d6	Warhammer	1d8	Warhammer	1d8	Warhammer	1d8	Warhammer	1d8

Weapon	Dmg	5E	5E Dmg	P2E	P2E Dmg	OSR	OSR Dmg	DCC	DCC Dmg
Hammer, Light	1d4	Light Hammer	1d4	Light Hammer	1d6	Shortsword	1d6	Shortsword	1d6
Hammer, Lucerne	1d12	Greatsword	2d6	Greatsword	1d12	Greatsword	1d12	Greatsword	1d12
Handaxe	1d6	Handaxe	1d6	Hatchet	1d6	Axe	1d6	Axe	1d6
Harpoon	1d8	Trident	1d8	Trident	1d8	Trident	1d8	Trident	1d8
Hook Hand	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Horsechopper	1d10	Halberd	1d10	Halberd	1d10	Halberd	1d10	Halberd	1d10
Hurlbat	1d6	Handaxe	1d6	Hatchet	1d6	Axe	1d6	Axe	1d6
Javelin	1d6	Spear	1d6	Javelin	1d6	Spear	1d8	Spear	1d8
Kama	1d6	Spear	1d6	Kama	1d6	Shortsword	1d6	Shortsword	1d6
Katar, Tri-Bladed	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Khopesh	1d8	Longsword	1d8	Khopesh	1d8	Longsword	1d8	Longsword	1d8
Klar	1d6	Shortsword	1d6	Shortsword	1d6	Shortsword	1d6	Shortsword	1d6
Knife, Butterfly	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Knife, Switchblade	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Kukri	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Kumade	1d6	Mace	1d6	Mace	1d6	Mace	1d6	Mace	1d6
Kunai	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Lance	1d8	Lance	1d12	Lance	1d8	Longsword	1d8	Longsword	1d8
Lantern Staff	1d6	Quarterstaff	1d6	Staff	1d4	Quarterstaff	1d6	Quarterstaff	1d6
Longaxe, Dwarven	1d12	Maul	2d6	Maul	1d12	Greatclub	1d10	Greatclub	1d10
Longbow	1d8	Longbow	1d8	Longbow	1d8	Longbow	1d8	Longbow	1d8
Longhammer, Dwarven	2d6	Maul	2d6	Maul	1d12	Greatclub	1d10	Greatclub	1d10
Longspear	1d8	Pike	1d10	Longspear	1d8	Spear	1d8	Spear	1d8
Longsword	1d8	Longsword	1d8	Longsword	1d8	Longsword	1d8	Longsword	1d8
Mace, Heavy	1d8	Morningstar	1d8	Mace	1d6	Mace	1d6	Mace	1d6
Mace, Light	1d6	Mace	1d6	Light Mace	1d4	Mace	1d6	Mace	1d6
Machete	1d6	Shortsword	1d6	Machete	1d6	Shortsword	1d6	Shortsword	1d6
Manople	1d8	Flail	1d8	Chain, Spiked	1d8	Flail	1d8	Flail	1d8
Maulaxe, Dwarven	1d6	Handaxe	1d6	Hatchet	1d6	Axe	1d6	Axe	1d6
Morningstar	1d8	Morningstar	1d8	Morningstar	1d6	Morningstar	1d8	Morningstar	1d8
Nunchaku	1d6	Shortsword	1d6	Nunchaku	1d6	Shortsword	1d6	Shortsword	1d6
Ogre Hook	1d10	Greatclub	1d8	Greatclub	1d10	Greatclub	1d10	Greatclub	1d10
Pick, Heavy	1d6	War Pick	1d8	Greatpick	1d10	Heavy Pick	1d8	Heavy Pick	1d8
Pick, Light	1d4	Club	1d4	Club	1d6	Club	1d6	Club	1d6

Weapon	Dmg	5E	5E Dmg	P2E	P2E Dmg	OSR	OSR Dmg	DCC	DCC Dmg
Pickaxe	1d8	Battleaxe	1d8	Battle Axe	1d8	Battleaxe	1d8	Battleaxe	1d8
Pilum	1d8	Spear	1d6	Spear	1d6	Spear	1d8	Spear	1d8
Pistol Maul, Gnome	1d10	Maul	2d6	Maul	1d12	Greatclub	1d10	Greatclub	1d10
Planson	1d10	Glaive	1d10	Glaive	1d10	Halberd	1d10	Halberd	1d10
Quadrens	1d6	Shortsword	1d6	Shortsword	1d6	Shortsword	1d6	Shortsword	1d6
Quarterstaff	1d6 / 1d6	Quarterstaff	1d6	Staff	1d4	Quarter-staff	1d6	Quarterstaff	1d6
Ram Hammer, Dwarven	1d8	Maul	2d8	Maul	1d12	Greatclub	1d10	Greatclub	1d10
Ranseur	2d4	Glaive	1d10	Glaive	1d10	Halberd	1d10	Halberd	1d10
Rapier	1d6	Rapier	1d6	Rapier	1d6	Rapier	1d6	Rapier	1d6
Rapier, Spiral	1d6	Rapier	1d6	Rapier	1d6	Rapier	1d6	Rapier	1d6
Razor, Drow	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Rhoka	1d8	Warhammer	1d8	Warham-mer	1d8	Warham-mer	1d8	Warham-mer	1d8
Ripsaw Glaive, Gnome	1d10	Glaive	1d10	Glaive	1d10	Halberd	1d10	Halberd	1d10
Sabre, Sawtooth	1d8	Longsword	1d8	Longsword	1d8	Longsword	1d8	Longsword	1d8
Sai	1d4	Sickle	1d4	Sai	1d4	Dagger	1d4	Dagger	1d4
Sanpkhang	1d4	Sickle	1d4	Sai	1d4	Dagger	1d4	Dagger	1d4
Sap	1d6	Club	1d4	Club	1d6	Club	1d6	Club	1d6
Scarf, Bladed	1d6	Shortsword	1d6	Shortsword	1d6	Shortsword	1d6	Shortsword	1d6
Scimitar	1d6	Shortsword	1d6	Scimitar	1d6	Shortsword	1d6	Shortsword	1d6
Scizore	1d10	Glaive	1d10	Glaive	1d10	Halberd	1d10	Halberd	1d10
Scythe	2d4	War Pick	1d8	Scythe	1d10	Scythe	1d8	Scythe	1d8
Sea-Knife	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Shield, Heavy	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Shield, Light	1d3	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Shortbow	1d6	Shortbow	1d6	Shortbow	1d6	Shortbow	1d6	Shortbow	1d6
Shortspear	1d6	Spear	1d6	Spear	1d6	Spear	1d8	Spear	1d8
Shotel	1d8	Warhammer	1d8	Warham-mer	1d8	Warham-mer	1d8	Warham-mer	1d8
Siangham	1d6	Shortsword	1d6	Shortsword	1d6	Shortsword	1d6	Shortsword	1d6
Sica	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Sickle	1d6	Sickle	1d6	Sickle	1d4	Dagger	1d4	Dagger	1d4
Sickle-Sword	1d8	Sickle	1d6	Sickle	1d4	Dagger	1d4	Dagger	1d4
Sling	1d4	Sling	1d4	Sling	1d6	Sling	1d4	Sling	1d4
Spear	1d8	Spear	1d6	Spear	1d6	Spear	1d8	Spear	1d8
Spear, Boar	1d8	Spear	1d6	Longspear	1d8	Spear	1d8	Spear	1d8
Spear, Totem	1d10	Pike	1d10	Longspear	1d8	Spear	1d8	Spear	1d8
Spear, Weighted	1d8 / 1d6	Pike	1d10	Longspear	1d8	Spear	1d8	Spear	1d8

Weapon	Dmg	5E	5E Dmg	P2E	P2E Dmg	OSR	OSR Dmg	DCC	DCC Dmg
Spear-Sling	1d8	Spear	1d6	Longspear	1d8	Spear	1d8	Spear	1d8
Sphinx Hammer, Dwarven	1d10	Maul	2d6	Maul	1d12	Greatclub	1d10	Greatclub	1d10
Spiked Armor	1d6	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Spiked Shield, Heavy	1d6	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Spiked Shield, Light	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Split-Bade Sword	2d6	Greatsword	2d6	Greatsword	1d12	Greatsword	1d12	Greatsword	1d12
Spring Blade	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Starknife	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Stingchuck	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Stonebow	1d6	Crossbow, Light	1d8	Crossbow, Light	1d8	Crossbow, Light	1d8	Crossbow, Light	1d8
Switchscythe	2d4	War Pick	1d8	Scythe	1d10	Scythe	1d8	Scythe	1d8
Sword Cane	1d6	Shortsword	1d6	Shortsword	1d6	Shortsword	1d6	Shortsword	1d6
Sword, Bastard	1d10	Greatsword	2d6	Greatsword	1d12	Greatsword	1d12	Greatsword	1d12
Sword, Dueling	1d8	Longsword	1d8	Longsword	1d8	Longsword	1d8	Longsword	1d8
Sword, Short	1d6	Shortsword	1d6	Shortsword	1d6	Shortsword	1d6	Shortsword	1d6
Terbutje	1d8	Warhammer	1d8	Warham-mer	1d8	Warham-mer	1d8	Warham-mer	1d8
Thorn Bracer	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Tongi	1d6	Shortsword	1d6	Shortsword	1d6	Shortsword	1d6	Shortsword	1d6
Trident	1d8	Trident	1d8	Trident	1d8	Trident	1d8	Trident	1d8
Urgosh, Dwar-ven	1d6 / 1d4	Mace	1d6	Mace	1d6	Mace	1d6	Mace	1d6
War Razor	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4
Waraxe, Dwar-ven	1d10	Greataxe	1d12	Greataxe	1d12	Greataxe	1d10	Greataxe	1d10
Waraxe, Dwar-ven Double	1d10	Greataxe	1d12	Greataxe	1d12	Greataxe	1d10	Greataxe	1d10
Warhammer	1d8	Warhammer	1d8	Warham-mer	1d8	Warham-mer	1d8	Warham-mer	1d8
War-Shield, Dwarven	1d6	Mace	1d6	Mace	1d6	Mace	1d6	Mace	1d6
Waveblade	1d6	Shortsword	1d6	Shortsword	1d6	Shortsword	1d6	Shortsword	1d6
Whip	1d3	Whip	1d4	Whip	1d4	Whip	1d3	Whip	1d3
Whip, Scorpion	1d4	Whip	1d4	Whip	1d4	Whip	1d3	Whip	1d3
Wooden Stake	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4	Dagger	1d4

Creating New Quadded Monsters

Creating New Quadded Monsters

Introduction

This section is for G/DMs who want to create their own monsters, or wish to take existing monsters and enhance them in a manner suitable for classifying them as entirely new creations.

These rules were used as inspiration for the mechanical skeleton of creatures that will be published in the ***Monsters of Aquilae*** (MOA) book.

G/DMs can use the guidelines in this section as inspiration for their own creations, or as a shortcut to take existing monsters and make them usable in gaming groups with seasoned veteran players who are already quite familiar with the abilities of certain monsters.

Note that this section discusses creating new monsters using **Pathfinder First Edition** creatures as a starting point. The logic employed can easily be used to convert the resulting beasts into other rules systems, but the mechanics of the heuristic employed are primarily Pathfinder, and employ the terminology of that system as a result.

Tools

It is strongly recommended that you use PcGen or some other automated character/monster-design tool to aid you in this process. Particularly in a system like Pathfinder, it is all too easy to forget the minutae that go into creating a monster!

The Approach

In a general sense, the approach to creating new quadded monsters is as follows:

- Select an **existing creature** to use as a starting point.
- Add templates, feats, weapons, and **tweak its mechanics** directly to generate the effect desired.
- **Generate Quads** for the monster so it is usable across a wide range of PC difficulty levels.
- **Convert** it into other rules system(s) as desired to support play in those systems.

Creature Starting Point

Pick an existing beast. Which creature is up to you, but if you have something in mind, pick a monster whose existing abilities most closely parallel those that you're looking for. Don't worry too much about the numerics; think about function and form, rather than math.

As you would with Quadding a monster, estimate your starting-point beast's **Native Quad**.

Hit Dice

Add or remove **Hit Dice** to the monster to increase or decrease its difficulty overall.

As a general rule, the following table can be used to roughly estimate a target for the Native Quad of the monster and the overall sense of difficulty you're looking for.

Table 81: Hit Dice by Quad and Difficulty

Quad	Easy	Average	Hard
Low	<3	1-3	4-6
Medium	1-3	4-7	8-10
Advanced	4-6	7-10	11-14
Elite	7-9	10-13	14+

Remember that changing monster Hit Dice has a huge and pervasive impact, from Attack Bonuses to Feats granted to Hit Points to Natural Armor (in many cases) to Save bonuses to CMD/CMB values.

Class Levels

The most straightforward way to make a starting-point monster more formidable is to grant it **class levels**.

Use the Hit Dice by Quad and Difficulty table above as a general guide; include Class Level hit dice alongside normal monster Hit Dice.

As an example, a creature with 8 HD natively that you grant 4 levels of Barbarian to would have a total of 12 HD.

Generate Quads

Use the rules for Quadding a monster in the start of this book to guide this process.

Convert to Other Systems

Use the How to Convert sections that form the bulk of this book's utility to guide this process.

Appendix: Sample Converted Monsters

Pathfinder

Aboleth

	Low	Moderate	Advanced	Elite
Terrain	Ocean (Cold)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, Brood (3-6x) or Shoal (7-19x)			
Treasure	Double			

CR	**6**	**8**	**12**	**16**
Align / Size	**LE Large** (aquatic)	**LE Huge** (aquatic)	**LE Huge** (aquatic)	**LE Gargantuan** (aquatic)
HD / Type	Aberration 6	Aberration 8	Aberration 12	Aberration 16
Initiative	+7	+5	+7	+6
Senses	**Perception** +12 **Darkvision** 60'	**Perception** +14 **Darkvision** 60'	**Perception** +20 **Darkvision** 60'	**Perception** +24 **Darkvision** 60'
Defense				
AC	**21** **touch** 12; **ff** 18 -1 Size; +3 Dex; +9 Natural	**20** **touch** 9; **ff** 19 -2 Size; +1 Dex; +11 Natural	**25** **touch** 11; **ff** 22 -2 Size; +3 Dex; +14 Natural	**26** **touch** 8; **ff** 24 -4 Size; +2 Dex; +84 Natural
hp	**54** (6d8)+24	**94** (8d8)+48	**159** (12d8)+96	**240** (16d8)+160
Saves	**Fort** +6 **Ref** +7 **Will** +10	**Fort** +8 **Ref** +5 **Will** +11	**Fort** +12 **Ref** +9 **Will** +15	**Fort** +15 **Ref** +9 **Will** +17
Def Abilities	-	-	-	-
Offense				
Movement	10'; Swim 60'	10'; Swim 60'	10'; Swim 60'	10'; Swim 60'
Attacks	**Melee** tail sweep +6 (2H: 1d6+4) or **Melee** tentacle +1/+1/+1/+1 (1d6+2)	**Melee** tail sweep +9 (1d8+5) or **Melee** tentacle +5/+5/+5/+5 (1d8+3)	**Melee** tail sweep +14 (1d8+7) or **Melee** tentacle +10/+10/+10/+10 (2d6+4)	**Melee** tail sweep +18 (3d6+10) or **Melee** tentacle +14/+14/+14/+14 (3d6+5)
Space / Reach	10' / 10'	15' / 15'	15' / 15'	20' / 20'
Special Atks	Mucus Cloud (5 ft., DC 17), Slime	Mucus Cloud (5 ft., DC 20), Slime	Mucus Cloud (5 ft., DC 24), Slime	Mucus Cloud (5 ft., DC 28), Slime

Spellcasting	***Innate:*** **At Will:** *hypnotic pattern; illusory wall; mirage arcana; persistent image; programmed image; project image; veil* **3x/day each:** *dominate monster*			
Statistics				
Ability Scores	**Str** 16, **Dex** 16, **Con** 18, **Int** 15, **Wis** 17, **Cha** 17	**Str** 20, **Dex** 12, **Con** 22, **Int** 15, **Wis** 17, **Cha** 17	**Str** 25, **Dex** 16, **Con** 26, **Int** 19, **Wis** 21, **Cha** 21	**Str** 30, **Dex** 14, **Con** 30, **Int** 19, **Wis** 21, **Cha** 21
Core Attack	**Base Atk** +4 **CMB** +8 **CMD** 21 can't be tripped	**Base Atk** +6 **CMB** +13 **CMD** 24 can't be tripped	**Base Atk** +8 **CMB** +18 **CMD** 31 can't be tripped	**Base Atk** +12 **CMB** +26 **CMD** 38 can't be tripped
Feats	Improved Initiative, Iron Will, Lightning Reflexes	Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (Tentacle)	Improved Initiative, Improved Natural Armor, Improved Natural Attack (Tentacle), Iron Will, Lightning Reflexes, Weapon Focus (Tentacle)	Improved Initiative, Improved Natural Armor (2x), Improved Natural Attack (Tail Sweep, Tentacle), Iron Will, Lightning Reflexes, Weapon Focus (Tentacle)
Skills	Acrobatics +3, Appraise +2, Bluff +9, Climb +3, Craft (Untrained) +2, Diplomacy +3, Disguise +3, Escape Artist +3, Fly +1, Heal +3, Intimidate +12, Knowledge (History) +11, Perception +12, Perform (Untrained) +3, Ride +3, Sense Motive +3, Spellcraft +11, Stealth -1, Survival +3, Swim +20	Acrobatics +1, Appraise +2, Bluff +11, Climb +5, Craft (Untrained) +2, Diplomacy +3, Disguise +3, Escape Artist +1, Fly -3, Heal +3, Intimidate +14, Knowledge (History) +13, Perception +14, Perform (Untrained) +3, Ride +1, Sense Motive +3, Spellcraft +13, Stealth -7, Survival +3, Swim +24	Acrobatics +18, Appraise +4, Bluff +17, Climb +7, Craft (Untrained) +4, Diplomacy +5, Disguise +5, Escape Artist +3, Fly -1, Heal +5, Intimidate +20, Knowledge (History) +19, Perception +20, Perform (Untrained) +5, Ride +3, Sense Motive +5, Spellcraft +19, Stealth +10, Survival +5, Swim +30	Acrobatics +21, Appraise +4, Bluff +21, Climb +10, Craft (Untrained) +4, Diplomacy +5, Disguise +5, Escape Artist +2, Fly -4, Heal +5, Intimidate +24, Knowledge (History) +23, Perception +24, Perform (Untrained) +5, Ride +2, Sense Motive +5, Spellcraft +23, Stealth +9, Survival +5, Swim +37
Languages	Aboleth, Aklo, Aquan, Undercommon			
Special	Can't Be Tripped, Darkvision			

Special Qualities & Abilities

Mucus Cloud (Ex) While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed on a DC 28 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours.

Slime (Ex) A creature hit by an aboleth's tentacle must succeed on a DC 28 Fortitude save or his skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. Remove disease and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack.

Feats

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Weapon Focus (Tentacle) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Aboleth

	Low	Moderate	Advanced	Elite
Terrain	Ocean (Cold)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, Brood (3-6x) or Shoal (7-19x)			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	54	94	159	240
Speed	10 ft. Swim 60 ft.			
Size, Type, Alignment	Large aberration, lawful evil	Huge aberration, lawful evil	Huge aberration, lawful evil	Gargantuan aberration, lawful evil
Ability Scores / Saves	STR 14 (+2) DEX 14 (+2) CON 16 (+3) INT 13 (+1) WIS 15 (+2) CHA 15 (+2)	STR 17 (+3) DEX 10 (+0) CON 18 (+4) INT 13 (+1) WIS 15 (+2) CHA 15 (+2)	STR 20 (+5) DEX 14 (+2) CON 20 (+5) INT 17 (+3) WIS 18 (+4) CHA 18 (+4)	STR 22 (+6) DEX 12 (+1) CON 22 (+6) INT 17 (+3) WIS 18 (+4) CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Aboleth, Aklo, Aquan, Undercommon			
Challenge	6	8	12	16
Special Abilities & Qualities	**Slime** A creature hit by an aboleth's tentacle must succeed on a DC 16 Constitution save or his skin and flesh transform into a clear, slimy membrane over the course of 1d8 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 2 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d6 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal. Immunity to disease offers protection from this attack.	**Slime** A creature hit by an aboleth's tentacle must succeed on a DC 17 Constitution save or his skin and flesh transform into a clear, slimy membrane over the course of 16 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 3 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d8 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal. Immunity to disease offers protection from this attack.	**Slime** A creature hit by an aboleth's tentacle must succeed on a DC 19 Constitution save or his skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack.	**Slime** A creature hit by an aboleth's tentacle must succeed on a DC 21 Constitution save or his skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 6 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 2d10 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack.

	Low	Moderate	Advanced	Elite
Standard Actions	**Tail Sweep** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) bludgeoning **Tentacle** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+2 (6) bludgeoning	**Tail Sweep** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+5 (10) bludgeoning **Tentacle** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+3 (8) bludgeoning	**Tail Sweep** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d8+7 (12) bludgeoning **Tentacle** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+4 (11) bludgeoning	**Tail Sweep** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 3d6+10 (20) bludgeoning **Tentacle** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 3d6+5 (16) bludgeoning
Special Actions	**Mucus Cloud** While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed on a DC 16 Constitution save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours.	**Mucus Cloud** While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed on a DC 17 Constitution save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours.	**Mucus Cloud** While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed on a DC 19 Constitution save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours.	**Mucus Cloud** While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed on a DC 21 Constitution save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours.
Innate Spellcasting	*dominate* **(1x/day);** *hypnotic pattern* **(at will);** *project image* **(at will);** *veil* **(at will);** *mirage arcane* **(at will);** *major image* **(at will)**	*dominate* **(1x/day);** *hypnotic pattern* **(at will);** *project image* **(at will);** *veil* **(at will);** *mirage arcane* **(at will);** *major image* **(at will)**	*dominate* **(3x/day);** *hypnotic pattern* **(at will);** *project image* **(at will);** *veil* **(at will);** *mirage arcane* **(at will);** *major image* **(at will)**	*dominate* **(5x/day);** *hypnotic pattern* **(at will);** *project image* **(at will);** *veil* **(at will);** *mirage arcane* **(at will);** *major image* **(at will)**



Illustration 1: Aboleth

Aboleth

	Low	Moderate	Advanced	Elite
Terrain	Ocean (Cold)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, Brood (3-6x) or Shoal (7-19x)			
Treasure	Double			

Level	CREATURE 6	CREATURE 8	CREATURE 12	CREATURE 16
Rarity	RARE	RARE	RARE	UNCOMMON
Alignment	LE	LE	LE	LE
Size	LARGE	HUGE	HUGE	GARGANTUAN
Other Traits	ABERRATION, AQUATIC			
Perception	+15, darkvision	+17, darkvision	+23, darkvision	+29, darkvision
Languages	Aboleth, Aklo, Aquan, Undercommon			
Skills	Acrobatics +11, Athletics +11, Crafting +10, Diplomacy +11, Deception +11, Medicine +11, Intimidation +12, Lore +11, Performance +11, Arcana +11, Stealth +11, Survival +11	Acrobatics +11, Athletics +15, Crafting +12, Diplomacy +13, Deception +13, Medicine +13, Intimidation +14, Lore +13, Performance +13, Arcana +13, Stealth +11, Survival +13	Acrobatics +18, Athletics +21, Crafting +18, Diplomacy +19, Deception +19, Medicine +19, Intimidation +20, Lore +19, Performance +19, Arcana +19, Stealth +17, Survival +19	Acrobatics +21, Athletics +28, Crafting +22, Diplomacy +23, Deception +23, Medicine +23, Intimidation +24, Lore +23, Performance +23, Arcana +23, Stealth +20, Survival +23
Ability Scores	Str +3 Dex +3 Con +4 Int +2 Wis +3 Cha +3	Str +5 Dex +1 Con +6 Int +2 Wis +3 Cha +3	Str +7 Dex +3 Con +8 Int +4 Wis +5 Cha +5	Str +10 Dex +2 Con +10 Int +4 Wis +5 Cha +5
Slime	**Saving Throw** Fortitude DC 16	**Saving Throw** Fortitude DC 20	**Saving Throw** Fortitude DC 24	**Saving Throw** Fortitude DC 28

(curse, occult, virulent) Stage 1 no ill effect (1 round); Stage 2 the victim's skin softens, inflicting drained 1 (1 round); Stage 3 the victim's skin transforms into a clear, slimy membrane, inflicting drained 2 until the curse ends; every hour this membrane remains dry, the creature's drained condition increases by 1 (permanent). A *remove disease* spell can counteract this curse, but immunity to disease offers no protection against it.

Mucus Cloud	Saving Throw Fortitude DC 16	Saving Throw Fortitude DC 22	Saving Throw Fortitude DC 24	Saving Throw Fortitude DC 28

While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed on a Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours.

Defense

AC	**22**	**20**	**25**	**28**
	Fort +12	**Fort +16**	**Fort +22**	**Fort +28**
	Ref +11	**Ref +11**	**Ref +17**	**Ref +20**
	Will +11	**Will +13**	**Will +19**	**Will +23**
hp	**63**	**100**	**174**	**264**

Offense & Actions

Speed 10 ft. Swim 60 ft.

Melee	Melee Tail Sweep +13 (two-hand, unarmed, reach 10 ft.), Damage 1d6+4 bludgeoning Melee Tentacle +13 (unarmed, reach 10 ft.), Damage 1d6+2 bludgeoning	Melee Tail Sweep +19 (unarmed, reach 15 ft.), Damage 1d8+5 bludgeoning Melee Tentacle +19 (unarmed, reach 15 ft.), Damage 1d8+3 bludgeoning	Melee Tail Sweep +28 (unarmed, reach 15 ft.), Damage 1d8+7 bludgeoning Melee Tentacle +28 (unarmed, reach 15 ft.), Damage 2d6+4 bludgeoning	Melee Tail Sweep +35 (unarmed, reach 20 ft.), Damage 3d6+10 bludgeoning Melee Tentacle +35 (unarmed, reach 20 ft.), Damage 3d6+5 bludgeoning

Other Abilities

Innate Spells	*dominate* **(1x/day);** *hypnotic pattern* **(at will);** *illusory scene* **(at will);** *project image* **(at will);** *veil* **(at will)**	*dominate* **(1x/day);** *hypnotic pattern* **(at will);** *illusory scene* **(at will);** *project image* **(at will);** *veil* **(at will)**	*dominate* **(3x/day);** *hypnotic pattern* **(at will);** *illusory scene* **(at will);** *project image* **(at will);** *veil* **(at will)**	*dominate* **(5x/day);** *hypnotic pattern* **(at will);** *illusory scene* **(at will);** *project image* **(at will);** *veil* **(at will)**

OSR

Aboleth

	Low	Moderate	Advanced	Elite
Environment	Ocean (Cold)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, Brood (3-6x) or Shoal (7-19x)			
Treasure	Double			

AC	Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD	Hit Dice	4	5	6	7
ATT	Attacks	Tail Sweep 1d6 or Tentacle 1d6	Tail Sweep 1d8 or Tentacle 1d8	Tail Sweep 1d8 or Tentacle 2d6	Tail Sweep 3d6 or Tentacle 3d6
THACO		16 [+3]	15 [+4]	14 [+5]	13 [+6]
MV	Move	30' (10') Swim 180' (60')			
SV	Saves				
	D Death	**10**	**10**	**8**	**6**
	W Wand	**11**	**11**	**9**	**7**
	P Paralysis	**12**	**12**	**10**	**8**
	B Breath	**13**	**13**	**10**	**8**
	S Spell	**14**	**14**	**12**	**10**
	U ***Unified***	**12**	**12**	**10**	**8**
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	175	275	650	900

Special Abilities

Mucus Cloud While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed on a Paralysis save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours.

Slime A creature hit by an aboleth's tentacle must succeed on a Paralysis save or his skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of acid damage every 10 minutes. Remove disease and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack.

DCC

Aboleth

	Low	Moderate	Advanced	Elite
Environment	Ocean (Cold)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, Brood (3-6x) or Shoal (7-19x)			
Treasure	Double			

Init	Initiative	-1	+0	+0	+0
Atk	Attacks	Tail Sweep +3 melee (1d6+1) or Tentacle +3 melee (1d6+1)	Tail Sweep +3 melee (1d8+2) or Tentacle +3 melee (1d8+1)	Tail Sweep +5 melee (1d8+2) or Tentacle +5 melee (1d6+1)	Tail Sweep +5 melee (2d6+3) or Tentacle +5 melee (2d6+2)
Crit	Critical Hits	20+:M/d8	20+:M/d8	20+:M/d10	20+:M/d10
AC	Armor Class	12	12	13	14
HD	Hit Dice	2d8 + 2	3d8 + 3	4d8 + 4	5d8 + 5
MV	Move	10', Swim 60'			
ACT	Action Dice	1d24	1d24+1d20	2d24	1d24+2d20
SV	Saves				
	Fort	+4	+5	+8	+10
	Ref	+5	+3	+6	+6
	Will	+7	+7	+10	+11
AL	Alignment	L			

Special Abilities

Mucus Cloud While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed on a Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours.

Slime A creature hit by an aboleth's tentacle must succeed on a Fortitude save or his skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of acid damage every 10 minutes. Remove disease and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack.

Pathfinder

Mimic

	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	Incidental			

CR	**3**	**7**	**11**	**15**
Align / Size	**TN Small** (shapechanger)	**TN Medium** (shapechanger)	**TN Medium** (shapechanger)	**TN Large** (shapechanger)
HD / Type	Aberration 3	Aberration 7	Aberration 11	Aberration 15
Initiative	+7	+5	+7	+6
Senses	**Perception** +10 **Darkvision** 60’	**Perception** +14 **Darkvision** 60’	**Perception** +23 **Darkvision** 60’	**Perception** +27 **Darkvision** 60’
Defense				
AC	**17** **touch** 14; **ff** 14 +1 Size; +3 Dex; +3 Natural	**16** **touch** 11; **ff** 15 +1 Dex; +5 Natural	**20** **touch** 13; **ff** 17 +3 Dex; +7 Natural	**21** **touch** 11; **ff** 19 -1 Size; +2 Dex; +10 Natural
hp	**15** (3d8)+3	**49** (7d8)+21	**97** (11d8)+55	**183** (15d8)+120
Saves	**Fort** +2 **Ref** +4 **Will** +4	**Fort** +5 **Ref** +5 **Will** +6	**Fort** +8 **Ref** +8 **Will** +10	**Fort** +13 **Ref** +9 **Will** +12
Def Abilities	**Immunities** Acid			
Offense				
Movement	10’			
Attacks	**Melee** slam +5 (2H: 1d6+4)	**Melee** slam +10 (1d8+6)	**Melee** slam +16 (2d6+10)	**Melee** slam +20 (3d6+13)
Space / Reach	5’ / 5’	5’ / 5’	5’ / 5’	10’ / 10’
Special Atks	Adhesive (DC 13), Constrict (2d8+3)	Adhesive (DC 17), Constrict (2d8+6)	Adhesive (DC 24), Constrict (2d8+10)	Adhesive (DC 28), Constrict (2d8+13)
Statistics				

Ability Scores	**Str** 15 **Dex** 16 **Con** 13 **Int** 10 **Wis** 13 **Cha** 10	**Str** 19 **Dex** 12 **Con** 17 **Int** 10 **Wis** 13 **Cha** 10	**Str** 24 **Dex** 16 **Con** 21 **Int** 14 **Wis** 17 **Cha** 14	**Str** 28 **Dex** 14 **Con** 26 **Int** 14 **Wis** 17 **Cha** 14
Core Attack	**Base Atk** +2 **CMB** +3 **CMD** 16	**Base Atk** +5 **CMB** +9 **CMD** 20	**Base Atk** +8 **CMB** +15 **CMD** 28	**Base Atk** +11 **CMB** +21 **CMD** 33
Feats	Improved Initiative, Skill Focus (Perception)	Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (Slam)	Ability Focus (Adhesive), Improved Initiative, Improved Natural Attack (Slam), Lightning Reflexes, Skill Focus (Perception), Weapon Focus (Slam)	Ability Focus (Adhesive), Furious Focus, Improved Initiative, Improved Natural Attack (Slam), Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (Slam)
Skills	Acrobatics +3, Climb +8, Disguise +6, Escape Artist +3, Fly +5, Heal +1, Knowledge (Dungeoneering) +6, Perception +10, Ride +3, Sense Motive +1, Stealth +7, Survival +1, Swim +2	Acrobatics +1, Climb +14, Disguise +10, Escape Artist +1, Fly +1, Heal +1, Knowledge (Dungeoneering) +10, Perception +14, Ride +1, Sense Motive +1, Stealth +1, Survival +1, Swim +4	Acrobatics +3, Appraise +2, Artistry +2, Bluff +2, Climb +21, Craft (Untrained) +2, Diplomacy +2, Disguise +16, Escape Artist +3, Fly +3, Heal +3, Intimidate +2, Knowledge (Dungeoneering) +16, Knowledge (Local) +16, Perception +23, Perform (Untrained) +2, Ride +3, Sense Motive +3, Stealth +17, Survival +3, Swim +7	Acrobatics +2, Appraise +2, Artistry +2, Bluff +2, Climb +27, Craft (Untrained) +2, Diplomacy +2, Disguise +20, Escape Artist +2, Heal +3, Intimidate +2, Knowledge (Dungeoneering) +20, Knowledge (Local) +20, Perception +27, Perform (Untrained) +2, Ride +2, Sense Motive +3, Stealth +16, Survival +3, Swim +9
Languages	Common			
Special	Mimic Object			

Special Qualities & Abilities

Adhesive (Ex) A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesive coated mimic is stuck fast unless the wielder succeeds on a DC 28 Reflex save. A successful DC 28 Strength check is needed to pry off a stuck weapon. Strong alcohol or universal solvent dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. The save DC is Strength-based.

Constrict (Ex) You can crush an opponent, dealing 2d8+13 bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

Mimic Object (Ex) A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a +20 racial bonus on Disguise checks when imitating an object in this manner. Disguise is always a class skill for a mimic.

Feats

Furious Focus Even in the midst of fierce and furious blows, you can find focus in the carnage and your seemingly wild blows strike home. When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

Mimic

	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	15	49	97	183
Speed	10 ft.			
Size, Type, Alignment	Small aberration, unaligned	Medium aberration, unaligned	Medium aberration, unaligned	Large aberration, unaligned
Ability Scores / Saves	STR 13 (+1) DEX 14 (+2) CON 11 (+0) INT 8 (-1) WIS 11 (+0) CHA 8 (-1)	STR 17 (+3) DEX 10 (+0) CON 15 (+2) INT 8 (-1) WIS 11 (+0) CHA 8 (-1)	STR 19 (+4) DEX 14 (+2) CON 18 (+4) INT 12 (+1) WIS 15 (+2) CHA 12 (+1)	STR 21 (+5) DEX 12 (+1) CON 20 (+5) INT 12 (+1) WIS 15 (+2) CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Acid			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common			
Challenge	3	7	11	15
Special Abilities & Qualities	**Saving Throw** DC 12	**Saving Throw** DC 15	**Saving Throw** DC 18	**Saving Throw** DC 20
	Adhesive A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesivecoated mimic is stuck fast unless the wielder succeeds on a Dexterity save. A successful Strength check is needed to pry off a stuck weapon. Strong alcohol or universal solvent dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.			
Special Abilities & Qualities	**Damage** 1d8	**Damage** 2d8	**Damage** 3d8	**Damage** 5d8
	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			

	Low	Moderate	Advanced	Elite
Special Abilities & Qualities	**Mimic Object** A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a advantage on checks when imitating an object in this manner.			
Standard Actions	**Slam** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	**Slam** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6 (10) bludgeoning damage.	**Slam** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+10 (17) bludgeoning damage.	**Slam** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+13 (24) bludgeoning damage.

P2E

Mimic

	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	Incidental			

Level	CREATURE 3	CREATURE 7	CREATURE 11	CREATURE 15
Rarity	UNCOMMON	UNCOMMON	UNCOMMON	UNCOMMON
Alignment	TN	TN	TN	TN
Size	SMALL	MEDIUM	MEDIUM	LARGE
Other Traits	ABERRATION			
Perception	+8, darkvision	+14, darkvision	+22, darkvision	+26, darkvision
Languages	Common			
Skills	Acrobatics +8, Athletics +8, Deception +6, Medicine +6, Stealth +7, Survival +6	Acrobatics +10, Athletics +13, Deception +9, Medicine +10, Stealth +10, Survival +10	Acrobatics +16, Athletics +20, Crafting +15, Diplomacy +15, Deception +15, Medicine +16, Intimidation +15, Society +15, Performance +15, Stealth +16, Survival +16	Acrobatics +19, Athletics +26, Crafting +19, Diplomacy +19, Deception +19, Medicine +20, Intimidation +19, Society +19, Performance +19, Stealth +19, Survival +20
Ability Scores	Str +2 Dex +3 Con +1 Int +0 Wis +1 Cha +0	Str +4 Dex +1 Con +3 Int +0 Wis +1 Cha +0	Str +7 Dex +3 Con +5 Int +2 Wis +3 Cha +2	Str +9 Dex +2 Con +8 Int +2 Wis +3 Cha +2
Defense				
AC	18	18	22	26
Fort	+6	+12	+18	+25
Ref	+8	+10	+16	+19
Will	+6	+10	+16	+20
hp	22	66	126	218
Immune	Acid			

Offense & Actions

Speed	10 ft.			
Melee	Melee Slam +6 (two-hand, unarmed, reach 5 ft.), Damage 1d6+4 bludgeoning	Melee Slam +16 (unarmed, reach 5 ft.), Damage 1d8+6 bludgeoning	Melee Slam +27 (unarmed, reach 5 ft.), Damage 2d6+10 bludgeoning	Melee Slam +33 (unarmed, reach 10 ft.), Damage 3d6+13 bludgeoning
Adhesive	**Saving Throw** DC 13	**Saving Throw** DC 17	**Saving Throw** DC 21	**Saving Throw** DC 26

Adhesive A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesive coated mimic is stuck fast unless the wielder succeeds on a Reflex save. A successful Strength check is needed to pry off a stuck weapon. Strong alcohol or universal solvent dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.

Constrict	**Damage** 1d8	**Damage** 2d8	**Damage** 4d8	**Damage** 6d8

You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

Mimic Object **Mimic Object** A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a advantage on checks when imitating an object in this manner.

OSR

Mimic

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary			
Treasure	Incidental			

AC	Armor Class	9 [10]	8 [11]	7 [12]	7 [12]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Slam 1d6	Slam 1d8	Slam 2d6	Slam 3d6
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	30' (10')			
SV	Saves				
	D Death	**10**	**10**	**8**	**6**
	W Wand	**11**	**11**	**9**	**7**
	P Paralysis	**12**	**12**	**10**	**8**
	B Breath	**13**	**13**	**10**	**8**
	S Spell	**14**	**14**	**12**	**10**
	U ***Unified***	**12**	**12**	**10**	**8**
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	75	275	650	900

Special Abilities

Constrict You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Mimic Object A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a +4 bonus on checks when imitating an object in this manner.

DCC

Mimic

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary			
Treasure	Incidental			

Init	Initiative	-1	+0	+0	+0
Atk	Attacks	Slam +2 melee (1d6+1)	Slam +4 melee (1d8+2)	Slam +5 melee (2d6+3)	Slam +6 melee (2d6+4)
Crit	Critical Hits	20+:M/d8	20+:M/d8	20+:M/d10	20+:M/d10
AC	Armor Class	10	11	12	12
HD	Hit Dice	2d8 + 2	2d8 + 2	4d8 + 4	5d8 + 5
MV	Move	10′			
ACT	Action Dice	1d20	1d24+1d20	1d24+2d20	1d24+2d20
SV	Saves				
	Fort	+1	+3	+5	+9
	Ref	+3	+3	+5	+6
	Will	+3	+4	+7	+8
AL	Alignment	N			

Special Abilities

Constrict You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Mimic Object A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a +4 bonus on checks when imitating an object in this manner.

Pathfinder

Rust Monster

	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Nest (3-10x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
CR	5	9	13	17
Align / Size	TN Medium	TN Medium	TN Medium	TN Large
HD / Type	Aberration 5	Aberration 9	Aberration 13	Aberration 17
Initiative	+3	+3	+5	+4
Senses	**Perception** +12 **Darkvision** 60' **Scent Metal** 90'	**Perception** +16 **Darkvision** 60' **Scent Metal** 90'	**Perception** +25 **Darkvision** 60' **Scent Metal** 90'	**Perception** +29 **Darkvision** 60' **Scent Metal** 90'
Defense				
AC	18 **touch** 13; **ff** 15 +3 Dex; +5 Natural	18 **touch** 13; **ff** 15 +3 Dex; +5 Natural	23 **touch** 16; **ff** 17 +5 Dex; +7 Natural; +1 Dodge	24 **touch** 14; **ff** 19 -1 Size; +4 Dex; +10 Natural; +1 Dodge
hp	26 (5d8)+5	48 (9d8)+9	96 (13d8)+39	163 (17d8)+85
Saves	**Fort** +2 **Ref** +4 **Will** +5	**Fort** +4 **Ref** +6 **Will** +7	**Fort** +7 **Ref** +9 **Will** +13	**Fort** +12 **Ref** +11 **Will** +15
Offense				
Movement	40'; Climb 10'			
Attacks	**Melee** bite +6 (1d3) or **Melee** antennae +6 (1d1)	**Melee** bite +9 (1d4) or **Melee** antennae +9 (1d1)	**Melee** bite +14 (1d4+3) or **Melee** antennae +14 (1d1)	**Melee** bite +16 (1d6+5) or **Melee** antennae +16 (1d1)
Space / Reach	5' / 5'	5' / 5'	5' / 5'	10' / 5'
Special Atks	Rust (DC 17)	Rust (DC 19)	Rust (DC 23)	Rust (DC 27)
Statistics				

Ability Scores	**Str** 10 **Dex** 17 **Con** 13 **Int** 2 **Wis** 13 **Cha** 8	**Str** 11 **Dex** 17 **Con** 13 **Int** 2 **Wis** 13 **Cha** 8	**Str** 16 **Dex** 21 **Con** 17 **Int** 2 **Wis** 17 **Cha** 12	**Str** 21 **Dex** 19 **Con** 21 **Int** 2 **Wis** 17 **Cha** 12
Core Attack	**Base Atk** +3 **CMB** +3 **CMD** 16 20 vs. trip	**Base Atk** +6 **CMB** +6 **CMD** 19 23 vs. trip	**Base Atk** +9 **CMB** +12 **CMD** 28 32 vs. trip	**Base Atk** +12 **CMB** +18 **CMD** 33 37 vs. trip
Feats	Ability Focus (Rust), Skill Focus (Perception), Weapon Finesse	Ability Focus (Rust), Improved Natural Attack (Antennae, Bite), Skill Focus (Perception), Weapon Finesse	Ability Focus (Rust), Dodge, Improved Natural Attack (Antennae, Bite), Iron Will, Skill Focus (Perception), Weapon Finesse	Ability Focus (Rust), Dodge, Great Fortitude, Improved Natural Attack (Antennae, Bite), Iron Will, Lightning Reflexes, Skill Focus (Perception), Weapon Finesse
Skills	Acrobatics +3, Appraise -4, Artistry -4, Bluff -1, Climb +8, Craft (Untrained) -4, Diplomacy -1, Disguise -1, Escape Artist +3, Fly +3, Heal +1, Intimidate -1, Perception +12, Perform (Untrained) -1, Ride +3, Sense Motive +1, Stealth +3, Survival +1	Acrobatics +3, Appraise -4, Artistry -4, Bluff -1, Climb +8, Craft (Untrained) -4, Diplomacy -1, Disguise -1, Escape Artist +3, Fly +3, Heal +1, Intimidate -1, Perception +16, Perform (Untrained) -1, Ride +3, Sense Motive +1, Stealth +3, Survival +1	Acrobatics +5, Appraise -4, Artistry -4, Bluff +1, Climb +11, Craft (Untrained) -4, Diplomacy +1, Disguise +1, Escape Artist +5, Fly +5, Heal +3, Intimidate +1, Perception +25, Perform (Untrained) +1, Ride +5, Sense Motive +3, Stealth +5, Survival +3, Swim +3	Acrobatics +4, Appraise -4, Artistry -4, Bluff +1, Climb +13, Craft (Untrained) -4, Diplomacy +1, Disguise +1, Escape Artist +4, Fly +2, Heal +3, Intimidate +1, Perception +29, Perform (Untrained) +1, Ride +4, Sense Motive +3, Survival +3, Swim +5

Special Qualities & Abilities

Rust (Su) A rust monster's antennae are a primary touch attack that causes any metal object they touch to swiftly rust and corrode. The object touched takes half its maximum hp in damage and gains the broken condition; a second hit destroys the item. A rust monster never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, a rust monster's antennae deal 3d6+5 points of damage. An attended object, any magic object, or a metal creature can attempt a DC 27 Reflex save to negate this effect.

Scent Metal (Ex) This ability functions much the same as the scent ability, except that the range is 90 feet and the rust monster can only use it to sense metal objects (including creatures wearing or carrying metal objects).

Feats

Skill Focus (Perception) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Rust Monster

	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Nest (3-10x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	26	48	96	163
Speed	40 ft. Climb 10 ft.			
Size, Type, Alignment	Medium aberration, unaligned	Medium aberration, unaligned	Medium aberration, unaligned	Large aberration, unaligned
Ability Scores / Saves	STR 8 (-1) DEX 15 (+2) CON 11 (+0) INT 1 (-5) WIS 11 (+0) CHA 6 (-2)	STR 9 (-1) DEX 15 (+2) CON 11 (+0) INT 1 (-5) WIS 11 (+0) CHA 6 (-2)	STR 14 (+2) DEX 18 (+4) CON 15 (+2) INT 1 (-5) WIS 15 (+2) CHA 10 (+0)	STR 18 (+4) DEX 17 (+3) CON 18 (+4) INT 1 (-5) WIS 15 (+2) CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	5	9	13	17
Special Abilities & Qualities	**Saving Throw** Dexterity DC 13 **Metal Damage** 2d6	**Saving Throw** Dexterity DC 14 **Metal Damage** 4d6	**Saving Throw** Dexterity DC 17 **Metal Damage** 6d6	**Saving Throw** Dexterity DC 20 **Metal Damage** 8d6

Rust A rust monster's antennae are a primary touch attack that causes any metal object they touch to swiftly rust and corrode. The object touched takes half its maximum hp in damage and gains the broken condition; a second hit destroys the item. A rust monster never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, a rust monster's antennae deal bludgeoning damage. An attended object, any magic object, or a metal creature can attempt a Dexterity save to negate this effect.

	Low	Moderate	Advanced	Elite
Special Abilities & Qualities	**Scent Metal** This ability functions much the same as the scent ability, except that the range is 90 feet and the rust monster can only use it to sense metal objects (including creatures wearing or carrying metal objects).			
Standard Actions	**Bite** Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d3 (4) piercing damage. **Antennae** Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.	**Bite** Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage. **Antennae** Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.	**Bite** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) piercing damage. **Antennae** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.	**Bite** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage. **Antennae** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.



Illustration 2: Rust Monster

Rust Monster

	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Nest (3-10x)			
Treasure	Incidental			

Level	CREATURE 5	CREATURE 9	CREATURE 13	CREATURE 17
Rarity	UNCOMMON	UNCOMMON	UNCOMMON	UNCOMMON
Alignment	TN	TN	TN	TN
Size	MEDIUM	MEDIUM	MEDIUM	LARGE
Other Traits	ABERRATION			
Perception	+12, darkvision	+16, darkvision	+24, darkvision	+28, darkvision
Languages	-			
Skills	Acrobatics +10, Athletics +8, Crafting +3, Diplomacy +6, Deception +6, Medicine +8, Intimidation +6, Performance +6, Stealth +10, Survival +8	Acrobatics +14, Athletics +8, Crafting +7, Diplomacy +10, Deception +10, Medicine +12, Intimidation +10, Performance +10, Stealth +14, Survival +12	Acrobatics +20, Athletics +18, Crafting +11, Diplomacy +16, Deception +16, Medicine +18, Intimidation +16, Performance +16, Stealth +20, Survival +18	Acrobatics +23, Athletics +24, Crafting +15, Diplomacy +20, Deception +20, Medicine +22, Intimidation +20, Performance +20, Survival +22
Ability Scores	Str +0 Dex +3 Con +1 Int -4 Wis +1 Cha -1	Str +0 Dex +3 Con +1 Int -4 Wis +1 Cha -1	Str +3 Dex +5 Con +3 Int -4 Wis +3 Cha +1	Str +5 Dex +4 Con +5 Int -4 Wis +3 Cha +1
Defense				
AC	20	22	28	28
Fort	+8	+12	+18	+24
Ref	+10	+14	+20	+23
Will	+8	+12	+18	+22
hp	38	68	124	196
Offense & Actions				

Speed	40 ft. Climb 10 ft.			
Melee	Melee Bite +8 (unarmed, reach 5 ft.), Damage 1d3 piercing Melee Antennae +8 (reach 5 ft.), Damage 1d1 bludgeoning	Melee Bite +12 (unarmed, reach 5 ft.), Damage 1d6 piercing Melee Antennae +12 (reach 5 ft.), Damage 1d1 bludgeoning	Melee Bite +24 (unarmed, reach 5 ft.), Damage 1d4+3 piercing Melee Antennae +24 (reach 5 ft.), Damage 1d1 bludgeoning	Melee Bite +33 (unarmed, reach 5 ft.), Damage 1d6+5 piercing Melee Antennae +33 (reach 5 ft.), Damage 1d1 bludgeoning
Rust	**Saving Throw** Reflex 13 **Metal Damage** 3d6	**Saving Throw** Reflex 15 **Metal Damage** 5d6	**Saving Throw** Reflex 19 **Metal Damage** 7d6	**Saving Throw** Reflex 23 **Metal Damage** 9d6
	Rust A rust monster's antennae are a primary touch attack that causes any metal object they touch to swiftly rust and corrode. The object touched takes half its maximum hp in damage and gains the broken condition; a second hit destroys the item. A rust monster never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, a rust monster's antennae deal bludgeoning damage. An attended object, any magic object, or a metal creature can attempt a Reflex save to negate this effect.			
Scent Metal	**Scent Metal** This ability functions much the same as the scent ability, except that the range is 90 feet and the rust monster can only use it to sense metal objects (including creatures wearing or carrying metal objects).			

Illustration 3: Rust Monster

OSR

Rust Monster

	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Nest (3-10x)			
Treasure	Incidental			

AC	Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD	Hit Dice	4	5	6	8
ATT	Attacks	Bite 1d3 or Antennae 1d1	Bite 1d4 or Antennae 1d1	Bite 1d6 or Antennae 1d1	Bite 2d6 or Antennae 1d1
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV	Move	120' (40') Climb 30' (10')			
SV	Saves				
	D Death	**10**	**10**	**8**	**6**
	W Wand	**11**	**11**	**9**	**7**
	P Paralysis	**12**	**12**	**10**	**8**
	B Breath	**13**	**13**	**10**	**8**
	S Spell	**14**	**14**	**12**	**10**
	U Unified	**12**	**12**	**10**	**8**
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	75	275	650	900

Special Abilities

Rust A rust monster's antennae are a primary touch attack that causes any metal object they touch to swiftly rust and corrode. The object touched takes half its maximum hp in damage and gains the broken condition; a second hit destroys the item. A rust monster never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, a rust monster's antennae deal bludgeoning damage. An attended object, any magic object, or a metal creature can attempt a Breath save to negate this effect.

Scent Metal This ability functions much the same as the scent ability, except that the range is 90 feet and the rust monster can only use it to sense metal objects (including creatures wearing or carrying metal objects).

DCC

Rust Monster

	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Nest (3-10x)			
Treasure	Incidental			

Init	Initiative	-1	-1	-1	-1
Atk	Attacks	Bite -1 melee (1d3) or Antennae -1 melee (1d1)	Bite -2 melee (1d6) or Antennae -2 melee (1d1)	Bite +2 melee (2d4+1) or Antennae +2 melee (1d1)	Bite +5 melee (2d6+2) or Antennae +5 melee (1d1)
Crit	Critical Hits	20+:M/d8	20+:M/d8	20+:M/d10	20+:M/d12
AC	Armor Class	11	11	13	13
HD	Hit Dice	2d8 + 2	3d8 + 3	4d8 + 4	6d8 + 6
MV	Move	40', Climb 10'			
ACT	Action Dice	1d24	1d24+1d20	2d24	1d24+2d20
SV	Saves				
	Fort	+1	+3	+5	+8
	Ref	+3	+4	+6	+7
	Will	+3	+5	+9	+10
AL	Alignment	N			

Special Abilities

Rust	A rust monster's antennae are a primary touch attack that causes any metal object they touch to swiftly rust and corrode. The object touched takes half its maximum hp in damage and gains the broken condition; a second hit destroys the item. A rust monster never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, a rust monster's antennae deal bludgeoning damage. An attended object, any magic object, or a metal creature can attempt a Reflex save to negate this effect.
Scent Metal	This ability functions much the same as the scent ability, except that the range is 90 feet and the rust monster can only use it to sense metal objects (including creatures wearing or carrying metal objects).

Pathfinder

Dinosaur (Stegosaurus)

	Low	Moderate	Advanced	Elite
Terrain	Warm Plains			
Rarity	Uncommon			
Role	Brute / Elite			
Organization	Solitary, Pair, or Herd (3-12x)			
Treasure	None			

CR	**8**	**12**	**16**	**20**
Align / Size	**TN Large**	**TN Huge**	**TN Huge**	**TN Gargantuan**
HD / Type	Animal 8	Animal 12	Animal 16	Animal 20
Initiative	+8	+6	+8	+7
Senses	**Perception** +12 **Low-Light Vision** **Scent**	**Perception** +16 **Low-Light Vision** **Scent**	**Perception** +22 **Low-Light Vision** **Scent**	**Perception** +26 **Low-Light Vision** **Scent**
Defense				
AC	**23** **touch** 13; **ff** 19 -1 Size; +4 Dex; +10 Natural	**22** **touch** 10; **ff** 20 -2 Size; +2 Dex; +12 Natural	**26** **touch** 12; **ff** 22 -2 Size; +4 Dex; +14 Natural	**26** **touch** 9; **ff** 23 -4 Size; +3 Dex; +17 Natural
hp	**41** (8d8)+8	**83** (12d8)+36	**144** (14d8)+70	**238** (20d8)+160
Saves	**Fort** +7 **Ref** +10 **Will** +3	**Fort** +13 **Ref** +10 **Will** +5	**Fort** +17 **Ref** +14 **Will** +8	**Fort** +22 **Ref** +15 **Will** +9
Offense				
Movement	30’			
Attacks	**Melee** tail +11 (2H: 4d4+12)	**Melee** tail +16 (4d6+12)	**Melee** tail +22 (4d8+16)	**Melee** tail +25 (8d6+19)
Space / Reach	10’ / 5’	15’ / 15’	20’ / 20’	20’ / 15’
Special Atks	Trip			
Statistics				

Ability Scores	**Str** 23 **Dex** 18 **Con** 13 **Int** 2 **Wis** 13 **Cha** 10	**Str** 27 **Dex** 14 **Con** 17 **Int** 2 **Wis** 13 **Cha** 10	**Str** 32 **Dex** 18 **Con** 21 **Int** 2 **Wis** 17 **Cha** 14	**Str** 36 **Dex** 16 **Con** 26 **Int** 2 **Wis** 17 **Cha** 14
Core Attack	**Base Atk** +6 **CMB** +13 +15 overrun **CMD** 27 29 vs. overrun 31 vs. trip	**Base Atk** +9 **CMB** +19 +21 overrun **CMD** 31 33 vs. overrun 35 vs. trip	**Base Atk** +12 **CMB** +25 +27 overrun **CMD** 39 41 vs. overrun 43 vs. trip	**Base Atk** +15 **CMB** +32 +34 overrun **CMD** 45 47 vs. overrun 49 vs. trip
Feats	Cleave, Improved Initiative, Improved Overrun, Power Attack	Cleave, Great Fortitude, Improved Initiative, Improved Overrun, Power Attack, Weapon Focus (Tail)	Cleave, Critical Focus, Great Fortitude, Improved Initiative, Improved Natural Attack (Tail), Improved Overrun, Power Attack, Weapon Focus (Tail)	Bloody Assault, Cleave, Critical Focus, Dazing Assault, Great Fortitude, Improved Initiative, Improved Natural Attack (Tail), Improved Overrun, Power Attack, Weapon Focus (Tail)
Skills	Acrobatics +4, Appraise -4, Artistry -4, Climb +6, Craft (Untrained) -4, Escape Artist +4, Fly +2, Heal +1, Perception +12, Ride +4, Sense Motive +1, Survival +1, Swim +6	Acrobatics +2, Appraise -4, Artistry -4, Climb +8, Craft (Untrained) -4, Escape Artist +2, Fly -2, Heal +1, Perception +16, Ride +2, Sense Motive +1, Stealth -6, Survival +1, Swim +8	Acrobatics +4, Appraise -4, Artistry -4, Bluff +2, Climb +11, Craft (Untrained) -4, Diplomacy +2, Disguise +2, Escape Artist +4, Heal +3, Intimidate +2, Perception +22, Perform (Untrained) +2, Ride +4, Sense Motive +3, Stealth -4, Survival +3, Swim +11	Acrobatics +3, Appraise -4, Artistry -4, Bluff +2, Climb +13, Craft (Untrained) -4, Diplomacy +2, Disguise +2, Escape Artist +3, Fly -3, Heal +3, Intimidate +2, Perception +26, Perform (Untrained) +2, Ride +3, Sense Motive +3, Stealth -9, Survival +3, Swim +13

Special Qualities & Abilities

Trip (Ex) You can attempt to trip your opponent as a free action without provoking an attack of opportunity if you hit with the specified attack. If the attempt fails, you are not tripped in return.

Feats

Bloody Assault Sacrificing accuracy, you can inflict bloody wounds that are slow to heal. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to inflict 1d4 points of bleed damage with your weapon melee attacks, in addition to the normal damage dealt by the weapon. A creature continues to take bleed damage every round at the start of its turn. Bleed damage can be stopped by a DC 15 Heal check or through any magical healing. Bleed damage from this feat does not stack with itself. You must choose to use this feat before making the attack roll, and its effects last until your next turn (although the bleeding lasts until healed, as normal).

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dazing Assault You can daze foes with wild attacks. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to daze opponents you hit with your melee attacks for 1 round, in addition to the normal damage dealt by the attack. A successful Fortitude save negates the effect. The DC of this save is 10 + your base attack bonus. You must choose to use this feat before making the attack roll, and its effects last until your next turn.

Improved Overrun You are skilled at running down your foes. You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrrun a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to overrun you. Targets of your overrun attempt may not chose to avoid you.

Dinosaur (Stegosaurus)

	Low	Moderate	Advanced	Elite
Terrain	Warm Plains			
Rarity	Uncommon			
Role	Brute / Elite			
Organization	Solitary, Pair, or Herd (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	18 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	41	83	144	238
Speed	30 ft.			
Size, Type, Alignment	Large beast, unaligned	Huge beast, unaligned	Huge beast, unaligned	Gargantuan beast, unaligned
Ability Scores / Saves	STR 18 (+4) DEX 16 (+3) CON 11 (+0) INT 1 (-5) WIS 11 (+0) CHA 8 (-1)	STR 20 (+5) DEX 12 (+1) CON 15 (+2) INT 1 (-5) WIS 11 (+0) CHA 8 (-1)	STR 23 (+6) DEX 16 (+3) CON 18 (+4) INT 1 (-5) WIS 15 (+2) CHA 12 (+1)	STR 25 (+7) DEX 14 (+2) CON 20 (+5) INT 1 (-5) WIS 15 (+2) CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	8	12	16	20
Standard Actions	**Tail** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 4d4+12 (22) bludgeoning damage.	**Tail** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+12 (26) bludgeoning damage.	**Tail** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d8+16 (34) bludgeoning damage.	**Tail** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 8d6+19 (47) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Spellcasting	-			
Possessions	-			

Dinosaur (Stegosaurus)

	Low	Moderate	Advanced	Elite
Terrain	Warm Plains			
Rarity	Uncommon			
Role	Brute / Elite			
Organization	Solitary, Pair, or Herd (3-12x)			
Treasure	None			

Level	CREATURE 8	CREATURE12	CREATURE 16	CREATURE 20
Rarity	UNCOMMON	UNCOMMON	UNCOMMON	UNCOMMON
Alignment	TN	TN	TN	TN
Size	LARGE	HUGE	HUGE	GARGANTUAN
Other Traits	BEAST, ANIMAL, DINOSAUR			
Perception	+15, low-light vision	+19, low-light vision	+27, low-light vision	+31, low-light vision
Languages	-			
Skills	Acrobatics +14, Athletics +16, Crafting +6, Medicine +11, Survival +11	Acrobatics +16, Athletics +22, Crafting +10, Medicine +15, Stealth +16, Survival +15	Acrobatics +22, Athletics +29, Crafting +14, Diplomacy +20, Deception +20, Medicine +21, Intimidation +20, Performance +20, Stealth +22, Survival +21	Acrobatics +25, Athletics +35, Crafting +18, Diplomacy +24, Deception +24, Medicine +25, Intimidation +24, Performance +24, Stealth +25, Survival +25
Ability Scores	Str +6 Dex +4 Con +1 Int -4 Wis +1 Cha +0	Str +8 Dex +2 Con +3 Int -4 Wis +1 Cha +0	Str +11 Dex +4 Con +5 Int -4 Wis +3 Cha +2	Str +13 Dex +3 Con +8 Int -4 Wis +3 Cha +2
Items	-	-	-	-
Defense				
AC	24	24	30	31
Fort	+11	+17	+23	+30
Ref	+14	+16	+22	+25
Will	+11	+15	+21	+25

hp	**60**	**114**	**184**	**290**
Immune	-			
Resists/ Vulnerable	-			
Offense & Actions				
Speed	30 ft.			
Melee	Melee Tail +20 (two-hand, trip, reach 5 ft.), Damage 4d4+12 bludgeoning	Melee Tail +29 (trip, reach 15 ft.), Damage 4d6+12 bludgeoning	Melee Tail +36 (trip, reach 15 ft.), Damage 4d8+16 bludgeoning	Melee Tail +44 (trip, reach 15 ft.), Damage 8d6+19 bludgeoning
Other Abilities				
Innate Spells	-			
Spellcasting	-			

OSR

Dinosaur (Stegosaurus)

	Low	Moderate	Advanced	Elite
Environment	Warm Plains			
Rarity	Uncommon			
Role	Brute / Elite			
# Encountered	Solitary, Pair, or Herd (3-12x)			
Treasure	None			

		Low	Moderate	Advanced	Elite
AC	Armor Class	7 [12]	6 [13]	5 [14]	5 [14]
HD	Hit Dice	5	6	7	9
ATT	Attacks	Tail 4d4	Tail 4d6	Tail 4d8	Tail 8d6
THACO		15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV	Move	90' (30')			
SV	Saves				
	D Death	**10**	**8**	**6**	**6**
	W Wand	**11**	**9**	**7**	**7**
	P Paralysis	**12**	**10**	**8**	**8**
	B Breath	**13**	**10**	**8**	**8**
	S Spell	**14**	**12**	**10**	**10**
	U Unified	**12**	**10**	**8**	**8**
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	275	650	900	1,100

Special Abilities

- -

DCC

Dinosaur (Stegosaurus)

	Low	Moderate	Advanced	Elite
Environment	Warm Plains			
Rarity	Uncommon			
Role	Brute / Elite			
# Encountered	Solitary, Pair, or Herd (3-12x)			
Treasure	None			

Init	Initiative	+0	+0	+0	+0
Atk	Attacks	Tail +5 melee (3d4+4)	Tail +5 melee (3d6+4)	Tail +5 melee (3d8+5)	Tail +7 melee (6d6+6)
Crit	Critical Hits	20+:M/d8	20+:M/d10	20+:M/d10	20+:M/d12
AC	Armor Class	12	13	14	14
HD	Hit Dice	3d8 + 3	4d8 + 4	5d8 + 5	7d8 + 7
MV	Move	30′			
ACT	Action Dice	1d24+1d20	1d24+2d20	2d24+1d20	2d24+1d20
SV	Saves				
	Fort	+5	+9	+11	+15
	Ref	+7	+7	+9	+10
	Will	+2	+3	+5	+6
AL	Alignment	N			

Special Abilities

- -

Pathfinder

Herd Animal (Aurochs)

	Low	Moderate	Advanced	Elite
Terrain	Temperate Plains			
Rarity	Common			
Role	Brute / Minion			
Organization	Solitary, Pair, or Herd (3-30x)			
Treasure	None			
CR	**3**	**7**	**11**	**15**
Align / Size	**TN Large**	**TN Large**	**TN Large**	**TN Huge**
HD / Type	Animal 3	Animal 7	Animal 11	Animal 15
Initiative	+0	+0	+2	+1
Senses	**Perception** +9 **Low-Light Vision** **Scent**	**Perception** +13 **Low-Light Vision** **Scent**	**Perception** +22 **Low-Light Vision** **Scent**	**Perception** +26 **Low-Light Vision** **Scent**
Defense				
AC	**13** **touch** 9; **ff** 13 -1 Size; +4 Natural	**13** **touch** 9; **ff** 13 -1 Size; +4 Natural	**17** **touch** 11; **ff** 15 -1 Size; +2 Dex; +6 Natural	**18** **touch** 9; **ff** 17 -2 Size; +1 Dex; +9 Natural
hp	**21** (3d8)+9	**57** (7d8)+28	**113** (11d8)+66	**194** (15d8)+120
Saves	**Fort** +6 **Ref** +3 **Will** +1	**Fort** +11 **Ref** +5 **Will** +2	**Fort** +15 **Ref** +9 **Will** +7	**Fort** +19 **Ref** +10 **Will** +9
Offense				
Movement	40’			
Attacks	**Melee** gore +7 (1d8+9)	**Melee** gore +10 (2d6+9)	**Melee** gore +16 (2d6+13)	**Melee** gore +20 (3d6+16)
Space / Reach	10’ / 10’	10’ / 10’	10’ / 10’	15’ / 10’
Special Atks	Stampede (DC 19), Trample (2d6+9, DC 17)	Stampede (DC 21), Trample (2d6+9, DC 19)	Stampede (DC 28), Trample (2d6+13, DC 26)	Stampede (DC 32), Trample (2d6+16, DC 30)
Statistics				

Ability Scores	**Str** 23 **Dex** 10 **Con** 17 **Int** 2 **Wis** 11 **Cha** 4	**Str** 23 **Dex** 10 **Con** 18 **Int** 2 **Wis** 11 **Cha** 4	**Str** 28 **Dex** 14 **Con** 22 **Int** 2 **Wis** 15 **Cha** 8	**Str** 33 **Dex** 12 **Con** 26 **Int** 2 **Wis** 15 **Cha** 8
Core Attack	**Base Atk** +2 **CMB** +9 **CMD** 19 23 vs. trip	**Base Atk** +5 **CMB** +12 **CMD** 22 26 vs. trip	**Base Atk** +8 **CMB** +18 **CMD** 30 34 vs. trip	**Base Atk** +11 **CMB** +24 +26 bullrush **CMD** 35 37 vs. bullrush 39 vs. trip
Feats	Endurance, Skill Focus (Perception)	Endurance, Great Fortitude, Improved Natural Attack (Gore), Skill Focus (Perception)	Ability Focus (Trample), Endurance, Great Fortitude, Improved Natural Attack (Gore), Iron Will, Skill Focus (Perception)	Ability Focus (Trample), Endurance, Great Fortitude, Improved Bull Rush, Improved Natural Attack (Gore), Iron Will, Power Attack, Skill Focus (Perception)
Skills	Appraise -4, Artistry -4, Bluff -3, Climb +6, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Fly -2, Intimidate -3, Perception +9, Perform (Untrained) -3, Stealth -4, Swim +6	Appraise -4, Artistry -4, Bluff -3, Climb +6, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Fly -2, Intimidate -3, Perception +13, Perform (Untrained) -3, Stealth -4, Swim +6	Acrobatics +2, Appraise -4, Artistry -4, Bluff -1, Climb +9, Craft (Untrained) -4, Diplomacy -1, Disguise -1, Escape Artist +2, Heal +2, Intimidate -1, Perception +22, Perform (Untrained) -1, Ride +2, Sense Motive +2, Stealth -2, Survival +2, Swim +9	Acrobatics +1, Appraise -4, Artistry -4, Bluff -1, Climb +11, Craft (Untrained) -4, Diplomacy -1, Disguise -1, Escape Artist +1, Fly -3, Heal +2, Intimidate -1, Perception +26, Perform (Untrained) -1, Ride +1, Sense Motive +2, Stealth -7, Survival +2, Swim +11

Special Qualities & Abilities

Stampede (Ex) A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by +2.

Trample (Ex) As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take 2d6+16 points of damage. Targets of a trample can make an attack of opportunity, but at a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex (DC 30) save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Feats

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Improved Bull Rush You are skilled at pushing your foes around. You do not provoke an attack of opportunity when performing a bull rush combat maneuver. In addition, you receive a +2 bonus on checks made to bull rush a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to bull rush you.

Herd Animal (Aurochs)

	Low	Moderate	Advanced	Elite
Terrain	Temperate Plains			
Rarity	Common			
Role	Brute / Minion			
Organization	Solitary, Pair, or Herd (3-30x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	21	57	113	194
Speed	40 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 18 (+4) DEX 8 (-1) CON 15 (+2) INT 1 (-5) WIS 9 (-1) CHA 2 (-4)	STR 18 (+4) DEX 8 (-1) CON 16 (+3) INT 1 (-5) WIS 9 (-1) CHA 2 (-4)	STR 21 (+5) DEX 12 (+1) CON 18 (+4) INT 1 (-5) WIS 13 (+1) CHA 6 (-2)	STR 24 (+7) DEX 10 (+0) CON 20 (+5) INT 1 (-5) WIS 13 (+1) CHA 6 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15
Special Abilities & Qualities	**Stampede** A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by +2.			

	Low	Moderate	Advanced	Elite
Special Abilities & Qualities	**Saving Throw** Dexterity DC 14 **Damage** 1d6+4 **Trample** As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take bludgeoning damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.	**Saving Throw** Dexterity DC 16 **Damage** 1d6+8	**Saving Throw** Dexterity DC 18 **Damage** 2d6+10	**Saving Throw** Dexterity DC 20 **Damage** 4d6+14
Standard Actions	**Gore** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9 (14) piercing damage.	**Gore** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.	**Gore** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+13 (20) piercing damage.	**Gore** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+16 (26) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

P2E

Herd Animal (Aurochs)

	Low	Moderate	Advanced	Elite
Terrain	Temperate Plains			
Rarity	Common			
Role	Brute / Minion			
Organization	Solitary, Pair, or Herd (3-30x)			
Treasure	None			

Level	CREATURE 3	CREATURE 7	CREATURE 11	CREATURE 15
Rarity	COMMON	COMMON	COMMON	COMMON
Alignment	TN	TN	TN	TN
Size	LARGE	LARGE	LARGE	HUGE
Other Traits	BEAST, ANIMAL			
Perception	+7, low-light vision	+13, low-light vision	+21, low-light vision	+25, low-light vision
Languages	-			
Skills	Athletics +11, Crafting +0, Diplomacy +2, Deception +2, Intimidation +2, Performance +2, Stealth +5	Athletics +15, Crafting +5, Diplomacy +6, Deception +6, Intimidation +6, Performance +6, Stealth +9	Acrobatics +15, Athletics +22, Crafting +9, Diplomacy +12, Deception +12, Medicine +15, Intimidation +12, Performance +12, Stealth +15, Survival +15	Acrobatics +18, Athletics +28, Crafting +13, Diplomacy +16, Deception +16, Medicine +19, Intimidation +16, Performance +16, Stealth +18, Survival +19
Ability Scores	Str +6, Dex +0, Con +3, Int -4, Wis +0, Cha -3	Str +6, Dex +0, Con +4, Int -4, Wis +0, Cha -3	Str +9, Dex +2, Con +6, Int -4, Wis +2, Cha -1	Str +11, Dex +1, Con +8, Int -4, Wis +2, Cha -1
Items	-	-	-	-
Defense				
AC	14	16	22	22
Fort	+8	+13	+19	+25
Ref	+5	+9	+15	+18
Will	+5	+9	+15	+19
hp	28	74	138	218

Immune	-			
Resists/ Vulnerable	-			
Offense & Actions				
Speed	40 ft.			
Melee	Melee Gore +12 (reach 10 ft.), Damage 1d8+9 piercing	Melee Gore +19 (reach 10 ft.), Damage 2d6+9 piercing	Melee Gore +29 (reach 10 ft.), Damage 2d6+13 piercing	Melee Gore +35 (reach 10 ft.), Damage 3d6+16 piercing
Stampede	**Stampede** A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by +2.			
Trample	**Saving Throw** Reflex 15 **Damage** 1d6+4	**Saving Throw** Reflex 18 **Damage** 1d6+8	**Saving Throw** Reflex 22 **Damage** 2d6+12	**Saving Throw** Reflex 26 **Damage** 4d6+14
	You can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take bludgeoning damage. Targets of a trample can make an attack of opportunity, but with a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.			
Other Abilities				
Innate Spells	-			
Spellcasting	-			

OSR

Herd Animal (Aurochs)

	Low	Moderate	Advanced	Elite
Environment	Temperate Plains			
Rarity	Common			
Role	Brute / Minion			
# Encountered	Solitary, Pair, or Herd (3-30x)			
Treasure	None			

		Low	Moderate	Advanced	Elite
AC	Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Gore 1d8	Gore 2d6	Gore 2d6	Gore 3d6
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	120' (40')			
SV	Saves				
	D Death	**10**	**10**	**8**	**6**
	W Wand	**11**	**11**	**9**	**7**
	P Paralysis	**12**	**12**	**10**	**8**
	B Breath	**13**	**13**	**10**	**8**
	S Spell	**14**	**14**	**12**	**10**
	U ***Unified***	**12**	**12**	**10**	**8**
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	75	275	650	900

Special Abilities

Stampede A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and victims suffer an additional -2 penalty for each creature beyond 3 involved.

Trample You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Herd Animal (Aurochs)

	Low	Moderate	Advanced	Elite
Environment	Temperate Plains			
Rarity	Common			
Role	Brute / Minion			
# Encountered	Solitary, Pair, or Herd (3-30x)			
Treasure	None			

Init	Initiative	-3	-3	-2	-2
Atk	Attacks	Gore +6 melee (1d8+3)	Gore +6 melee (2d6+3)	Gore +6 melee (2d6+4)	Gore +6 melee (3d6+5)
Crit	Critical Hits	20+:M/d8	20+:M/d8	20+:M/d10	20+:M/d10
AC	Armor Class	10	10	11	11
HD	Hit Dice	2d8 + 2	2d8 + 2	4d8 + 4	5d8 + 5
MV	Move	40′			
ACT	Action Dice	1d24	1d24+1d20	1d24+2d20	1d24+2d20
SV	Saves				
	Fort	+4	+7	+10	+13
	Ref	+2	+3	+6	+7
	Will	+1	+1	+5	+6
AL	Alignment	N			

Special Abilities

Stampede A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and victims suffer an additional -2 penalty for each creature beyond 3 involved.

Trample You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Reflex save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Shark

	Low	Moderate	Advanced	Elite
Terrain	Any Ocean			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, School (3-6x), or Pack (7-13x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
CR	**4**	**8**	**12**	**16**
Align / Size	**TN Large** (aquatic)	**TN Large** (aquatic)	**TN Large** (aquatic)	**TN Huge** (aquatic)
HD / Type	Animal 4	Animal 8	Animal 12	Animal 16
Initiative	+5	+5	+7	+
Senses	**Perception** +8 **Blindsense** 30' **Low-Light Vision** **Keen Scent** 180'	**Perception** +12 **Blindsense** 30' **Low-Light Vision** **Keen Scent** 180'	**Perception** +18 **Blindsense** 30' **Low-Light Vision** **Keen Scent** 180'	**Perception** +22 **Blindsense** 30' **Low-Light Vision** **Keen Scent** 180'
Defense				
AC	**14** **touch** 10; **ff** 13 -1 Size; +1 Dex; +4 Natural	**14** **touch** 10; **ff** 13 -1 Size; +1 Dex; +4 Natural	**18** **touch** 12; **ff** 15 -1 Size; +3 Dex; +6 Natural	**19** **touch** 10; **ff** 17 -2 Size; +2 Dex; +9 Natural
hp	**23** (4d8)+4	**65** (8d8)+24	**116** (12d8)+60	**189** (16d8)+112
Saves	**Fort** +7 **Ref** +5 **Will** +2	**Fort** +10 **Ref** +7 **Will** +3	**Fort** +14 **Ref** +11 **Will** +7	**Fort** +18 **Ref** +12 **Will** +8
Offense				
Movement	Swim 60'			
Attacks	**Melee** bite +5 (1d8+4)	**Melee** bite +8 (2d6+4)	**Melee** bite +14 (2d6+9)	**Melee** bite +18 (3d6+12)
Space / Reach	10' / 10'	10' / 10'	10' / 10'	15' / 15'
Statistics				

Ability Scores	**Str** 17 **Dex** 12 **Con** 13 **Int** 1 **Wis** 12 **Cha** 2	**Str** 17 **Dex** 12 **Con** 14 **Int** 1 **Wis** 12 **Cha** 2	**Str** 22 **Dex** 16 **Con** 18 **Int** 1 **Wis** 16 **Cha** 6	**Str** 27 **Dex** 14 **Con** 22 **Int** 1 **Wis** 16 **Cha** 6
Core Attack	**Base Atk** +3 **CMB** +7 **CMD** 18	**Base Atk** +6 **CMB** +10 **CMD** 21	**Base Atk** +9 **CMB** +16 **CMD** 29	**Base Atk** +12 **CMB** +22 **CMD** 34
Feats	Great Fortitude, Improved Initiative	Great Fortitude, Improved Initiative, Improved Natural Attack (Bite), Toughness	Bloody Assault, Great Fortitude, Improved Initiative, Improved Natural Attack (Bite), Power Attack, Toughness	Bloody Assault, Devastating Assault, Great Fortitude, Improved Initiative, Improved Natural Attack (Bite), Power Attack, Toughness, Vital Strike
Skills	Acrobatics +1, Appraise -5, Artistry -5, Bluff -4, Climb +3, Craft (Untrained) -5, Diplomacy -4, Disguise -4, Escape Artist +1, Fly -1, Heal +1, Intimidate -4, Perception +8, Perform (Untrained) -4, Ride +1, Sense Motive +1, Stealth -3, Survival +1, Swim +11	Acrobatics +1, Appraise -5, Artistry -5, Bluff -4, Climb +3, Craft (Untrained) -5, Diplomacy -4, Disguise -4, Escape Artist +1, Fly -1, Heal +1, Intimidate -4, Perception +12, Perform (Untrained) -4, Ride +1, Sense Motive +1, Stealth -3, Survival +1, Swim +11	Acrobatics +3, Appraise -5, Artistry -5, Bluff -2, Climb +6, Craft (Untrained) -5, Diplomacy -2, Disguise -2, Escape Artist +3, Fly +1, Heal +3, Intimidate -2, Perception +18, Perform (Untrained) -2, Ride +3, Sense Motive +3, Stealth -1, Survival +3, Swim +14	Acrobatics +2, Appraise -5, Artistry -5, Bluff -2, Climb +8, Craft (Untrained) -5, Diplomacy -2, Disguise -2, Escape Artist +2, Fly -2, Heal +3, Intimidate -2, Perception +22, Perform (Untrained) -2, Ride +2, Sense Motive +3, Stealth -6, Survival +3, Swim +16

Special Qualities & Abilities

Keen Scent (Ex) A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

Feats

Bloody Assault Sacrificing accuracy, you can inflict bloody wounds that are slow to heal. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to inflict 1d4 points of bleed damage with your weapon melee attacks, in addition to the normal damage dealt by the weapon. A creature continues to take bleed damage every round at the start of its turn. Bleed damage can be stopped by a DC 15 Heal check or through any magical healing. Bleed damage from this feat does not stack with itself. You must choose to use this feat before making the attack roll, and its effects last until your next turn (although the bleeding lasts until healed, as normal).

Devastating Assault You can hammer at a foe to smash through its defenses. As a full-round action, you can bat aside all of your foe's defenses to ensure you make a single, especially effective melee attack. You make a single melee attack using an appropriate weapon against a single target, but make as many attack rolls as you could in a full-attack action using that weapon. You make the attack rolls in order from highest bonus to lowest, as if you were making a full attack. If any of the attack rolls hit the target, your single attack is considered to have hit and you roll damage normally. If one or more rolls are critical threats, you confirm the critical hit only once using your highest base attack bonus. If you hit with two or more attacks, the target must succeed at a Fortitude save (DC = 10 + 1/2 your base attack bonus + your Strength modifier) or suffer a condition for 1d4 rounds. If at least two attacks hit, you can choose from deafened, entangled, or shaken. If at least three attacks hit, you can also choose from blinded or staggered. If at least four attacks hit, you can also choose the dazed condition. Once you have forced a foe to attempt a saving throw to avoid suffering a condition via this feat, you cannot attempt to inf lict that condition on it again with Devastating Assault for 24 hours.

Toughness You have enhanced physical stamina. You gain +16 hit points. You gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Vital Strike You make a single attack that deals significantly more damage than normal. When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra damage dice are not multiplied on a critical hit, but are added to the total.

Shark (Blue)

	Low	Moderate	Advanced	Elite
Terrain	Any Ocean			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, School (3-6x), or Pack (7-13x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	23	65	116	189
Speed	Swim 60 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 15 (+2) DEX 10 (+0) CON 11 (+0) INT 1 (-5) WIS 10 (+0) CHA 1 (-5)	STR 15 (+2) DEX 10 (+0) CON 12 (+1) INT 1 (-5) WIS 10 (+0) CHA 1 (-5)	STR 18 (+4) DEX 14 (+2) CON 16 (+3) INT 1 (-5) WIS 14 (+2) CHA 4 (-3)	STR 20 (+5) DEX 12 (+1) CON 18 (+4) INT 1 (-5) WIS 14 (+2) CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +13, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	**Keen Scent** A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.			
Standard Actions	**Bite** Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.	**Bite** Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage.	**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.	**Bite** Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 3d6+12 (22) piercing damage.

P2E

Shark (Blue)

	Low	Moderate	Advanced	Elite
Terrain	Any Ocean			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, School (3-6x), or Pack (7-13x)			
Treasure	None			

Level	CREATURE 4	CREATURE 8	CREATURE 12	CREATURE 16
Rarity	COMMON	COMMON	COMMON	COMMON
Alignment	TN	TN	TN	TN
Size	LARGE	LARGE	LARGE	HUGE
Other Traits	BEAST, ANIMAL, AQUATIC			
Perception	+9, low-light vision	+15, low-light vision	+21, low-light vision	+27, low-light vision
Languages	-			
Skills	Acrobatics +7, Athletics +9, Crafting +0, Diplomacy +2, Deception +2, Medicine +7, Intimidation +2, Performance +2, Stealth +7, Survival +7	Acrobatics +11, Athletics +13, Crafting +5, Diplomacy +6, Deception +6, Medicine +11, Intimidation +6, Performance +6, Stealth +11, Survival +11	Acrobatics +17, Athletics +20, Crafting +9, Diplomacy +12, Deception +12, Medicine +17, Intimidation +12, Performance +12, Stealth +17, Survival +17	Acrobatics +20, Athletics +26, Crafting +13, Diplomacy +16, Deception +16, Medicine +21, Intimidation +16, Performance +16, Stealth +20, Survival +21
Ability Scores	Str +3, Dex +1, Con +1, Int -5, Wis +1, Cha -4	Str +3, Dex +1, Con +2, Int -5, Wis +1, Cha -4	Str +6, Dex +3, Con +4, Int -5, Wis +3, Cha -2	Str +8, Dex +2, Con +6, Int -5, Wis +3, Cha -2
Items	-	-	-	-

Defense

AC	15	17	23	24
Fort	+7	+12	+18	+24
Ref	+7	+11	+17	+20
Will	+7	+11	+17	+21

hp	**30**	**68**	**126**	**200**
Immune	-			
Resists/ Vulnerable	-			
Offense & Actions				
Speed	Swim 60 ft.			
Melee	Melee Bite +9 (unarmed, reach 10 ft.), Damage 1d8+4 piercing	Melee Bite +15 (unarmed, reach 10 ft.), Damage 2d6+4 piercing	Melee Bite +27 (unarmed, reach 10 ft.), Damage 2d6+9 piercing	Melee Bite +33 (unarmed, reach 15 ft.), Damage 3d6+12 piercing
Keen Scent	**Keen Scent** A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.			
Other Abilities				
Innate Spells	-			
Spellcasting	-			

OSR

Shark (Blue)

	Low	Moderate	Advanced	Elite
Environment	Any Ocean			
Rarity	Common			
Role	Brute / Normal			
# Encountered	Solitary, Pair, School (3-6x), or Pack (7-13x)			
Treasure	None			

AC	Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD	Hit Dice	3	5	6	7
ATT	Attacks	Bite 1d8	Bite 2d6	Bite 2d6	Bite 3d6
THACO		17 [+2]	15 [+4]	15 [+4]	13 [+6]
MV	Move	Swim 180' (60')			
SV	Saves				
	D Death	**10**	**10**	**8**	**6**
	W Wand	**11**	**11**	**9**	**7**
	P Paralysis	**12**	**12**	**10**	**8**
	B Breath	**13**	**13**	**10**	**8**
	S Spell	**14**	**14**	**12**	**10**
	U ***Unified***	**12**	**12**	**10**	**8**
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	75	275	650	900

Special Abilities

Keen Scent A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

Shark (Blue)

	Low	Moderate	Advanced	Elite
Environment	Any Ocean			
Rarity	Common			
Role	Brute / Normal			
# Encountered	Solitary, Pair, School (3-6x), or Pack (7-13x)			
Treasure	None			

		Low	Moderate	Advanced	Elite
Init	Initiative	-1	-1	+0	+0
Atk	Attacks	Bite +3 melee (1d8+1)	Bite +2 melee (2d6+1)	Bite +5 melee (2d6+3)	Bite +4 melee (2d6+4)
Crit	Critical Hits	20+:M/d8	20+:M/d8	20+:M/d10	20+:M/d10
AC	Armor Class	10	10	11	11
HD	Hit Dice	2d8 + 2	3d8 + 3	4d8 + 4	5d8 + 5
MV	Move	Swim 60′			
ACT	Action Dice	1d20	1d24	2d24	1d24+2d20
SV	Saves				
	Fort	+5	+7	+9	+12
	Ref	+3	+5	+7	+8
	Will	+1	+2	+5	+5
AL	Alignment	N			

Special Abilities

Keen Scent A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

Golem (Iron)

	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Soldier / Solo			
Organization	Solitary or Gang (2-4x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
CR	**10**	**14**	**18**	**22**
Align / Size	**TN Medium**	**TN Medium**	**TN Large**	**TN Huge**
HD / Type	Construct 10	Construct 14	Construct 18	Construct 22
Initiative	+1	+1	-1	+0
Senses	**Perception** +0 **Darkvision** 60' **Low-Light Vision**	**Perception** +0 **Darkvision** 60' **Low-Light Vision**	**Perception** +0 **Darkvision** 60' **Low-Light Vision**	**Perception** +2 **Darkvision** 60' **Low-Light Vision**
Defense				
AC	**29** **touch** 11; **ff** 28 +1 Dex; +18 Natural	**29** **touch** 11; **ff** 28 +1 Dex; +18 Natural	**28** **touch** 8; **ff** 28 -1 Size; -1 Dex; +20 Natural	**33** **touch** 8; **ff** 33 -2 Size; +25 Natural
hp	**79** (10d10)+20	**106** (14d10)+20	**138** (18d10)+30	**166** (22d10)+40
Saves	**Fort** +3 **Ref** +4 **Will** +3	**Fort** +4 **Ref** +5 **Will** +4	**Fort** +6 **Ref** +5 **Will** +6	**Fort** +7 **Ref** +7 **Will** +9
Def Abilities	**DR** 15/adamantine; **Immunities** Ability Damage, Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Magic, Mind-Affecting Effects, Necromancy, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning			
Offense				
Movement	20'			
Attacks	**Melee** slam +19/+19 (2H: 2d8+17/19-20)	**Melee** slam +23/+23 (2H: 2d8+17/19-20)	**Melee** slam +28/+28 (2d10+16/19-20)	**Melee** slam +35/+35 (6d8+22/19-20)
Space / Reach	5' / 5'	5' / 5'	10' / 10'	15' / 15'
Special Atks	Breath Weapon (10' cube of poisonous Gas, DC 15), Powerful Blows	Breath Weapon (10' cube of poisonous Gas, DC 17), Powerful Blows	Breath Weapon (10' cube of poisonous Gas, DC 19), Powerful Blows	Breath Weapon (10' cube of poisonous Gas, DC 23), Powerful Blows
Statistics				

Ability Scores	**Str** 28 **Dex** 13 **Con** * **Int** * **Wis** 11 **Cha** 1	**Str** 28 **Dex** 13 **Con** * **Int** * **Wis** 11 **Cha** 1	**Str** 32 **Dex** 9 **Con** * **Int** * **Wis** 11 **Cha** 1	**Str** 41 **Dex** 11 **Con** * **Int** * **Wis** 15 **Cha** 5
Core Attack	**Base Atk** +10 **CMB** +19 **CMD** 30	**Base Atk** +14 **CMB** +23 **CMD** 34	**Base Atk** +18 **CMB** +30 **CMD** 39	**Base Atk** +22 **CMB** +39 **CMD** 49
Feats	-	-	-	Ability Focus (Breath Weapon), Improved Natural Attack (Slam)
Skills	Acrobatics +1, Bluff -5, Climb +9, Diplomacy -5, Disguise -5, Escape Artist +1, Fly +1, Intimidate -5, Perform (Untrained) -5, Ride +1, Stealth +1, Swim +9	Acrobatics +1, Bluff -5, Climb +9, Diplomacy -5, Disguise -5, Escape Artist +1, Fly +1, Intimidate -5, Perform (Untrained) -5, Ride +1, Stealth +1, Swim +9	Acrobatics -1, Bluff -5, Climb +11, Diplomacy -5, Disguise -5, Escape Artist -1, Fly -3, Intimidate -5, Perform (Untrained) -5, Ride -1, Stealth -5, Swim +11	Bluff -3, Climb +15, Diplomacy -3, Disguise -3, Fly -4, Heal +2, Intimidate -3, Perception +2, Perform (Untrained) -3, Sense Motive +2, Stealth -8, Survival +2, Swim +15

Special Qualities & Abilities

Breath Weapon (Su) As a free action once every 1d4+1 rounds, an iron golem can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the golem uses this power. Inhaled; save Fort 15; frequency 1/round for 4 rounds; effect 1d4 Constitution damage; cure 2 saves.

Immunity to Magic (Ex) An iron golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below. * A magical attack that deals electricity damage slows an iron golem (as the slow spell) for 3 This iron automaton stands twice as tall as a normal human. Its heavy footfalls shake the ground with bone-jarring force. rounds, with no saving throw. * A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. An iron golem gets no saving throw against fire effects. * An iron golem is affected normally by rust attacks, such as those of a rust monster or a rusting grasp spell.

Powerful Blows (Ex) An iron golem inflicts one and a half times its Strength modifier and threatens a critical hit on a 19-20 with its slam attacks.

Pathfinder

Golem (Stone)

	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Soldier / Solo			
Organization	Solitary or Gang (2-4x)			
Treasure	None			

CR	**10**	**14**	**18**	**22**
Align / Size	**TN Medium**	**TN Large**	**TN Large**	**TN Huge**
HD / Type	Construct 10	Construct 14	Construct 18	Construct 22
Initiative	+1	-1	+2	+1
Senses	**Perception** +0 **Darkvision** 60' **Low-Light Vision**	**Perception** +0 **Darkvision** 60' **Low-Light Vision**	**Perception** +2 **Darkvision** 60' **Low-Light Vision**	**Perception** +2 **Darkvision** 60' **Low-Light Vision**
Defense				
AC	**27** **touch** 11; **ff** 26 +1 Dex; +16 Natural	**26** **touch** 8; **ff** 26 -1 Size; -1 Dex; +18 Natural	**31** **touch** 11; **ff** 29 -1 Size; +2 Dex; +20 Natural	**32** **touch** 9; **ff** 31 -2 Size; +1 Dex; +23 Natural
hp	**64** (10d10)+20	**93** (1d10)	**107** (18d10)+30	**136** (22d10)+40
Saves	**Fort** +3 **Ref** +4 **Will** +3	**Fort** +4 **Ref** +3 **Will** +4	**Fort** +6 **Ref** +8 **Will** +8	**Fort** +7 **Ref** +8 **Will** +9
Def Abilities	**DR** 10/adamantine; **Immunities** Ability Damage, Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Magic, Mind-Affecting Effects, Necromancy, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning			
Offense				
Movement	20'			
Attacks	**Melee** slam +17/+17 (2H: 2d8+10)	**Melee** slam +22/+22 (2d10+9)	**Melee** slam +28/+28 (4d8+11)	**Melee** slam +33/+33 (6d8+13)
Space / Reach	5' / 5'	10' / 10'	10' / 10'	15' / 15'
Special Atks	Slow (DC 15)	Slow (DC 17)	Slow (DC 19)	Slow (DC 23)
Statistics				

Ability Scores	**Str** 24 **Dex** 13 **Con** * **Int** * **Wis** 11 **Cha** 1	**Str** 28 **Dex** 9 **Con** * **Int** * **Wis** 11 **Cha** 1	**Str** 32 **Dex** 14 **Con** * **Int** * **Wis** 15 **Cha** 5	**Str** 37 **Dex** 12 **Con** * **Int** * **Wis** 15 **Cha** 5
Core Attack	**Base Atk** +10 **CMB** +17 **CMD** 28	**Base Atk** +14 **CMB** +24 **CMD** 33	**Base Atk** +18 **CMB** +30 **CMD** 42	**Base Atk** +22 **CMB** +37 **CMD** 48
Feats	-	-	Improved Natural Attack (Slam)	Ability Focus (Slow), Improved Natural Attack (Slam)
Skills	Acrobatics +1, Bluff -5, Climb +7, Diplomacy -5, Disguise -5, Escape Artist +1, Fly +1, Intimidate -5, Perform (Untrained) -5, Ride +1, Stealth +1, Swim +7	Acrobatics -1, Bluff -5, Climb +9, Diplomacy -5, Disguise -5, Escape Artist -1, Fly -3, Intimidate -5, Perform (Untrained) -5, Ride -1, Stealth -5, Swim +9	Acrobatics +2, Bluff -3, Climb +11, Diplomacy -3, Disguise -3, Escape Artist +2, Heal +2, Intimidate -3, Perception +2, Perform (Untrained) -3, Ride +2, Sense Motive +2, Stealth -2, Survival +2, Swim +11	Acrobatics +1, Bluff -3, Climb +13, Diplomacy -3, Disguise -3, Escape Artist +1, Fly -3, Heal +2, Intimidate -3, Perception +2, Perform (Untrained) -3, Ride +1, Sense Motive +2, Stealth -7, Survival +2, Swim +13

Special Qualities & Abilities

Immunity to Magic (Ex) A stone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. * A transmute rock to mud spell slows a stone golem (as the slow spell) for 2d6 rounds, with no saving throw, while transmute mud to rock heals all of its lost hit points. * A stone to flesh spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Slow (Su) A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a DC 23 Will save to negate.

Golem (Iron)

	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Soldier / Solo			
Organization	Solitary or Gang (2-4x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	20 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	79	106	138	166
Speed	20 ft.			
Size, Type, Alignment	Medium construct, unaligned	Medium construct, unaligned	Large construct, unaligned	Huge construct, unaligned
Ability Scores / Saves	STR 21 (+5) DEX 11 (+0) CON 10 (+0) INT 10 (+0) WIS 9 (-1) CHA 1 (-5)	STR 21 (+5) DEX 11 (+0) CON 10 (+0) INT 10 (+0) WIS 9 (-1) CHA 1 (-5)	STR 23 (+6) DEX 7 (-2) CON 10 (+0) INT 10 (+0) WIS 9 (-1) CHA 1 (-5)	STR 28 (+9) DEX 9 (-1) CON 10 (+0) INT 10 (+0) WIS 13 (+1) CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except adamantine			
Immunities	diseased, exhaustion, fatigued, Magic, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	10	14	18	22
Special Abilities & Qualities	**Saving Throw** Constitution DC 14	**Saving Throw** Constitution DC 15	**Saving Throw** Constitution DC 16	**Saving Throw** Constitution DC 17

Breath Weapon As a free action with Recharge 1, an iron golem can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the golem uses this power. Inhaled; save Fort 23; frequency 1/round for 4 rounds; effect 1d4 Constitution damage; cure 2 saves. Ability damage suffered from this effect can be restored via restoration or more powerful healing magic.

	Low	Moderate	Advanced	Elite
Standard Actions	Slam Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d8+17/19-00 (26) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d8+17/19-00 (26) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d10+16/19-00 (27) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 6d8+22/19-00 (49) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

Golem (Stone)

	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Soldier / Solo			
Organization	Solitary or Gang (2-4x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	64	93	107	136
Speed	20 ft.			
Size, Type, Alignment	Medium construct, unaligned	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned
Ability Scores / Saves	STR 19 (+4) DEX 11 (+0) CON 10 (+0) INT 10 (+0) WIS 9 (-1) CHA 1 (-5)	STR 21 (+5) DEX 7 (-2) CON 10 (+0) INT 10 (+0) WIS 9 (-1) CHA 1 (-5)	STR 23 (+6) DEX 12 (+1) CON 10 (+0) INT 10 (+0) WIS 13 (+1) CHA 3 (-4)	STR 26 (+8) DEX 10 (+0) CON 10 (+0) INT 10 (+0) WIS 13 (+1) CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except adamantine			
Immunities	diseased, exhaustion, fatigued, Magic, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	10	14	18	22
Special Abilities & Qualities	**Saving Throw** Wisdom DC 14	**Saving Throw** Wisdom DC 15	**Saving Throw** Wisdom DC 16	**Saving Throw** Wisdom DC 17
	Slow A stone golem can use a slow effect, as the spell, as a free action with Recharge 2. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a Wisdom save to negate.			
Standard Actions	**Slam** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d8+10 (19) bludgeoning damage.	**Slam** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d10+9 (20) bludgeoning damage.	**Slam** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d8+11 (29) bludgeoning damage.	**Slam** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 6d8+13 (40) bludgeoning damage.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

OSR

Golem (Iron)

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Soldier / Solo			
# Encountered	Solitary or Gang (2-4x)			
Treasure	None			

AC	Armor Class	5 [14]	4 [15]	4 [15]	3 [16]
HD	Hit Dice	5 + 5	7 + 7	8 + 8	9 + 9
ATT	Attacks	Slam 2d8	Slam 2d8	Slam 2d10	Slam 6d8
THACO		15 [+4]	13 [+6]	12 [+7]	12 [+7]
MV	Move	60' (20')			
SV	Saves				
	D Death	**8**	**8**	**6**	**4**
	W Wand	**9**	**9**	**7**	**5**
	P Paralysis	**10**	**10**	**8**	**6**
	B Breath	**10**	**10**	**8**	**5**
	S Spell	**12**	**12**	**10**	**8**
	U ***Unified***	**10**	**10**	**8**	**6**
ML	Morale	11	11	11	11
AL	Alignment	Neutral			
XP	Experience	450	900	1,100	1,350

Special Abilities

BReath Weapon Once every 1d4+1 rounds, an iron golem can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the golem uses this power. Inhaled; save Death; frequency 1/round for 4 rounds; effect -2 Constitution damage; cure 2 saves. Ability damage suffered from this effect is restored only via magic healing.

OSR

Golem (Stone)

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Soldier / Solo			
# Encountered	Solitary or Gang (2-4x)			
Treasure	None			

AC	Armor Class	5 [14]	5 [14]	4 [15]	3 [16]
HD	Hit Dice	5 + 5	7 + 7	8 + 8	9 + 9
ATT	Attacks	Slam 2d8	Slam 2d10	Slam 4d8	Slam 6d8
THACO		15 [+4]	13 [+6]	12 [+7]	12 [+7]
MV	Move	60' (20')			
SV	Saves				
	D Death	**8**	**8**	**6**	**4**
	W Wand	**9**	**9**	**7**	**5**
	P Paralysis	**10**	**10**	**8**	**6**
	B Breath	**10**	**10**	**8**	**5**
	S Spell	**12**	**12**	**10**	**8**
	U ***Unified***	**10**	**10**	**8**	**6**
ML	Morale	11	11	11	11
AL	Alignment	Neutral			
XP	Experience	450	900	1,100	1,350

Special Abilities

Slow A stone golem can use a slow effect, as the spell, once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a Spell save to negate.

DCC

Golem (Iron)

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Soldier / Solo			
# Encountered	Solitary or Gang (2-4x)			
Treasure	None			

Init	Initiative	-3	-3	-2	-2
Atk	Attacks	Slam +7 melee (1d8+17)	Slam +7 melee (1d8+17)	Slam +6 melee (1d10+16)	Slam +7 melee (4d8+22)
Crit	Critical Hits	19+:M/d8	19+:M/d10	19+:M/d12	19+:M/d12
AC	Armor Class	14	15	15	16
HD	Hit Dice	3d10 + 3	5d10 + 5	6d10 + 6	7d10 + 7
MV	Move	20′			
ACT	Action Dice	1d24+2d20	2d24+1d20	3d24	1d30+2d24
SV	Saves				
	Fort	+2	+3	+4	+5
	Ref	+3	+3	+3	+5
	Will	+2	+3	+4	+6
AL	Alignment	N			

Special Abilities

BReath Weapon Once every 1d4+1 rounds, an iron golem can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the golem uses this power. Inhaled; save Death; frequency 1/round for 4 rounds; effect -2 Constitution damage; cure 2 saves. Ability damage suffered from this effect is restored only via magic healing.

DCC

Golem (Stone)

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Soldier / Solo			
# Encountered	Solitary or Gang (2-4x)			
Treasure	None			

Init	Initiative	-3	-2	-2	-2
Atk	Attacks	Slam +5 melee (1d8+3)	Slam +7 melee (1d10+3)	Slam +6 melee (3d8+4)	Slam +7 melee (4d8+4)
Crit	Critical Hits	20+:M/d8	20+:M/d10	20+:M/d12	20+:M/d12
AC	Armor Class	14	14	15	16
HD	Hit Dice	3d10 + 3	5d10 + 5	6d10 + 6	7d10 + 7
MV	Move	20′			
ACT	Action Dice	1d24+2d20	2d24+1d20	3d24	1d30+2d24
SV	Saves				
	Fort	+2	+3	+4	+5
	Ref	+3	+2	+5	+5
	Will	+2	+3	+5	+6
AL	Alignment	N			

Special Abilities

Slow A stone golem can use a slow effect, as the spell, once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a Will save to negate.

Pathfinder

Wickerman

	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Rare			
Role	Artillery / Elite			
Organization	Solitary			
Treasure	None			

CR	**6**	**10**	**14**	**18**
Align / Size	**TN Gargantuan** (fire)	**TN Gargantuan** (fire)	**TN Colossal** (fire)	**TN Colossal** (fire)
HD / Type	Construct 6	Construct 10	Construct 14	Construct 18
Initiative	+5	+5	+3	+5
Senses	**Perception** +0 **Darkvision** 60' **Low-Light Vision**	**Perception** +0 **Darkvision** 60' **Low-Light Vision**	**Perception** +0 **Darkvision** 60' **Low-Light Vision**	**Perception** +2 **Darkvision** 60' **Low-Light Vision**
Defense				
AC	**24** **touch** 11; **ff** 19 -4 Size; +5 Dex; +13 Natural	**24** **touch** 11; **ff** 19 -4 Size; +5 Dex; +13 Natural	**20** **touch** 5; **ff** 17 -8 Size; +3 Dex; +15 Natural	**24** **touch** 7; **ff** 19 -8 Size; +5 Dex; +17 Natural
hp	**95** (6d10)+60	**115** (10d10)+60	**155** (14d10)+80	**173** (18d10)+80
Saves	**Fort** +2 **Ref** +7 **Will** +2	**Fort** +3 **Ref** +8 **Will** +3	**Fort** +4 **Ref** +7 **Will** +4	**Fort** +6 **Ref** +11 **Will** +8
Def Abilities	Fast Healing 1; Weaknesses Vulnerability to Cold; **Immunities** Ability Damage, Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Fire, Mind-Affecting Effects, Necromancy, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning,			
Offense				
Movement	30'			
Attacks	**Ranged** burning brand +5 (4d4) or **Melee** slam +9 (2H: 2d6+10)	**Ranged** burning brand +9 (4d4) or **Melee** slam +16 (2H: 2d6+15)	**Ranged** burning brand +9 (4d6) or **Melee** slam +19 (2d8+13)	**Ranged** burning brand +15 (4d8) or **Melee** slam +26 (3d8+16)
Space / Reach	20' / 20'	20' / 20'	30' / 30'	30' / 30'
Special Atks	Burn (1d6, DC 13), Burning Brand, Grab, Wicker Cage			
Statistics				

Ability Scores	**Str** 25 **Dex** 20 **Con** * **Int** * **Wis** 10 **Cha** 7	**Str** 30 **Dex** 20 **Con** * **Int** * **Wis** 10 **Cha** 7	**Str** 37 **Dex** 16 **Con** * **Int** * **Wis** 10 **Cha** 7	**Str** 42 **Dex** 20 **Con** * **Int** * **Wis** 14 **Cha** 11
Core Attack	**Base Atk** +6 **CMB** +17 +21 grapple **CMD** 32	**Base Atk** +10 **CMB** +24 +28 grapple **CMD** 39	**Base Atk** +14 **CMB** +35 +39 grapple **CMD** 48	**Base Atk** +18 **CMB** +42 +46 grapple **CMD** 57
Feats	-	-	-	Ability Focus (Burn), Improved Natural Attack (Burning Brand, Slam)
Skills	Acrobatics +5, Bluff -2, Climb +7, Diplomacy -2, Disguise -2, Escape Artist +5, Fly -1, Intimidate -2, Perform (Untrained) -2, Ride +5, Stealth -7, Swim +7	Acrobatics +5, Bluff -2, Climb +10, Diplomacy -2, Disguise -2, Escape Artist +5, Fly -1, Intimidate -2, Perform (Untrained) -2, Ride +5, Stealth -7, Swim +10	Acrobatics +3, Bluff -2, Climb +13, Diplomacy -2, Disguise -2, Escape Artist +3, Fly -5, Intimidate -2, Perform (Untrained) -2, Ride +3, Stealth -13, Swim +13	Acrobatics +5, Climb +16, Escape Artist +5, Fly -3, Heal +2, Perception +2, Ride +5, Sense Motive +2, Stealth -11, Survival +2, Swim +16
Languages	-			
Special	Constant Blaze, Darkvision, Fast Healing 1, Fire Healing, Hardness 5			

Special Qualities & Abilities

Burn (Ex) You deal fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex (DC 21) save or catch fire, taking 1d6 damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Burning Brand (Ex) Once per round, a wickerman can draw forth pieces of its own body and throw them as a ranged attack with a range increment of 60 feet.

Constant Blaze (Su) A wickerman constantly burns but is never consumed. Its flames are magical. Immersion in water only suppresses the flames, and only for as long as the wickerman is immersed. While its flames are suppressed, the wickerman loses its burn ability, and its wicker cage ability doesn't deal fire damage or cause creatures to catch on fire.

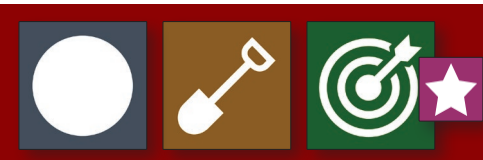
Fast Healing (Ex) You regain hit points at 1 hit points per round. You regain hit points at 1 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Fire Healing (Ex) A magical attack that deals fire damage heals the wickerman 1 point of damage for every 3 points of damage the attack would otherwise deal.

Hardness (Ex) The wickerman can ignore the first 5 points of damage from an attack.

Wicker Cage (Su) If a wickerman successfully grapples a creature, as a move action it can shove the grabbed creature into the cage built into its chest. This works like swallow whole (4d6 fire damage plus the target automatically catches on fire [Core Rulebook 444], AC 17, 15 hp). The DC to put out this fire is 17. If a creature cuts its way free, the wickerman can't use this ability again until it is fully healed. The save DC is Constitution-based.

Wickerman



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Rare			
Role	Artillery / Elite			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	18 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	95	115	155	173
Speed	30 ft.			
Size, Type, Alignment	Gargantuan construct, unaligned	Gargantuan construct, unaligned	Gargantuan construct, unaligned	Gargantuan construct, unaligned
Ability Scores / Saves	STR 20 (+5) DEX 17 (+3) CON 10 (+0) INT 10 (+0) WIS 8 (-1) CHA 5 (-3)	STR 22 (+6) DEX 17 (+3) CON 10 (+0) INT 10 (+0) WIS 8 (-1) CHA 5 (-3)	STR 26 (+8) DEX 14 (+2) CON 10 (+0) INT 10 (+0) WIS 8 (-1) CHA 5 (-3)	STR 28 (+9) DEX 17 (+3) CON 10 (+0) INT 10 (+0) WIS 12 (+1) CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, Fire, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	**Vulnerability to Cold** You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	6	10	14	18
Special Abilities & Qualities	**Saving Throw** Dexterity DC 13 **Damage** 1d6	**Saving Throw** Dexterity DC 14 **Damage** 2d6	**Saving Throw** Dexterity DC 15 **Damage** 4d6	**Saving Throw** Dexterity DC 16 **Damage** 6d6

Burn You deal fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Dexterity save or catch fire, taking 1d6 damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants advantage on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Dexterity save to avoid catching on fire.

	Low	Moderate	Advanced	Elite
Special Abilities & Qualities	**Burning Brand** Once per round, a wickerman can draw forth pieces of its own body and throw them as a ranged attack with a range increment of 60 feet.			
Special Abilities & Qualities	**Constant Blaze** A wickerman constantly burns but is never consumed. Its flames are magical. Immersion in water only suppresses the flames, and only for as long as the wickerman is immersed. While its flames are suppressed, the wickerman loses its burn ability, and its wicker cage ability doesn't deal fire damage or cause creatures to catch on fire.			
Special Abilities & Qualities	**Fast Healing** You regain hit points at 1 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately. **Fire Healing** A magical attack that deals fire damage heals the wickerman 1 point of damage for every 3 points of damage the attack would otherwise deal.			
Standard Actions	**Burning Brand** Ranged weapon attack: +5 to hit, one target. Hit 4d4 (6) bludgeoning damage. **Slam** Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 2d6+10 (17) bludgeoning damage.	**Burning Brand** Ranged weapon attack: +4 to hit, one target. Hit 4d4 (6) bludgeoning damage. **Slam** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+15 (22) bludgeoning damage.	**Burning Brand** Ranged weapon attack: +2 to hit, one target. Hit 4d6 (8) bludgeoning damage. **Slam** Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 2d8+13 (22) bludgeoning damage.	**Burning Brand** Ranged weapon attack: +3 to hit, one target. Hit 4d8 (10) bludgeoning damage. **Slam** Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 3d8+16 (30) bludgeoning damage.
Special Actions	**Saving Throw** DC 13	**Saving Throw** DC 14	**Saving Throw** DC 15	**Saving Throw** DC 16
	Wicker Cage If a wickerman successfully grapples a creature, as a move action it can shove the grabbed creature into the cage built into its chest. This works like swallow whole (4d6 fire damage plus the target automatically catches on fire, AC 17, 15 hp). If a creature cuts its way free, the wickerman can't use this ability again until it is fully healed.			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

P2E

Wickerman

	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Rare			
Role	Artillery / Elite			
Organization	Solitary			
Treasure	None			

Level	CREATURE 6	CREATURE 10	CREATURE 14	CREATURE 18
Rarity	RARE	RARE	RARE	RARE
Alignment	TN	TN	TN	TN
Size	GARGANTUAN	GARGANTUAN	GARGANTUAN	GARGANTUAN
Other Traits	CONSTRUCT, FIRE			
Perception	+6, darkvision, low-light vision	+10, darkvision, low-light vision	+14, darkvision, low-light vision	+22, darkvision, low-light vision
Languages	-			
Skills	Acrobatics +13, Athletics +15, Diplomacy +6, Deception +6, Intimidation +6, Performance +6, Stealth +13	Acrobatics +17, Athletics +22, Diplomacy +10, Deception +10, Intimidation +10, Performance +10, Stealth +17	Acrobatics +19, Athletics +29, Diplomacy +14, Deception +14, Intimidation +14, Performance +14, Stealth +19	Acrobatics +25, Athletics +36, Medicine +22, Stealth +25, Survival +22
Ability Scores	Str +7 Dex +5 Con +0 Int +0 Wis +0 Cha -2	Str +10 Dex +5 Con +0 Int +0 Wis +0 Cha -2	Str +13 Dex +3 Con +0 Int +0 Wis +0 Cha -2	Str +16 Dex +5 Con +0 Int +0 Wis +2 Cha +0
Items	-	-	-	-

Defense

AC	24	24	26	30
Fort	+2	+3	+4	+6
Ref	+13	+17	+19	+25
Will	+8	+12	+16	+22
hp	95	115	155	173

Immune	diseased, exhaustion, fatigued, Fire, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerable	**Vulnerability to Cold** You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure			

Offense & Actions

Speed	30 ft.			
Melee	Ranged Burning Brand +17 (grapple), Damage 4d4 bludgeoning	Ranged Burning Brand +21 (grapple), Damage 4d4 bludgeoning	Ranged Burning Brand +25 (grapple), Damage 4d6 bludgeoning	Ranged Burning Brand +34 (grapple), Damage 4d8 bludgeoning
	Melee Slam +19 (two-hand, grapple, unarmed, reach 20 ft.), Damage 2d6+10 bludgeoning	Melee Slam +27 (two-hand, grapple, unarmed, reach 20 ft.), Damage 2d6+15 bludgeoning	Melee Slam +36 (grapple, unarmed, reach 30 ft.), Damage 2d8+13 bludgeoning	Melee Slam +45 (grapple, unarmed, reach 30 ft.), Damage 3d8+16 bludgeoning
Burn	**Saving Throw** Reflex 12	**Saving Throw** Reflex 14	**Saving Throw** Reflex 16	**Saving Throw** Reflex 20
	Damage 1d6	**Damage** 2d6	**Damage** 4d6	**Damage** 6d6
	Burn You deal fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking 1d6 damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.			
Burning Brand	Once per round, a wickerman can draw forth pieces of its own body and throw them as a ranged attack with a range increment of 60 feet			
Fast Healing	**Fast Healing** You regain hit points at 1 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			
Fire Healing	**Fire Healing** A magical attack that deals fire damage heals the wickerman 1 point of damage for every 3 points of damage the attack would otherwise deal.			
Wicker Cage	**Saving Throw** DC 12	**Saving Throw** DC 14	**Saving Throw** DC 16	**Saving Throw** DC 20
	Damage 1d6	**Damage** 2d6	**Damage** 4d6	**Damage** 6d6
	Wicker Cage If a wickerman successfully grapples a creature, as a move action it can shove the grabbed creature into the cage built into its chest. This works like swallow whole (4d6 fire damage plus the target automatically catches on fire, AC 17, 15 hp). If a creature cuts its way free, the wickerman can't use this ability again until it is fully healed.			

Other Abilities

Innate Spells	-
Spellcasting	-

OSR

Wickerman

	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Rare			
Role	Artillery / Elite			
# Encountered	Solitary			
Treasure	None			

AC	Armor Class	7 [12]	6 [13]	6 [13]	6 [13]
HD	Hit Dice	4 + 4	5 + 5	7 + 7	8 + 8
ATT	Attacks	Burning Brand 4d4 or Slam 2d6	Burning Brand 4d4 or Slam 2d6	Burning Brand 4d6 or Slam 2d8	Burning Brand 4d8 or Slam 3d8
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV	Move	90' (30')			
SV	Saves				
	D Death	**10**	**8**	**8**	**6**
	W Wand	**11**	**9**	**9**	**7**
	P Paralysis	**12**	**10**	**10**	**8**
	B Breath	**13**	**10**	**10**	**8**
	S Spell	**14**	**12**	**12**	**10**
	***U* Unified**	**12**	**10**	**10**	**8**
ML	Morale	11	11	11	11
AL	Alignment	Neutral			
XP	Experience	225	450	900	1,100

Special Abilities

Burn — You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Breath save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Breath save to avoid catching on fire.

Burning Brand — Once per round, a wickerman can draw forth pieces of its own body and throw them as a ranged attack with a range increment of 60 feet.

Constant Blaze — A wickerman constantly burns but is never consumed. Its flames are magical. Immersion in water only suppresses the flames, and only for as long as the wickerman is immersed. While its flames are suppressed, the wickerman loses its burn ability, and its wicker cage ability doesn't deal fire damage or cause creatures to catch on fire.

Fast Healing — You regain hit points at 1 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Fire Healing — A magical attack that deals fire damage heals the wickerman 1 point of damage for every 3 points of damage the attack would otherwise deal.

Vulnerability to Cold — You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Wicker Cage — If a wickerman successfully grapples a creature, as a move action it can shove the grabbed creature into the cage built into its chest. This works like swallow whole (4d6 fire damage plus the target automatically catches on fire, AC 17, 15 hp). If a creature cuts its way free, the wickerman can't use this ability again until it is fully healed.

Wickerman

	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Rare			
Role	Artillery / Elite			
# Encountered	Solitary			
Treasure	None			

DCC

Init	Initiative	-1	-1	-1	-1
Atk	Attacks	Burning Brand +5 ranged (3d4) or Slam +6 melee (1d6+3)	Burning Brand +4 ranged (3d4) or Slam +7 melee (1d6+5)	Burning Brand +2 ranged (3d6) or Slam +8 melee (1d8+4)	Burning Brand +3 ranged (3d8) or Slam +7 melee (2d8+5)
Crit	Critical Hits	20+:M/d8	20+:M/d8	20+:M/d10	20+:M/d12
AC	Armor Class	12	13	13	13
HD	Hit Dice	2d10 + 2	3d10 + 3	5d10 + 5	6d10 + 6
MV	Move	30′			
ACT	Action Dice	1d24+1d20	1d24+2d20	1d24+2d20	3d24
SV	Saves				
	Fort	+1	+2	+3	+4
	Ref	+5	+5	+5	+7
	Will	+1	+2	+3	+5
AL	Alignment	N			

Special Abilities

Burn You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Burning Brand Once per round, a wickerman can draw forth pieces of its own body and throw them as a ranged attack with a range increment of 60 feet.

Constant Blaze A wickerman constantly burns but is never consumed. Its flames are magical. Immersion in water only suppresses the flames, and only for as long as the wickerman is immersed. While its flames are suppressed, the wickerman loses its burn ability, and its wicker cage ability doesn't deal fire damage or cause creatures to catch on fire.

Fast Healing You regain hit points at 1 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Fire Healing A magical attack that deals fire damage heals the wickerman 1 point of damage for every 3 points of damage the attack would otherwise deal.

Vulnerability to Cold You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Wicker Cage If a wickerman successfully grapples a creature, as a move action it can shove the grabbed creature into the cage built into its chest. This works like swallow whole (4d6 fire damage plus the target automatically catches on fire, AC 17, 15 hp). If a creature cuts its way free, the wickerman can't use this ability again until it is fully healed.

Pathfinder

Dragon (Bronze, Adult)

	Low	Moderate	Advanced	Elite
Terrain	Temperate Coastlines			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
Organization	Solitary			
Treasure	Triple			

CR	**8**	**12**	**16**	**20**
Align / Size	**LG Small** (water)	**LG Medium** (water)	**LG Huge** (water)	**LG Colossal** (water)
HD / Type	Dragon 8	Dragon 12	Dragon 16	Dragon 20
Initiative	+3	+3	+0	+0
Senses	**Perception** +12 **Darkvision** 120' **Blindsense** 60' **Low-Light Vision**	**Perception** +22 **Darkvision** 120' **Blindsense** 60' **Low-Light Vision**	**Perception** +28 **Darkvision** 120' **Blindsense** 60' **Low-Light Vision**	**Perception** +35 **Darkvision** 120' **Blindsense** 60' **Low-Light Vision** **Aura** Electricity (5', 1d6)
Defense				
AC	**22** **touch** 14; **ff** 19 +1 Size; +3 Dex; +8 Natural	**27** **touch** 13; **ff** 24 +3 Dex; +14 Natural	**28** **touch** 8; **ff** 28 -2 Size; +20 Natural	**28** **touch** 2; **ff** 28 -8 Size; +26 Natural
hp	**32** (8d12)	**71** (12d12)+24	**156** (16d12)+80	**328** (20d12)+220
Saves	**Fort** +6 **Ref** +9 **Will** +9	**Fort** +10 **Ref** +11 **Will** +12	**Fort** +15 **Ref** +10 **Will** +15	**Fort** +23 **Ref** +12 **Will** +20
Def Abilities	**Immunities** Electricity, Magical Sleep, Paralysis	**Immunities** Electricity, Magical Sleep, Paralysis	**DR** 5/magic **Immunities** Electricity, Magical Sleep, Paralysis, **Spell Resistance** 24	**DR** 10/magic **Immunities** Electricity, Magical Sleep, Paralysis, **Spell Resistance** 29
Offense				
Movement	40'; Swim 60'; Fly 150' (Average)	40'; Swim 60'; Fly 150' (Average); Wave Mastery	40'; Swim 60'; Fly 200' (Poor); Wave Mastery	40'; Swim 60'; Fly 250' (Clumsy); Wave Mastery

Attacks	**Melee** bite +10 (2H: 1d6+1) or **Melee** claws +10/+10 (2H: 1d4+1) or **Melee** wings +5/+5 (2H: 1d3+1)	**Melee** bite +16 (1d10+6) or **Melee** claws +16/+16 (1d6+4) or **Melee** wings +14/+14 (1d4+2) or **Melee** tail slap +14 (1d6+2)	**Melee** bite +22 (2d8+12) or **Melee** claws +22/+22 (2d6+8) or **Melee** wings +20/+20 (1d8+4) or **Melee** tail slap +20 (2d6+12)	**Melee** bite +26 (8d6+21) or **Melee** claws +26/+26 (4d8+14) or **Melee** wings +24/+24 (3d6+7) or **Melee** tail slap +24 (3d8+21)
Space / Reach	5' / 5'	10' / 5'	15' / 10'	30' / 20'
Special Atks	Breath Weapon (40' Line of Lightning 4d6 electricity, DC 14), Repulsion Breath (DC 14)	Breath Weapon (60' Line of Lightning 8d6 electricity, DC 18), Repulsion Breath (DC 18)	Breath Weapon (100' Line of Lightning 12d6 electricity, DC 23), Crush (2d8+12, DC 23), Repulsion Breath (DC 23)	Breath Weapon (140' Line of Lightning 16d6 electricity, DC 31), Crush (4d8+21, DC 31), Repulsion Breath (DC 31), Tail Sweep (2d8+21, DC 31)
Spellcasting (Innate)	*speak with animals* **(at will)**	*create food and water* **(at will);** *speak with animals* **(at will)**	*create food and water* **(at will);** *fog cloud* **(at will);** *speak with animals* **(at will)**	*create food and water* **(at will);** *detect thoughts* **(at will);** *fog cloud* **(at will);** *speak with animals* **(at will)**
Spellcasting	***Sorcerer (CL 8):*** **Spell DC 13+SL** **0th (at will):** *arcane mark; chameleon scales; dancing lights; daze; detect magic; detect poison; light; message; resistance*	***Sorcerer (CL 12):*** **Spell DC 14+SL** **1st (6x/day):** *alarm; mage armor; obscuring mist; shield; true strike* **0th (at will):** *arcane mark; chameleon scales; dancing lights; daze; detect magic; detect poison; light; message; resistance*	***Sorcerer (CL 16):*** **Spell DC 15+SL** **3rd (5x/day):** *blink; deep slumber; dispel magic; slow* **2nd (7x/day):** *blur; continual flame; darkness; gust of wind; mirror image* **1st (8x/day):** *alarm; mage armor; obscuring mist; shield; true strike* **0th (at will):** *arcane mark; chameleon scales; dancing lights; daze; detect magic; detect poison; light; message; resistance*	***Sorcerer (CL 20):*** **Spell DC 18+SL** **5th (5x/day):** *cloudkill; dismissal* **4th (8x/day):** *arcane eye; ball lightning; dimension door* **3rd (8x/day):** *blink; deep slumber; dispel magic; slow* **2nd (8x/day):** *blur; continual flame; darkness; gust of wind; mirror image* **1st (8x/day):** *alarm; mage armor; obscuring mist; shield; true strike* **0th (at will):** *arcane mark; chameleon scales; dancing lights; daze; detect magic; detect poison; light; message; resistance*

Statistics

Ability Scores	**Str** 13 **Dex** 16 **Con** 11 **Int** 16 **Wis** 17 **Cha** 16	**Str** 19 **Dex** 16 **Con** 15 **Int** 18 **Wis** 19 **Cha** 18	**Str** 27 **Dex** 10 **Con** 21 **Int** 20 **Wis** 21 **Cha** 20	**Str** 39 **Dex** 10 **Con** 32 **Int** 26 **Wis** 27 **Cha** 26

Core Attack	**Base Atk** +8 **CMB** +8 **CMD** 21 25 vs. trip	**Base Atk** +12 **CMB** +16 **CMD** 29 33 vs. trip	**Base Atk** +16 **CMB** +26 **CMD** 36 40 vs. trip	**Base Atk** +20 **CMB** +42 **CMD** 52 56 vs. trip
Feats	Flyby Attack, Hover, Power Attack, Vital Strike	Alertness, Flyby Attack, Hover, Multiattack, Power Attack, Vital Strike	Alertness, Cleave, Flyby Attack, Hover, Improved Vital Strike, Multiattack, Power Attack, Vital Strike	Alertness, Cleave, Flyby Attack, Hover, Improved Natural Attack (Bite, Claws), Improved Vital Strike, Multiattack, Power Attack, Vital Strike
Skills	Acrobatics +3, Appraise +3, Artistry +3, Bluff +3, Climb +1, Craft (Untrained) +3, Diplomacy +12, Disguise +3, Escape Artist +3, Fly +14, Handle Animal +9, Heal +3, Intimidate +12, Knowledge (Arcana) +12, Knowledge (Geography) +12, Perception +12, Perform (Untrained) +3, Ride +3, Sense Motive +13, Spellcraft +13, Stealth +18, Survival +3, Swim +20	Acrobatics +3, Appraise +4, Artistry +4, Bluff +4, Climb +4, Craft (Untrained) +4, Diplomacy +17, Disguise +4, Escape Artist +3, Fly +17, Handle Animal +15, Heal +4, Intimidate +17, Knowledge (Arcana) +17, Knowledge (Geography) +18, Perception +22, Perform (Untrained) +4, Ride +3, Sense Motive +22, Spellcraft +18, Stealth +18, Survival +4, Swim +27	Appraise +5, Artistry +5, Bluff +5, Climb +8, Craft (Untrained) +5, Diplomacy +24, Disguise +5, Fly +11, Handle Animal +21, Heal +5, Intimidate +24, Knowledge (Arcana) +24, Knowledge (Geography) +24, Perception +28, Perform (Untrained) +5, Sense Motive +28, Spellcraft +24, Stealth +11, Survival +5, Swim +35	Appraise +8, Artistry +8, Bluff +31, Climb +14, Craft (Untrained) +8, Diplomacy +31, Disguise +8, Fly +7, Handle Animal +28, Heal +8, Intimidate +31, Knowledge (Arcana) +31, Knowledge (Geography) +31, Knowledge (History) +31, Knowledge (Planes) +31, Perception +35, Perform (Untrained) +8, Sense Motive +35, Spellcraft +31, Stealth +7, Survival +8, Swim +45
Languages	Aquan, Common, Draconic, Drow, Druidic, Dwarven, Elven, Gnome, Goblin			
Special	Dragon Age Category, Bite, Blindsense, Breath Weapon, Change Shape, Claw, Damage Reduction, Darkvision, Dragon Senses, Dragon Traits, Electricity Aura (5 ft., 1d6), Frightful Presence, Immunities, Low-Light Vision, Spell-Like Abilities, Spell Resistance, Spells, Tail Slap, Water Breathing, Wave Mastery, Wing			

Special Qualities & Abilities

Breath Weapon (Su) 140' Line of Lightning 16d6 electricity, DC 31, usable every 1d4 rounds. Breath weapons allow a Reflex save for half damage. You are immune to your own breath weapon.

Change Shape (Su) A young or older bronze dragon can take any animal or humanoid form 3/day as if using polymorph.

Crush (Ex) A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Reflex save (DC 31) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals 4d8+21.

Electricity Aura (Su) An old or older bronze dragon has an aura of electricity. All creatures within 5 feet take 1d6 points of electricity damage at the start of the dragon's turn.

Frightful Presence (Ex) A dragon's frightful presence has a range equal to 30 feet x the dragon's age category [240'], but otherwise functions as detailed on page 300.

Repulsion Breath (Su) Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Will save or be compelled to do nothing but move away from the dragon for 1d6 rounds plus 1 round per age category. This is a mind-affecting compulsion effect.

Tail Sweep (Ex) This allows a Gargantuan or larger dragon to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal dragon), extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals 2d8+21. Affected creatures can attempt Reflex saves to take half damage (DC 31).

Water Breathing (Ex) A bronze dragon breathes water and can use its breath weapon, spells, and abilities underwater.

Wave Mastery (Su) For up to 80 minutes per day, a juvenile bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Flyby Attack This creature can make an attack before and after it moves while flying. When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack. Normal: Without this feat, the creature takes a standard action either before or after its move.

Hover This creature can hover in place with ease and can kick up clouds of dust and debris. A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check. If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet.

Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature). Normal: Without this feat, a creature must make a Fly skill check to hover and the creature does not create a cloud of debris while hovering.

Improved Vital Strike You can make a single attack that deals a large amount of damage. When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack three times and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra damage dice are not multiplied on a critical hit, but are added to the total.

Multiattack This creature is particularly skilled at making attacks with its natural weapons. The creature's secondary attacks with natural weapons take only a -2 penalty. Normal: Without this feat, the creature's secondary attacks with natural weapons take a -5 penalty.

Vital Strike You make a single attack that deals significantly more damage than normal. When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra damage dice are not multiplied on a critical hit, but are added to the total.

Pathfinder

Dragon (Bronze, Ancient)

	Low	Moderate	Advanced	Elite
Terrain	Temperate Coastlines			
Rarity	Rare			
Role	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
Organization	Solitary			
Treasure	Triple			

CR	**16**	**20**	**24**	**28**
Align / Size	**LG Large** (water)	**LG Huge** (water)	**LG Gargantuan** (water)	**LG Colossal** (water)
HD / Type	Dragon 16	Dragon 20	Dragon 24	Dragon 28
Initiative	+6	+5	+3	+4
Senses	**Perception** +24 **Darkvision** 120' **Blindsense** 60' **Low-Light Vision**	**Perception** +31 **Darkvision** 120' **Blindsense** 60' **Low-Light Vision** **Aura** Electricity (5', 1d6)	**Perception** +38 **Darkvision** 120' **Blindsense** 60' **Low-Light Vision** **Aura** Electricity (10', 1d6)	**Perception** +45 **Darkvision** 120' **Blindsense** 60' **Low-Light Vision** **Aura** Electricity (10', 2d6)
Defense				
AC	**31** **touch** 11; **ff** 29 -1 Size; +2 Dex; +20 Natural	**35** **touch** 9; **ff** 34 -2 Size; +1 Dex; +26 Natural	**37** **touch** 5; **ff** 37 -4 Size; -1 Dex; +32 Natural	**40** **touch** 2; **ff** 40 -8 Size; +38 Natural
hp	**131** (16d12)+48	**192** (20d12)+80	**306** (24d12)+168	**480** (28d12)+308
Saves	**Fort** +13 **Ref** +12 **Will** +15	**Fort** +16 **Ref** +13 **Will** +18	**Fort** +21 **Ref** +13 **Will** +21	**Fort** +27 **Ref** +16 **Will** +26
Def Abilities	**DR** 5/magic **Immunities** Electricity, Magical Sleep, Paralysis, **Spell Resistance** 23	**DR** 10/magic **Immunities** Electricity, Magical Sleep, Paralysis, **Spell Resistance** 26	**DR** 15/magic **Immunities** Electricity, Magical Sleep, Paralysis, **Spell Resistance** 29	**DR** 20/magic **Immunities** Electricity, Magical Sleep, Paralysis, **Spell Resistance** 33
Offense				
Movement	40'; Swim 60'; Fly 200' (Poor); Wave Mastery	40'; Swim 60'; Fly 200' (Poor); Wave Mastery	40'; Swim 60'; Fly 250' (Clumsy); Wave Mastery	40'; Swim 60'; Fly 250' (Clumsy); Wave Mastery

Attacks	**Melee** bite +21 (2d6+9/19-20) or **Melee** claws +21/+21 (1d10+6) or **Melee** wings +19/+19 (1d6+3) or **Melee** tail slap +19 (1d10+9)	**Melee** bite +26 (4d4+12/19-20) or **Melee** claws +26/+26 (2d6+8) or **Melee** wings +24/+24 (1d10+4) or **Melee** tail slap +24 (2d6+12)	**Melee** bite +32 (4d6+18/19-20) or **Melee** claws +32/+32 (2d8+12) or **Melee** wings +30/+30 (2d6+6) or **Melee** tail slap +30 (2d8+18)	**Melee** bite +36 (8d6+24/19-20) or **Melee** claws +36/+36 (4d8+16) or **Melee** wings +34/+34 (2d8+8) or **Melee** tail slap +34 (4d6+24)
Space / Reach	15' / 10'	15' / 10'	20' / 15'	30' / 20'
Special Atks	Breath Weapon (80' Line of Lightning 12d6 electricity, DC 21), Repulsion Breath (DC 21)	Breath Weapon (100' Line of Lightning 16d6 electricity, DC 24), Crush (2d8+12, DC 24), Repulsion Breath (DC 24)	Breath Weapon (120' Line of Lightning 20d6 electricity, DC 29), Crush (4d6+18, DC 29), Repulsion Breath (DC 29), Tail Sweep (2d6+18, DC 29), Vortex	Breath Weapon (140' Line of Lightning 24d6 electricity, DC 35), Crush (4d8+24, DC 35), Repulsion Breath (DC 35), Tail Sweep (2d8+24, DC 35), Tidal Wave, Vortex
Spellcasting (Innate)	*create food and water* **(at will);** *fog cloud* **(at will);** *speak with animals* **(at will)**	*create food and water* **(at will);** *detect thoughts* **(at will);** *fog cloud* **(at will);** *speak with animals* **(at will)**	*control water* **(at will);** *create food and water* **(at will);** *detect thoughts* **(at will);** *fog cloud* **(at will);** *speak with animals* **(at will)**	*control water* **(at will);** *control weather* **(at will);** *create food and water* **(at will);** *detect thoughts* **(at will);** *fog cloud* **(at will);** *speak with animals* **(at will)**
Spellcasting	***Sorcerer (CL 16):*** **Spell DC 15+SL** **3rd (5x/day):** *dispel magic; heroism; slow; suggestion* **2nd (7x/day):** *blur; gust of wind; invisibility; mirror image; web* **1st (8x/day):** *alarm; mage armor; obscuring mist; shield; true strike* **0th (at will):** *arcane mark; dancing lights; daze; detect magic; detect posion; light; message; prestidigitation; resistance*	***Sorcerer (CL 20):*** **Spell DC 16+SL** **5th (5x/day):** *dismissal; interposing hand; mind fog; teleport* **4th (7x/day):** *dimension door; ice storm; solid fog; stoneskin* **3rd (8x/day):** *dispel magic; heroism; slow; suggestion* **2nd (9x/day):** *blur; gust of wind; invisibility; mirror image; web* **1st (9x/day):** *alarm; mage armor; obscuring mist; shield; true strike* **0th (at will):** *arcane mark; dancing lights; daze; detect magic; detect posion; light; message; prestidigitation; resistance*	***Sorcerer (CL 24):*** **Spell DC 17+SL** **7th (5x/day):** *delayed blast fireball; spell turning; statue* **6th (7x/day):** *dispel magic (greater); mislead; suggestion (mass)* **5th (7x/day):** *dismissal; interposing hand; mind fog; teleport* **4th (7x/day):** *dimension door; ice storm; solid fog; stoneskin* **3rd (8x/day):** *dispel magic; heroism; slow; suggestion* **2nd (9x/day):** *blur; gust of wind; invisibility; mirror image; web* **1st (9x/day):** *alarm; mage armor; obscuring mist; shield; true strike* **0th (at will):** *arcane mark; dancing lights; daze; detect magic; detect posion; light; message; prestidigitation; resistance*	***Sorcerer (CL 28):*** **Spell DC 20+SL** **9th (5x/day):** *dominate monster; etherealness* **8th (7x/day):** *binding; demand; dimensional lock* **7th (7x/day):** *delayed blast fireball; spell turning; statue* **6th (8x/day):** *dispel magic (greater); mislead; suggestion (mass)* **5th (8x/day):** *dismissal; interposing hand; mind fog; teleport* **4th (8x/day):** *dimension door; ice storm; solid fog; stoneskin* **3rd (8x/day):** *dispel magic; heroism; slow; suggestion* **2nd (9x/day):** *blur; gust of wind; invisibility; mirror image; web* **1st (9x/day):** *alarm; mage armor; obscuring mist; shield; true strike* **0th (at will):** *arcane mark; dancing lights; daze; detect magic; detect posion; light; message; prestidigitation; resistance*

Statistics

Ability Scores	**Str** 23, **Dex** 14, **Con** 17, **Int** 20, **Wis** 21, **Cha** 20	**Str** 27, **Dex** 12, **Con** 19, **Int** 22, **Wis** 23, **Cha** 22	**Str** 35, **Dex** 8, **Con** 25, **Int** 24, **Wis** 25, **Cha** 24	**Str** 43, **Dex** 10, **Con** 32, **Int** 30, **Wis** 31, **Cha** 30
Core Attack	**Base Atk** +16 **CMB** +23 **CMD** 35 39 vs. trip	**Base Atk** +20 **CMB** +30 **CMD** 41 45 vs. trip	**Base Atk** +24 **CMB** +40 **CMD** 49 53 vs. trip	**Base Atk** +28 **CMB** +52 **CMD** 62 66 vs. trip
Feats	Flyby Attack, Hover, Improved Critical (Bite, Claw), Improved Initiative, Multiattack, Power Attack, Vital Strike	Alertness, Cleave, Flyby Attack, Hover, Improved Critical (Bite, Claw), Improved Initiative, Multiattack, Power Attack, Vital Strike	Alertness, Cleave, Flyby Attack, Great Cleave, Hover, Improved Critical (Bite, Claw), Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Vital Strike	Alertness, Cleave, Flyby Attack, Great Cleave, Hover, Improved Critical (Bite, Claw), Improved Initiative, Improved Natural Attack (Bite, Claws), Improved Vital Strike, Multiattack, Power Attack, Vital Strike
Skills	Acrobatics +2, Appraise +5, Artistry +5, Bluff +5, Climb +6, Craft (Untrained) +5, Diplomacy +20, Disguise +5, Escape Artist +2, Fly +11, Handle Animal +17, Heal +19, Intimidate +19, Knowledge (Arcana) +24, Knowledge (Geography) +24, Knowledge (History) +24, Perception +24, Perform (Untrained) +5, Ride +2, Sense Motive +24, Spellcraft +24, Stealth +12, Survival +5, Swim +28	Acrobatics +1, Appraise +6, Artistry +6, Bluff +6, Climb +8, Craft (Untrained) +6, Diplomacy +26, Disguise +6, Escape Artist +1, Fly +13, Handle Animal +23, Heal +26, Intimidate +25, Knowledge (Arcana) +29, Knowledge (Geography) +29, Knowledge (History) +29, Perception +31, Perform (Untrained) +6, Ride +1, Sense Motive +31, Spellcraft +29, Stealth +16, Survival +6, Swim +39	Acrobatics -1, Appraise +7, Artistry +7, Bluff +7, Climb +12, Craft (Untrained) +7, Diplomacy +34, Disguise +7, Escape Artist -1, Fly +12, Handle Animal +31, Heal +34, Intimidate +34, Knowledge (Arcana) +34, Knowledge (Geography) +34, Knowledge (History) +34, Perception +38, Perform (Untrained) +7, Ride -1, Sense Motive +38, Spellcraft +34, Stealth +14, Survival +7, Swim +47	Appraise +10, Artistry +10, Bluff +41, Climb +16, Craft (Untrained) +10, Diplomacy +41, Disguise +10, Fly +15, Handle Animal +38, Heal +41, Intimidate +41, Knowledge (Arcana) +41, Knowledge (Engineering) +41, Knowledge (Geography) +41, Knowledge (History) +41, Knowledge (Planes) +41, Perception +45, Perform (Untrained) +10, Sense Motive +45, Spellcraft +41, Stealth +15, Survival +10, Swim +55
Languages	Aquan, Common, Draconic, Druidic, Dwarven, Elven, Giant, Gnoll, Gnome, Halfling, Orc			
Special	Dragon Age Category, Bite, Blindsense, Breath Weapon, Change Shape, Claw, Damage Reduction, Darkvision, Dragon Senses, Dragon Traits, Electricity Aura (10 ft., 2d6), Frightful Presence, Immunities, Low-Light Vision, Spell-Like Abilities, Spell Resistance, Spells, Tail Slap, Water Breathing, Wave Mastery, Wing			

Special Qualities & Abilities

Breath Weapon (Su) 140' Line of Lightning 24d6 electricity, DC 35, usable every 1d4 rounds. Breath weapons allow a Reflex save for half damage. You are immune to your own breath weapon.

Change Shape (Su) A young or older bronze dragon can take any animal or humanoid form 3/day as if using polymorph.

Crush (Ex) A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Reflex save (DC 35) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals 4d8+24.

Electricity Aura (Su) An old or older bronze dragon has an aura of electricity. All creatures within 10 feet take 2d6 points of electricity damage at the start of the dragon's turn.

Frightful Presence (Ex) A dragon's frightful presence has a range equal to 30 feet x the dragon's age category [360'], but otherwise functions as detailed on page 300.

Repulsion Breath (Su) Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Will save or be compelled to do nothing but move away from the dragon for 1d6 rounds plus 1 round per age category. This is a mind-affecting compulsion effect.

Tail Sweep (Ex) This allows a Gargantuan or larger dragon to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal dragon), extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals 2d8+24. Affected creatures can attempt Reflex saves to take half damage (DC 35).

Tidal Wave (Su) A great wyrm bronze dragon can cause the sea to rise up and crush his enemies once per day as a standard action. This affects an area of coastline 120 feet in length and targets all creatures within 40 feet of the shore--treat the targets as if struck by an avalanche. Treat all creatures as if they were in the bury zone. The save DC to halve this damage is 35. Those who fail their saves take full damage and are drawn 60 feet off shore and deposited 20 feet under the surface on the round after the wave hits.

Vortex (Ex) Once per day, an ancient or older bronze dragon can create a vortex as a standard action, just like an elder water elemental. A bronze dragon can maintain this vortex for 12 rounds.

Water Breathing (Ex) A bronze dragon breathes water and can use its breath weapon, spells, and abilities underwater.

Wave Mastery (Su) For up to 120 minutes per day, a juvenile bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Flyby Attack This creature can make an attack before and after it moves while flying. When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack. Normal: Without this feat, the creature takes a standard action either before or after its move.

Great Cleave You can strike many adjacent foes with a single blow. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Hover This creature can hover in place with ease and can kick up clouds of dust and debris. A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check. If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature). Normal: Without this feat, a creature must make a Fly skill check to hover and the creature does not create a cloud of debris while hovering.

Improved Critical (Bite, Claw) Attacks made with your chosen weapon are quite deadly. When using the weapon you selected, your threat range is doubled.

Improved Vital Strike You can make a single attack that deals a large amount of damage. When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack three times and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra damage dice are not multiplied on a critical hit, but are added to the total.

Multiattack This creature is particularly skilled at making attacks with its natural weapons. The creature's secondary attacks with natural weapons take only a -2 penalty. Normal: Without this feat, the creature's secondary attacks with natural weapons take a -5 penalty.

Vital Strike You make a single attack that deals significantly more damage than normal. When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra damage dice are not multiplied on a critical hit, but are added to the total.

Pathfinder

Dragon (Bronze, Young)

	Low	Moderate	Advanced	Elite
Terrain	Temperate Coastlines			
Rarity	Rare			
Role	Controller / Elite	Controller / Elite	Leader / Elite	Leader / Elite
Organization	Solitary			
Treasure	Triple			

	Low	Moderate	Advanced	Elite
CR	**6**	**10**	**14**	**18**
Align / Size	**LG Tiny** (water)	**LG Large** (water)	**LG Huge** (water)	**LG Gargantuan** (water)
HD / Type	Dragon 6	Dragon 10	Dragon 14	Dragon 18
Initiative	+4	+1	+2	+1
Senses	**Perception** +10 **Darkvision** 120' **Blindsense** 60' **Low-Light Vision**	**Perception** +20 **Darkvision** 120' **Blindsense** 60' **Low-Light Vision**	**Perception** +27 **Darkvision** 120' **Blindsense** 60' **Low-Light Vision**	**Perception** +32 **Darkvision** 120' **Blindsense** 60' **Low-Light Vision**
Defense				
AC	**21** **touch** 16; **ff** 17 +2 Size; +4 Dex; +5 Natural	**21** **touch** 10; **ff** 20 -1 Size; +1 Dex; +11 Natural	**27** **touch** 10; **ff** 25 -2 Size; +2 Dex; +17 Natural	**30** **touch** 7; **ff** 29 -4 Size; +1 Dex; +23 Natural
hp	**23** (6d12)-6	**83** (10d12)+30	**178** (14d12)+98	**297** (18d12)+180
Saves	**Fort** +4 **Ref** +9 **Will** +7	**Fort** +10 **Ref** +8 **Will** +10	**Fort** +16 **Ref** +11 **Will** +15	**Fort** +21 **Ref** +12 **Will** +18
Def Abilities	**Immunities** Electricity, Magical Sleep, Paralysis	**Immunities** Electricity, Magical Sleep, Paralysis	**DR** 5/magic **Immunities** Electricity, Magical Sleep, Paralysis, **Spell Resistance** 24	**DR** 10/magic **Immunities** Electricity, Magical Sleep, Paralysis, **Spell Resistance** 27
Offense				
Movement	40'; Swim 60'; Fly 100' (Average)	40'; Swim 60'; Fly 200' (Poor)	40'; Swim 60'; Fly 200' (Poor); Wave Mastery	40'; Swim 60'; Fly 250' (Clumsy); Wave Mastery

Attacks	**Melee** bite +7 (1d4-1) or **Melee** claws +7/+7 (1d3-1)	**Melee** bite +14 (2d6+7) or **Melee** claws +14/+14 (1d8+5) or **Melee** wings +12/+12 (1d6+2) or **Melee** tail slap +12 (1d8+7)	**Melee** bite +21 (3d8+13) or **Melee** claws +21/+21 (3d6+9) or **Melee** wings +19/+19 (1d8+4) or **Melee** tail slap +19 (2d6+13)	**Melee** bite +28 (4d8+21) or **Melee** claws +28/+28 (4d6+14) or **Melee** wings +26/+26 (2d6+7) or **Melee** tail slap +26 (3d6+21)
Space / Reach	2.5' / 0'	10' / 5'	15' / 10'	20' / 15'
Special Atks	Breath Weapon (30' Line of Lightning 2d6 electricity, DC 12), Repulsion Breath (DC 12)	Breath Weapon (80' Line of Lightning 6d6 electricity, DC 18), Repulsion Breath (DC 18)	Breath Weapon (100' Line of Lightning 10d6 electricity, DC 24), Crush (2d8+13, DC 24), Repulsion Breath (DC 24)	Breath Weapon (120' Line of Lightning 14d6 electricity, DC 31), Crush (4d6+21, DC 31), Repulsion Breath (DC 29), Tail Sweep (2d6+21, DC 29)
Spellcasting (Innate)	-	*speak with animals* **(at will)**	*create food and water* **(at will);** *speak with animals* **(at will)**	*create food and water* **(at will);** *fog cloud* **(at will);** *speak with animals* **(at will)**
Spellcasting	***Sorcerer (CL 6):*** **Spell DC 12+SL** **0th (at will):** *arcane mark; dancing lights; daze; detect magic; light; message; prestidigitation; resistance*	***Sorcerer (CL 10):*** **Spell DC 13+SL** **1st (4x/day):** *alarm; obscuring mist* **0th (at will):** *arcane mark; dancing lights; daze; detect magic; light; message; prestidigitation; resistance*	***Sorcerer (CL 14):*** **Spell DC 16+SL** **2nd (6x/day):** *adoration; burning gaze; cat's grace; compassionate ally* **1st (8x/day):** *alarm; delusional pride; detect undead; hold portal; obscuring mist* **0th (at will):** *arcane mark; dancing lights; daze; detect magic; light; message; prestidigitation; resistance*	***Sorcerer (CL 18):*** **Spell DC 17+SL** **4th (5x/day):** *daze, mass; ice storm* **3rd (8x/day):** *countless eyes; fireball; flame arrow* **2nd (8x/day):** *adoration; burning gaze; cat's grace; compassionate ally* **1st (8x/day):** *alarm; delusional pride; detect undead; hold portal; obscuring mist* **0th (at will):** *arcane mark; dancing lights; daze; detect magic; light; message; prestidigitation; resistance*

Statistics

Ability Scores	**Str** 9 **Dex** 18 **Con** 9 **Int** 14 **Wis** 15 **Cha** 14	**Str** 21 **Dex** 12 **Con** 17 **Int** 16 **Wis** 17 **Cha** 16	**Str** 29 **Dex** 14 **Con** 24 **Int** 22 **Wis** 23 **Cha** 22	**Str** 38 **Dex** 12 **Con** 30 **Int** 24 **Wis** 25 **Cha** 24
Core Attack	**Base Atk** +6 **CMB** +8 **CMD** 17 21 vs. trip	**Base Atk** +10 **CMB** +16 **CMD** 27 31 vs. trip	**Base Atk** +14 **CMB** +25 **CMD** 37 41 vs. trip	**Base Atk** +18 **CMB** +36 **CMD** 47 51 vs. trip

Feats	Flyby Attack, Multiattack, Power Attack	Alertness, Flyby Attack, Multiattack, Power Attack, Vital Strike	Alertness, Flyby Attack, Improved Natural Attack (Bite, Claws), Multiattack, Power Attack, Vital Strike	Ability Focus (Breath Weapon, Crush), Alertness, Flyby Attack, Improved Natural Attack (Bite, Claws), Multiattack, Power Attack, Vital Strike
Skills	Acrobatics +4, Appraise +2, Artistry +2, Bluff +2, Climb +4, Craft (Untrained) +2, Diplomacy +10, Disguise +2, Escape Artist +4, Fly +16, Heal +2, Intimidate +10, Knowledge (Arcana) +11, Perception +10, Perform (Untrained) +2, Ride +4, Sense Motive +10, Spellcraft +10, Stealth +21, Survival +2, Swim +16	Acrobatics +1, Appraise +3, Artistry +3, Bluff +3, Climb +5, Craft (Untrained) +3, Diplomacy +16, Disguise +3, Escape Artist +1, Fly +8, Heal +3, Intimidate +16, Knowledge (Arcana) +16, Perception +20, Perform (Untrained) +3, Ride +1, Sense Motive +20, Spellcraft +16, Stealth +10, Survival +3, Swim +26	Acrobatics +2, Appraise +6, Artistry +6, Bluff +23, Climb +9, Craft (Untrained) +6, Diplomacy +23, Disguise +6, Escape Artist +2, Fly +11, Heal +6, Intimidate +23, Knowledge (Arcana) +23, Knowledge (History) +23, Knowledge (Planes) +23, Perception +27, Perform (Untrained) +6, Ride +2, Sense Motive +27, Spellcraft +23, Stealth +11, Survival +6, Swim +34	Acrobatics +1, Appraise +7, Artistry +7, Bluff +28, Climb +14, Craft (Untrained) +7, Diplomacy +28, Disguise +7, Escape Artist +1, Fly +8, Heal +7, Intimidate +28, Knowledge (Arcana) +28, Knowledge (History) +28, Knowledge (Nature) +28, Knowledge (Planes) +28, Perception +32, Perform (Untrained) +7, Ride +1, Sense Motive +32, Spellcraft +28, Stealth +10, Survival +7, Swim +43
Languages	Aquan, Common, Draconic, Druidic, Elven, Giant, Gnome, Read Lips			
Special	Dragon Age Category, Bite, Blindsense, Breath Weapon, Change Shape, Claw, Damage Reduction, Darkvision, Dragon Senses, Dragon Traits, Frightful Presence, Immunities, Low-Light Vision, Spell-Like Abilities, Spell Resistance, Spells, Tail Slap, Water Breathing, Wave Mastery, Wing			

Special Qualities & Abilities

Breath Weapon (Su) 120' Line of Lightning 14d6 electricity, DC 31, usable every 1d4 rounds. Breath weapons allow a Reflex save for half damage. You are immune to your own breath weapon.

Change Shape (Su) A young or older bronze dragon can take any animal or humanoid form 3/day as if using polymorph.

Crush (Ex) A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Reflex save (DC 31) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals 4d6+21.

Frightful Presence (Ex) A dragon's frightful presence has a range equal to 30 feet x the dragon's age category [210'], but otherwise functions as detailed on page 300.

Repulsion Breath (Su) Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Will save or be compelled to do nothing but move away from the dragon for 1d6 rounds plus 1 round per age category. This is a mind-affecting compulsion effect.

Tail Sweep (Ex) This allows a Gargantuan or larger dragon to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal dragon), extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals 2d6+21. Affected creatures can attempt Reflex saves to take half damage (DC 29).

Water Breathing (Ex) A bronze dragon breathes water and can use its breath weapon, spells, and abilities underwater.

Wave Mastery (Su) For up to 70 minutes per day, a juvenile bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Flyby Attack This creature can make an attack before and after it moves while flying. When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack. Normal: Without this feat, the creature takes a standard action either before or after its move.

Multiattack This creature is particularly skilled at making attacks with its natural weapons. The creature's secondary attacks with natural weapons take only a -2 penalty. Normal: Without this feat, the creature's secondary attacks with natural weapons take a -5 penalty.

Vital Strike You make a single attack that deals significantly more damage than normal. When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra damage dice are not multiplied on a critical hit, but are added to the total.

5E

Dragon (Bronze, Adult)

	Low	Moderate	Advanced	Elite
Terrain	Temperate Coastlines			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
Organization	Solitary			
Treasure	Triple			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	19 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	32	71	156	328
Speed	40 ft. Swim 60 ft. Fly 150 ft. (Average)			
Size, Type, Alignment	Small dragon, lawful good	Medium dragon, lawful good	Huge dragon, lawful good	Gargantuan dragon, lawful good
Ability Scores / Saves	STR 11 (+0) DEX 14 (+2) CON 9 (-1) INT 14 (+2) WIS 15 (+2) CHA 14 (+2)	STR 17 (+3) DEX 14 (+2) CON 13 (+1) INT 16 (+3) WIS 17 (+3) CHA 16 (+3)	STR 20 (+5) DEX 8 (-1) CON 18 (+4) INT 17 (+3) WIS 18 (+4) CHA 17 (+3)	STR 26 (+8) DEX 8 (-1) CON 23 (+6) INT 20 (+5) WIS 20 (+5) CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	Electricity, Magical unconscious, paralyzed			
Vulnerabilities	-			
Senses	Passive Perception +15, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft.
Languages	Aquan, Common, Draconic, Drow, Druidic, Dwarven, Elvish, Gnomish, Goblin			
Challenge	8	12	16	20
Special Abilities & Qualities	**Save** DC 15; **Dmg** 10d6	**Save** DC 27; **Dmg** 12d6	**Save** DC 19; **Dmg** 16d6	**Save** DC 22; **Dmg** 20d8

Breath Weapon 140' Line of Lightning, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.

Repulsion Breath Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Wisdom save or be compelled to do nothing but move away from the dragon for 1d6 rounds. This is a mind-affecting compulsion effect.

Change Shape A bronze dragon can take any animal or humanoid form 3/day as if using polymorph.

Wave Mastery For up to 120 minutes per day, a bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water.

	Low	Moderate	Advanced	Elite
Special Abilities & Qualities	**Save** Dexterity 15; **Dmg** 1d6	**Save** Dexterity 17; **Dmg** 2d6	**Save** Dexterity 19; **Dmg** 3d6	**Save** Dexterity 22; **Dmg** 5d6
	Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.			
Special Abilities & Qualities	**Damage** 1d6	**Damage** 2d6	**Damage** 4d6	**Damage** 5d6
	Electricity Aura A bronze dragon has an aura of electricity. All creatures within 10 feet take electricity damage at the start of the dragon's turn.			
Standard Actions	**Bite** Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.	**Bite** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d10+6 (12) piercing damage.	**Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d8+12 (21) piercing damage.	**Bite** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 8d6+21 (49) piercing damage.
	Claws Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.	**Claws** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.	**Claws** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.	**Claws** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d8+14 (32) slashing damage.
	Wings Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d3+1 (3) bludgeoning damage.	**Wings** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.	**Wings** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	**Wings** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+7 (18) bludgeoning damage.
		Tail Slap Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.	**Tail Slap** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.	**Tail Slap** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d8+21 (34) bludgeoning damage.
Special Actions	**Save** Wisdom DC 15	**Save** Wisdom DC 17	**Save** Wisdom DC 19	**Save** Wisdom DC 22
	Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.			
Special Actions	**Save** Dexterity 15; **Dmg** 1d6	**Save** Dexterity 17; **Dmg** 3d6	**Save** Dexterity 19; **Dmg** 4d6	**Save** Dexterity 22; **Dmg** 6d6
	Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.			
Innate Spellcasting	*create food and water (at will); detect thoughts (at will); fog cloud (at will); speak with animals (at will)*			
Spellcasting	**Known Sorcerer Spells (CL 10th):**	**Known Sorcerer Spells (CL 12th):**	**Known Sorcerer Spells (CL 14th):**	**Known Sorcerer Spells (CL 18th):**
	cloudkill; arcane eye; lightning bolt; dimension door; blink; sleep; dispel magic; slow; blur; continual flame; darkness; gust of wind; mirror image; alarm; mage armor; shield; true strike; chameleon scales; dancing lights; detect magic; detect light; message; resistance			
Possessions	-			

5E

Dragon (Bronze, Ancient)

	Low	Moderate	Advanced	Elite
Terrain	Temperate Coastlines			
Rarity	Rare			
Role	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
Organization	Solitary			
Treasure	Triple			

	Low	Moderate	Advanced	Elite
Armor Class	20 (natural armor)	22 (natural armor)	22 (natural armor)	23 (natural armor)
Hit Points	131	192	306	480
Speed	40 ft. Swim 60 ft. Fly 200 ft. (Poor), Wave Mastery			
Size, Type, Alignment	Large dragon, lawful good	Huge dragon, lawful good	Gargantuan dragon, lawful good	Gargantuan dragon, lawful good
Ability Scores / Saves	STR 18 (+4) DEX 12 (+1) CON 15 (+2) INT 17 (+3) WIS 18 (+4) CHA 17 (+3)	STR 20 (+5) DEX 10 (+0) CON 17 (+3) INT 18 (+4) WIS 18 (+4) CHA 18 (+4)	STR 24 (+7) DEX 6 (-2) CON 20 (+5) INT 19 (+4) WIS 20 (+5) CHA 19 (+4)	STR 28 (+9) DEX 8 (-1) CON 23 (+6) INT 22 (+6) WIS 22 (+6) CHA 22 (+6)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	Electricity, Magical unconscious, paralyzed			
Vulnerabilities	-			
Senses	Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +22, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +24, Blindsight 60 ft., Darkvision 120 ft.
Languages	Aquan, Common, Draconic, Druidic, Dwarven, Elvish, Giant, Gnoll, Gnomish, Halfling, Orc			
Challenge	16	20	24	28
Special Abilities & Qualities	**Save** DC 18; **Dmg** 12d6	**Save** DC 20; **Dmg** 16d6	**Save** DC 22; **Dmg** 20d6	**Save** DC 24; **Dmg** 24d8

Breath Weapon 140' Line of Lightning, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.

Repulsion Breath Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Wisdom save or be compelled to do nothing but move away from the dragon for 1d6 rounds. This is a mind-affecting compulsion effect.

Change Shape A bronze dragon can take any animal or humanoid form 3/day as if using polymorph.

Wave Mastery For up to 120 minutes per day, a bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water.

	Low	Moderate	Advanced	Elite
Special Abilities & Qualities	**Save** Dexterity 18; **Dmg** 2d6	**Save** Dexterity 20; **Dmg** 3d6	**Save** Dexterity 22; **Dmg** 5d6	**Save** Dexterity 24; **Dmg** 8d6
	Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.			
Special Abilities & Qualities	**Damage** 2d6	**Damage** 3d6	**Damage** 5d6	**Damage** 7d6
	Electricity Aura A bronze dragon has an aura of electricity. All creatures within 10 feet take electricity damage at the start of the dragon's turn.			
Standard Actions	**Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+9/19-00 (16) piercing damage.	**Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 4d4+12/19-00 (22) piercing damage.	**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+18/19-00 (32) piercing damage.	**Bite** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 8d6+24/19-00 (52) piercing damage.
	Claws Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+6 (12) slashing damage.	**Claws** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.	**Claws** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+12 (21) slashing damage.	**Claws** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d8+16 (34) slashing damage.
	Wings Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	**Wings** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+4 (10) bludgeoning damage.	**Wings** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage.	**Wings** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d8+8 (17) bludgeoning damage.
	Tail Slap Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+9 (14) bludgeoning damage.	**Tail Slap** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.	**Tail Slap** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+18 (27) bludgeoning damage.	**Tail Slap** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+24 (38) bludgeoning damage.
Special Actions	**Save** Wisdom DC 18	**Save** Wisdom DC 20	**Save** Wisdom DC 22	**Save** Wisdom DC 24
	Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.			
Special Actions	**Save** Dexterity 18; **Dmg** 2d6	**Save** Dexterity 20; **Dmg** 4d6	**Save** Dexterity 22; **Dmg** 6d6	**Save** Dexterity 24; **Dmg** 8d6
	Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.			
Special Actions	**Save** Dexterity 18; **Dmg** 4d6	**Save** Dexterity 20; **Dmg** 5d6	**Save** Dexterity 22; **Dmg** 8d6	**Save** Dexterity 24; **Dmg** 12d6
	Tidal Wave A bronze dragon can cause the sea to rise up and crush his enemies once per day as a standard action. This affects an area of coastline 120 feet in length and targets all creatures within 40 feet of the shore-treat the targets as if struck by an avalanche. Treat all creatures as if they were in the bury zone. Each affected creature may attempt a Dexterity save to halve the damage suffered. Those who fail their saves take full damage and are drawn 60 feet off shore and deposited 20 feet under the surface on the round after the wave hits.			
Special Actions	**Vortex** Once per day, a bronze dragon can create a vortex as a standard action, just like an elder water elemental. A bronze dragon can maintain this vortex for 12 rounds.			
Innate Spellcasting	*control water (at will); control weather (at will); create food and water (at will); detect thoughts (at will); fog cloud (at will); speak with animals (at will)*			
Spellcasting	**Known Sorcerer Spells (CL 12th):**	**Known Sorcerer Spells (CL 14th):**	**Known Sorcerer Spells (CL 16th):**	**Known Sorcerer Spells (CL 20th):**
	etherealness; command; delayed blast fireball; counterspell; stone shape; mislead; suggestion; bigby's hand; mind spike; teleport; dimension door; ice storm; fog cloud; stoneskin; dispel magic; slow; blur; gust of wind; invisibility; mirror image; web; alarm; mage armor; shield; true strike; dancing lights; detect magic; light; message; prestidigitation; resistance			
Possessions	-			

5E

Dragon (Bronze, Young)

	Low	Moderate	Advanced	Elite
Terrain	Temperate Coastlines			
Rarity	Rare			
Role	Controller / Elite	Controller / Elite	Leader / Elite	Leader / Elite
Organization	Solitary			
Treasure	Triple			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	23	83	178	297
Speed	40 ft. Swim 60 ft. Fly 100 ft. (Average)			
Size, Type, Alignment	Tiny dragon, lawful good	Large dragon, lawful good	Huge dragon, lawful good	Gargantuan dragon, lawful good
Ability Scores / Saves	STR 7 (-2) DEX 16 (+3) CON 7 (-2) INT 12 (+1) WIS 13 (+1) CHA 12 (+1)	STR 18 (+4) DEX 10 (+0) CON 15 (+2) INT 14 (+2) WIS 15 (+2) CHA 14 (+2)	STR 22 (+6) DEX 12 (+1) CON 19 (+4) INT 18 (+4) WIS 18 (+4) CHA 18 (+4)	STR 26 (+8) DEX 10 (+0) CON 22 (+6) INT 19 (+4) WIS 20 (+5) CHA 19 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	Electricity, Magical unconscious, paralyzed			
Vulnerabilities	-			
Senses	Passive Perception +11, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft.
Languages	Aquan, Common, Draconic, Druidic, Elvish, Giant, Gnomish, Read Lips			
Challenge	4	8	12	16
Special Abilities & Qualities	**Save** DC 14; **Dmg** 6d6	**Save** DC 16; **Dmg** 8d6	**Save** DC 19; **Dmg** 10d6	**Save** DC 22; **Dmg** 14d6
	Breath Weapon 120' Line of Lightning, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.			
	Repulsion Breath Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Wisdom save or be compelled to do nothing but move away from the dragon for 1d6 rounds. This is a mind-affecting compulsion effect.			
Special Abilities & Qualities	**Change Shape** A bronze dragon can take any animal or humanoid form 3/day as if using polymorph.			
	Wave Mastery For up to 120 minutes per day, a bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water.			

	Low	Moderate	Advanced	Elite
Special Abilities & Qualities	**Save** Dexterity 14; **Dmg** 1d6	**Save** Dexterity 16; **Dmg** 2d6	**Save** Dexterity 19; **Dmg** 3d6	**Save** Dexterity 22; **Dmg** 4d6
	Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.			
Standard Actions	**Bite** Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	**Bite** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.	**Bite** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d8+13 (26) piercing damage.	**Bite** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+21 (39) piercing damage.
	Claws Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d3+0 (2) slashing damage.	**Claws** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+5 (10) slashing damage.	**Claws** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+9 (20) slashing damage.	**Claws** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+14 (28) slashing damage.
		Wings Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.	**Wings** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	**Wings** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+7 (14) bludgeoning damage.
		Tail Slap Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.	**Tail Slap** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13 (20) bludgeoning damage.	**Tail Slap** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+21 (32) bludgeoning damage.
Special Actions	**Save** Wisdom DC 14	**Save** Wisdom DC 16	**Save** Wisdom DC 19	**Save** Wisdom DC 22
	Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.			
Special Actions	**Save** Dexterity 14; **Dmg** 1d4	**Save** Dexterity 16; **Dmg** 2d6	**Save** Dexterity 19; **Dmg** 3d6	**Save** Dexterity 22; **Dmg** 4d6
	Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.			
Innate Spellcasting	*create food and water (at will); fog cloud (at will); speak with animals (at will)*			
Spellcasting	**Known Sorcerer Spells (CL 10th):**	**Known Sorcerer Spells (CL 12th):**	**Known Sorcerer Spells (CL 14th):**	**Known Sorcerer Spells (CL 18th):**
	ice storm; fireball; flame arrows; burning gaze; compassionate ally; alarm; delusional pride; arcane lock; dancing lights; detect magic; light; message; prestidigitation; resistance			
Possessions	-			

P2E

Dragon (Bronze, Adult)

	Low	Moderate	Advanced	Elite
Terrain	Temperate Coastlines			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
Organization	Solitary			
Treasure	Triple			

Level	CREATURE 8	CREATURE 12	CREATURE 16	CREATURE 20
Rarity	RARE	RARE	RARE	UNCOMMON
Alignment	LG	LG	LG	LG
Size	SMALL	MEDIUM	HUGE	GARGANTUAN
Other Traits	DRAGON, WATER			
Perception	+17, darkvision, low-light vision	+24, darkvision, low-light vision	+29, darkvision, low-light vision	+36, darkvision, low-light vision
Languages	Aquan, Common, Draconic, Drow, Druidic, Dwarven, Elvish, Gnomish, Goblin			
Skills	Acrobatics +13, Athletics +11, Crafting +13, Diplomacy +13, Deception +13, Medicine +13, Intimidation +13, Arcana +13, Performance +13, Stealth +13, Survival +13	Acrobatics +17, Athletics +18, Crafting +18, Diplomacy +18, Deception +18, Medicine +18, Intimidation +18, Arcana +18, Performance +18, Stealth +17, Survival +18	Athletics +26, Crafting +23, Diplomacy +23, Deception +23, Medicine +23, Intimidation +23, Arcana +23, Performance +23, Stealth +18, Survival +23	Athletics +36, Crafting +30, Diplomacy +30, Deception +30, Medicine +30, Intimidation +30, Arcana +30, Lore +30, Occultism +30, Performance +30, Stealth +22, Survival +30
Ability Scores	Str +1 Dex +3 Con +0 Int +3 Wis +3 Cha +3	Str +4 Dex +3 Con +2 Int +4 Wis +4 Cha +4	Str +8 Dex +0 Con +5 Int +5 Wis +5 Cha +5	Str +14 Dex +0 Con +11 Int +8 Wis +8 Cha +8

Defense

AC	23	27	28	28
Fort	+10	+16	+23	+33
Ref	+13	+17	+18	+22
Will	+13	+18	+23	+30
hp	52	102	184	350
Immune	Electricity, Magical unconscious, paralyzed			
Resists	all physical attacks except magic			

Auras

Save Will 17; **Dmg** 1d6 | **Save** Will 20; **Dmg** 2d6 | **Save** Will 23; **Dmg** 4d6 | **Save** Will 29; **Dmg** 5d6

Electricity Aura A bronze dragon has an aura of electricity. All creatures within 10 feet take electricity damage at the start of the dragon's turn. No save is allowed for this effect.

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Offense & Actions

Speed

40 ft. Swim 60 ft. Fly 150 ft. (Average), **Wave Mastery:** For up to 120 minutes per day, a bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water.

Melee

Melee Bite +13 (two-hand, unarmed, reach 5 ft.), Damage 1d6+1 piercing	Melee Bite +24 (agile, unarmed, reach 5 ft.), Damage 1d10+6 piercing	Melee Bite +33 (agile, unarmed, reach 10 ft.), Damage 2d8+12 piercing	Melee Bite +45 (agile, unarmed, reach 20 ft.), Damage 8d6+21 piercing
Melee Claws +13 (two-hand, unarmed, reach 5 ft.), Damage 1d4+1 slashing	Melee Claws +24 (agile, unarmed, reach 5 ft.), Damage 1d6+4 slashing	Melee Claws +33 (agile, unarmed, reach 10 ft.), Damage 2d6+8 slashing	Melee Claws +45 (agile, unarmed, reach 20 ft.), Damage 4d8+14 slashing
Melee Wings +13 (two-hand, reach 5 ft.), Damage 1d3+1 bludgeoning	Melee Wings +24 (agile, reach 5 ft.), Damage 1d4+2 bludgeoning	Melee Wings +33 (agile, reach 10 ft.), Damage 1d8+4 bludgeoning	Melee Wings +45 (agile, reach 20 ft.), Damage 3d6+7 bludgeoning
	Melee Tail Slap +24 (agile, reach 5 ft.), Damage 1d6+2 bludgeoning	Melee Tail Slap +33 (agile, reach 10 ft.), Damage 2d6+12 bludgeoning	Melee Tail Slap +45 (agile, reach 20 ft.), Damage 3d8+21 bludgeoning

Breath Weapon

Save DC 17; **Dmg** 12d6 | **Save** DC 20; **Dmg** 14d6 | **Save** DC 23; **Dmg** 16d6 | **Save** DC 29; **Dmg** 18d8

140' Line of Lightning, usable every 1d4 rounds. Breath weapons allow a Reflex save for half damage. You are immune to your own breath weapon.

Repulsion Breath: Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Will save or be compelled to do nothing but move away from the dragon for 1d6 rounds. This is a mind-affecting compulsion effect.

Change Shape

A bronze dragon can take any animal or humanoid form 3/day as if using polymorph.

Crush

Save Reflex 17; **Dmg** 1d6 | **Save** Reflex 20; **Dmg** 3d6 | **Save** Reflex 23; **Dmg** 4d6 | **Save** Reflex 29; **Dmg** 6d6

A flying or jumping dragon can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Reflex save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Tail Sweep

Save Reflex 17; **Dmg** 2d6 | **Save** Reflex 20; **Dmg** 4d6 | **Save** Reflex 23; **Dmg** 5d6 | **Save** Reflex 29; **Dmg** 7d6

A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Reflex save to halve the damage they receive.

Other Abilities

Innate Spells

fog cloud (at will); speak with animals (at will)

Spellcasting

Sorcerer (CL 10th): ***Sorcerer (CL 12th):*** ***Sorcerer (CL 14th):*** ***Sorcerer (CL 18th):***

cloudkill; arcane sight; lightning bolt; dimension door; blink; sleep; dispel magic; slow; blur; continual flame; darkness; gust of wind; mirror image; alarm; mage armor; obscuring mist; shield; true strike; chameleon scales; dancing lights; daze; detect magic; detect light; message

P2E

Dragon (Bronze, Ancient)

	Low	Moderate	Advanced	Elite
Terrain	Temperate Coastlines			
Rarity	Rare			
Role	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
Organization	Solitary			
Treasure	Triple			

Level	CREATURE 16	CREATURE 20	CREATURE 24	CREATURE 28
Rarity	RARE	RARE	RARE	UNCOMMON
Alignment	LG	LG	LG	LG
Size	LARGE	HUGE	GARGANTUAN	GARGANTUAN
Other Traits	DRAGON, WATER			
Perception	+29, darkvision, low-light vision	+34, darkvision, low-light vision	+39, darkvision, low-light vision	+46, darkvision, low-light vision
Languages	Aquan, Common, Draconic, Druidic, Dwarven, Elvish, Giant, Gnoll, Gnomish, Halfling, Orc			
Skills	Acrobatics +20, Athletics +24, Crafting +23, Diplomacy +23, Deception +23, Medicine +23, Intimidation +23, Arcana +23, Lore +23, Performance +23, Stealth +20, Survival +23	Acrobatics +23, Athletics +30, Crafting +28, Diplomacy +28, Deception +28, Medicine +28, Intimidation +28, Arcana +28, Lore +28, Performance +28, Stealth +23, Survival +28	Acrobatics +25, Athletics +38, Crafting +33, Diplomacy +33, Deception +33, Medicine +33, Intimidation +33, Arcana +33, Lore +33, Performance +33, Stealth +25, Survival +33	Athletics +46, Crafting +40, Diplomacy +40, Deception +40, Medicine +40, Intimidation +40, Arcana +40, Lore +40, Occultism +40, Performance +40, Stealth +30, Survival +40
Ability Scores	Str +6, Dex +2, Con +3, Int +5, Wis +5, Cha +5	Str +8, Dex +1, Con +4, Int +6, Wis +6, Cha +6	Str +12, Dex -1, Con +7, Int +7, Wis +7, Cha +7	Str +16, Dex +0, Con +11, Int +10, Wis +10, Cha +10
Defense				
AC	31	35	37	40
Fort	+21	+26	+33	+41
Ref	+20	+23	+25	+30
Will	+23	+28	+33	+40
hp	152	210	324	19
Immune	Electricity, Magical unconscious, paralyzed			
Resists	all physical attacks except magic			

Auras

Save Will 23; **Dmg** 2d6	**Save** Will 24; **Dmg** 3d6	**Save** Will 25; **Dmg** 5d6	**Save** Will 29; **Dmg** 6d6

Electricity Aura A bronze dragon has an aura of electricity. All creatures within 10 feet take electricity damage at the start of the dragon's turn. No save is allowed for this effect.

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Offense & Actions

Speed 40 ft. Swim 60 ft. Fly 200 ft. (Poor), **Wave Mastery:** For up to 120 minutes per day, a bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water.

Melee

Melee Bite +31 (agile, unarmed, reach 10 ft.), Damage 2d6+9/19-00 piercing	Melee Bite +39 (agile, unarmed, reach 10 ft.), Damage 4d4+12/19-00 piercing	Melee Bite +49 (agile, unarmed, reach 15 ft.), Damage 4d6+18/19-00 piercing	Melee Bite +57 (agile, unarmed, reach 20 ft.), Damage 8d6+24/19-00 piercing
Melee Claws +31 (agile, unarmed, reach 10 ft.), Damage 1d10+6 slashing	Melee Claws +39 (agile, unarmed, reach 10 ft.), Damage 2d6+8 slashing	Melee Claws +49 (agile, unarmed, reach 15 ft.), Damage 2d8+12 slashing	Melee Claws +57 (agile, unarmed, reach 20 ft.), Damage 4d8+16 slashing
Melee Wings +31 (agile, reach 10 ft.), Damage 1d6+3 bludgeoning	Melee Wings +39 (agile, reach 10 ft.), Damage 1d10+4 bludgeoning	Melee Wings +49 (agile, reach 15 ft.), Damage 2d6+6 bludgeoning	Melee Wings +57 (agile, reach 20 ft.), Damage 2d8+8 bludgeoning
Melee Tail Slap +31 (agile, reach 10 ft.), Damage 1d10+9 bludgeoning	Melee Tail Slap +39 (agile, reach 10 ft.), Damage 2d6+12 bludgeoning	Melee Tail Slap +49 (agile, reach 15 ft.), Damage 2d8+18 bludgeoning	Melee Tail Slap +57 (agile, reach 20 ft.), Damage 4d6+24 bludgeoning

Breath Weapon

Save DC 23; **Dmg** 14d6	**Save** DC 24; **Dmg** 18d6	**Save** DC 24; **Dmg** 20d6	**Save** DC 29; **Dmg** 24d8

140' Line of Lightning, usable every 1d4 rounds. Breath weapons allow a Reflex save for half damage. You are immune to your own breath weapon.

Repulsion Breath: Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Will save or be compelled to do nothing but move away from the dragon for 1d6 rounds. This is a mind-affecting compulsion effect.

Change Shape A bronze dragon can take any animal or humanoid form 3/day as if using polymorph.

Crush

Save Reflex 23; **Dmg** 2d6	**Save** Reflex 24; **Dmg** 4d6	**Save** Reflex 25; **Dmg** 6d6	**Save** Reflex 29; **Dmg** 8d6

A flying or jumping dragon can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Reflex save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Tail Sweep

Save Reflex 23; **Dmg** 3d6	**Save** Reflex 24; **Dmg** 5d6	**Save** Reflex 25; **Dmg** 6d6	**Save** Reflex 29; **Dmg** 8d6

A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Reflex save to halve the damage they receive.

Tidal Wave

Save Reflex 23; **Dmg** 6d6	**Save** Reflex 24; **Dmg** 8d6	**Save** Reflex 25; **Dmg** 12d6	**Save** Reflex 29; **Dmg** 14d6

A bronze dragon can cause the sea to rise up and crush his enemies once per day as a standard action. This affects an area of coastline 120 feet in length and targets all creatures within 40 feet of the shore-treat the targets as if struck by an avalanche. Treat all creatures as if they were in the bury zone. Each affected creature may attempt a Reflex save to halve the damage suffered. Those who fail their saves take full damage and are drawn 60 feet off shore and deposited 20 feet under the surface on the round after the wave hits.

Vortex Once per day, a bronze dragon can create a vortex as a standard action, just like an elder water elemental. A bronze dragon can maintain this vortex for 12 rounds.

Other Abilities

Innate Spells *control water (at will); control weather (at will); fog cloud (at will); speak with animals (at will)*

Spellcasting

Sorcerer (CL 12th):	***Sorcerer (CL 14th):***	***Sorcerer (CL 16th):***	***Sorcerer (CL 20th):***

ethereal jaunt; command; dimensional lock; spell turning; flesh to stone; mislead; spectral hand; teleport; dimension door; cone of cold; solid fog; stoneskin; dispel magic; slow; suggestion; blur; gust of wind; invisibility; mirror image; web; alarm; mage armor; obscuring mist; shield; true strike; dancing lights; daze; detect magic; light; message; prestidigitation

P2E

Dragon (Bronze, Young)

	Low	Moderate	Advanced	Elite
Terrain	Temperate Coastlines			
Rarity	Rare			
Role	Controller / Elite	Controller / Elite	Leader / Elite	Leader / Elite
Organization	Solitary			
Treasure	Triple			

Level	CREATURE 6	CREATURE 10	CREATURE 14	CREATURE 18
Rarity	RARE	RARE	RARE	UNCOMMON
Alignment	LG	LG	LG	LG
Size	TINY	LARGE	HUGE	GARGANTUAN
Other Traits	DRAGON, WATER			
Perception	+12, darkvision, low-light vision	+19, darkvision, low-light vision	+28, darkvision, low-light vision	+33, darkvision, low-light vision
Languages	Aquan, Common, Draconic, Druidic, Elvish, Giant, Gnomish, Read Lips			
Skills	Acrobatics +12, Athletics +7, Crafting +10, Diplomacy +10, Deception +10, Medicine +10, Intimidation +10, Arcana +10, Performance +10, Stealth +12, Survival +10	Acrobatics +13, Athletics +17, Crafting +15, Diplomacy +15, Deception +15, Medicine +15, Intimidation +15, Arcana +15, Performance +15, Stealth +13, Survival +15	Acrobatics +18, Athletics +25, Crafting +22, Diplomacy +22, Deception +22, Medicine +22, Intimidation +22, Arcana +22, Lore +22, Occultism +22, Performance +22, Stealth +18, Survival +22	Acrobatics +21, Athletics +34, Crafting +27, Diplomacy +27, Deception +27, Medicine +27, Intimidation +27, Arcana +27, Lore +27, Nature +27, Occultism +27, Performance +27, Stealth +21, Survival +27
Ability Scores	Str -1 Dex +4 Con -1 Int +2 Wis +2 Cha +2	Str +5 Dex +1 Con +3 Int +3 Wis +3 Cha +3	Str +9 Dex +2 Con +7 Int +6 Wis +6 Cha +6	Str +14 Dex +1 Con +10 Int +7 Wis +7 Cha +7
Defense				
AC	22	23	27	30
Fort	+7	+15	+23	+30
Ref	+12	+13	+18	+21
Will	+10	+15	+22	+27
hp	45	95	189	297
Immune	Electricity, Magical unconscious, paralyzed			
Resists	all physical attacks except magic			

Auras

Save Will 14 | **Save** Will 17 | **Save** Will 23 | **Save** Will 28

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Offense & Actions

Speed

40 ft. Swim 60 ft. Fly 100 ft. (Average), **Wave Mastery:** For up to 120 minutes per day, a bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water.

Melee

Melee Bite +7 (agile, unarmed, reach 0 ft.), Damage 1d4+0 piercing	Melee Bite +21 (agile, unarmed, reach 5 ft.), Damage 2d6+7 piercing	Melee Bite +32 (agile, unarmed, reach 10 ft.), Damage 3d8+13 piercing	Melee Bite +43 (agile, unarmed, reach 15 ft.), Damage 4d8+21 piercing
Melee Claws +7 (agile, unarmed, reach 0 ft.), Damage 1d3+0 slashing	Melee Claws +21 (agile, unarmed, reach 5 ft.), Damage 1d8+5 slashing	Melee Claws +32 (agile, unarmed, reach 10 ft.), Damage 3d6+9 slashing	Melee Claws +43 (agile, unarmed, reach 15 ft.), Damage 4d6+14 slashing
	Melee Wings +21 (agile, reach 5 ft.), Damage 1d6+2 bludgeoning	Melee Wings +32 (agile, reach 10 ft.), Damage 1d8+4 bludgeoning	Melee Wings +43 (agile, reach 15 ft.), Damage 2d6+7 bludgeoning
	Melee Tail Slap +21 (agile, reach 5 ft.), Damage 1d8+7 bludgeoning	Melee Tail Slap +32 (agile, reach 10 ft.), Damage 2d6+13 bludgeoning	Melee Tail Slap +43 (agile, reach 15 ft.), Damage 3d6+21 bludgeoning

Breath Weapon

Save DC 14; **Dmg** 6d6 | **Save** DC 17; **Dmg** 8d6 | **Save** DC 23; **Dmg** 12d6 | **Save** DC 28; **Dmg** 14d8

120' Line of Lightning, usable every 1d4 rounds. Breath weapons allow a Reflex save for half damage. You are immune to your own breath weapon.

Repulsion Breath: Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Will save or be compelled to do nothing but move away from the dragon for 1d6 rounds. This is a mind-affecting compulsion effect.

Change Shape

A bronze dragon can take any animal or humanoid form 3/day as if using polymorph.

Crush

Save Reflex 14; **Dmg** 1d6 | **Save** Reflex 17; **Dmg** 2d6 | **Save** Reflex 23; **Dmg** 3d6 | **Save** Reflex 28; **Dmg** 4d6

A flying or jumping dragon can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Reflex save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Tail Sweep

Save Reflex 14; **Dmg** 1d6 | **Save** Reflex 17; **Dmg** 2d6 | **Save** Reflex 23; **Dmg** 3d6 | **Save** Reflex 28; **Dmg** 5d6

A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Reflex save to halve the damage they receive.

Other Abilities

Innate Spells

fog cloud (at will); speak with animals (at will)

Spellcasting

Sorcerer (CL 8th): | ***Sorcerer (CL 10th):*** | ***Sorcerer (CL 12th):*** | ***Sorcerer (CL 14th):***

cone of cold; fireball; burning hands; charm; alarm; lock; obscuring mist; dancing lights; daze; detect magic; light; message; prestidigitation

Dragon (Bronze, Ancient)

	Low	Moderate	Advanced	Elite
Environment	Temperate Coastlines			
Rarity	Rare			
Role	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

OSR				
AC	4 [15]	2 [17]	2 [17]	1 [18]
HD	7 + 14	9 + 18	10 + 20	11 + 22
ATT	Bite 2d6 or Claws 1d10 or Wings 1d6 or Tail Slap 1d10	Bite 4d4 or Claws 2d6 or Wings 1d10 or Tail Slap 2d6	Bite 4d6 or Claws 2d8 or Wings 2d6 or Tail Slap 2d8	Bite 8d6 or Claws 4d8 or Wings 2d8 or Tail Slap 4d6
THACO	13 [+6]	12 [+7]	11 [+8]	11 [+8]
MV	120' (40') Swim 180' (60') Fly 600' (200') (Poor), Wave Mastery			
SV	Saves			
	D 6	6	4	2
	W 7	7	5	3
	P 8	8	6	4
	B 8	8	5	3
	S 10	10	8	6
	U 8	8	6	4
ML	10	10	10	10
AL	Lawful			
XP	900	1,100	1,350	1,500

Special Abilities

Breath Weapon	140' Line of Lightning, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Change Shape	A bronze dragon can take any animal or humanoid form 3/day as if using polymorph.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Electricity Aura	This creature is surrounded by an aura of electricity. Creatures within 10 feet take 1d6 electricity damage at the beginning of the creature's turn.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Repulsion Breath	Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Paralysis save or be compelled to do nothing but move away from the dragon for 1d6 rounds. This is a mind-affecting compulsion effect.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Tidal Wave	A bronze dragon can cause the sea to rise up and crush his enemies once per day as a standard action. This affects an area of coastline 120 feet in length and targets all creatures within 40 feet of the shore-treat the targets as if struck by an avalanche, suffering 6d8 bludgeoning damage and knocking them prone and burying them underneath. Treat all creatures as if they were in the bury zone. Each affected creature may attempt a Breath save to halve the damage suffered. Those who fail their saves take full damage and are drawn 60 feet off shore and deposited 20 feet under the surface on the round after the wave hits.
Vortex	This creature can generate a whirlpool. This ability functions identically to the pushing winds spell, but the whirlpool can only form underwater and cannot leave the water. It's a Breath save to avoid being caught by the vortex. The vortex itself is 20 feet across and 120 feet deep, and deals 4d6 points of damage per round.
Wave Mastery	For up to 120 minutes per day, a bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water.

Dragon (Bronze, Adult)

	Low	Moderate	Advanced	Elite
Environment	Temperate Coastlines			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

OSR				
AC Armor Class	7 [12]	5 [14]	5 [14]	5 [14]
HD Hit Dice	5 + 10	6 + 12	7 + 14	9 + 18
ATT Attacks	Bite 1d6 or Claws 1d4 or Wings 1d3	Bite 1d10 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 2d8 or Claws 2d6 or Wings 1d8 or Tail Slap 2d6	Bite 8d6 or Claws 4d8 or Wings 3d6 or Tail Slap 3d8
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move	120' (40') Swim 180' (60') Fly 450' (150') (Average)			
SV Saves				
D Death	**10**	**8**	**6**	**6**
W Wand	**11**	**9**	**7**	**7**
P Paralysis	**12**	**10**	**8**	**8**
B Breath	**13**	**10**	**8**	**8**
S Spell	**14**	**12**	**10**	**10**
U ***Unified***	**12**	**10**	**8**	**8**
ML Morale	10	10	10	10
AL Alignment	Lawful			
XP Experience	350	650	900	1,100

Special Abilities

Breath Weapon 140' Line of Lightning, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.

Change Shape A bronze dragon can take any animal or humanoid form 3/day as if using polymorph.

Crush A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.

Electricity Aura This creature is surrounded by an aura of electricity. Creatures within 10 feet take 1d6 electricity damage at the beginning of the creature's turn.

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Repulsion Breath Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Paralysis save or be compelled to do nothing but move away from the dragon for 1d6 rounds. This is a mind-affecting compulsion effect.

Tail Sweep A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Wave Mastery For up to 120 minutes per day, a bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water.

Dragon (Bronze, Young)

	Low	Moderate	Advanced	Elite
Environment	Temperate Coastlines			
Rarity	Rare			
Role	Controller / Elite	Controller / Elite	Leader / Elite	Leader / Elite
# Encountered	Solitary			
Treasure	Triple			

DCC				
AC	Armor Class	7 [12]	7 [12]	5 [14]	4 [15]
HD	Hit Dice	4 + 8	5 + 10	7 + 14	8 + 16
ATT	Attacks	Bite 1d6 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 2d6 or Claws 1d8 or Wings 1d6 or Tail Slap 1d8	Bite 3d8 or Claws 3d6 or Wings 1d8 or Tail Slap 2d6	Bite 4d8 or Claws 4d6 or Wings 2d6 or Tail Slap 3d6
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV	Move	120' (40') Swim 180' (60') Fly 300' (100') (Average)			
SV	Saves				
D	Death	10	8	8	6
W	Wand	11	9	9	7
P	Paralysis	12	10	10	8
B	Breath	13	10	10	8
S	Spell	14	12	12	10
U	***Unified***	12	10	10	8
ML	Morale	10	10	10	10
AL	Alignment	Lawful			
XP	Experience	225	450	900	1,100

Special Abilities

Breath Weapon 120' Line of Lightning, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.

Change Shape A bronze dragon can take any animal or humanoid form 3/day as if using polymorph.

Crush A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Repulsion Breath Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Paralysis save or be compelled to do nothing but move away from the dragon for 1d6 rounds. This is a mind-affecting compulsion effect.

Tail Sweep A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Wave Mastery For up to 120 minutes per day, a bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water.

Dragon (Bronze, Ancient)

	Low	Moderate	Advanced	Elite
Environment	Temperate Coastlines			
Rarity	Rare			
Role	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

DCC				
Init	-1	-1	-1	+0
Atk	Bite +4 melee (1d6+9) or Claws +4 melee (1d10+2) or Wings +4 melee (1d6+1) or Tail Slap +4 melee (1d10+3)	Bite +4 melee (3d4+12) or Claws +4 melee (1d6+3) or Wings +4 melee (1d10+1) or Tail Slap +4 melee (1d6+4)	Bite +6 melee (3d6+18) or Claws +6 melee (1d8+4) or Wings +6 melee (1d6+2) or Tail Slap +6 melee (1d8+6)	Bite +8 melee (6d6+24) or Claws +8 melee (3d8+5) or Wings +8 melee (1d8+3) or Tail Slap +8 melee (3d6+8)
Crit	19+:DR/d14	19+:DR/d20	19+:DR/d20	19+:DR/d24
AC	15	17	17	18
HD	5d12 + 10	7d12 + 14	8d12 + 16	9d12 + 18
MV	40', Swim 60', Fly 200', (Poor), Wave Mastery			
ACT	2d24+1d20	3d24	1d30+2d24	2d30+1d24
SV Saves				
Fort	+9	+11	+14	+18
Ref	+8	+9	+9	+11
Will	+10	+12	+14	+17
AL	L			

Special Abilities

Breath Weapon	140' Line of Lightning, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Reflex for half damage. You are immune to your own breath weapon.
Change Shape	A bronze dragon can take any animal or humanoid form 3/day as if using polymorph.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Reflex save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Electricity Aura	This creature is surrounded by an aura of electricity. Creatures within 10 feet take 1d6 electricity damage at the beginning of the creature's turn.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Repulsion Breath	Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Will save or be compelled to do nothing but move away from the dragon for 1d6 rounds. This is a mind-affecting compulsion effect.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Reflex save to halve the damage they receive.
Tidal Wave	A bronze dragon can cause the sea to rise up and crush his enemies once per day as a standard action. This affects an area of coastline 120 feet in length and targets all creatures within 40 feet of the shore-treat the targets as if struck by an avalanche, suffering 6d8 bludgeoning damage and knocking them prone and burying them underneath. Treat all creatures as if they were in the bury zone. Each affected creature may attempt a Reflex save to halve the damage suffered. Those who fail their saves take full damage and are drawn 60 feet off shore and deposited 20 feet under the surface on the round after the wave hits.
Vortex	This creature can generate a whirlpool. This ability functions identically to the pushing winds spell, but the whirlpool can only form underwater and cannot leave the water. It's a Reflex save to avoid being caught by the vortex. The vortex itself is 20 feet across and 120 feet deep, and deals 4d6 points of damage per round.
Wave Mastery	For up to 120 minutes per day, a bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water.

Dragon (Bronze, Adult)

	Low	Moderate	Advanced	Elite
Environment	Temperate Coastlines			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

DCC				
Init	-3	-3	-1	-1
Atk	Bite -1 melee (1d6) or Claws -1 melee (1d4) or Wings -1 melee (1d3)	Bite +3 melee (1d10+2) or Claws +3 melee (1d6+1) or Wings +3 melee (1d4+1) or Tail Slap +3 melee (1d6+1)	Bite +4 melee (1d8+4) or Claws +4 melee (1d6+3) or Wings +4 melee (1d8+1) or Tail Slap +4 melee (1d6+4)	Bite +7 melee (6d6+7) or Claws +7 melee (3d8+5) or Wings +7 melee (2d6+2) or Tail Slap +7 melee (2d8+7)
Crit	20+:DR/d10	20+:DR/d12	20+:DR/d14	20+:DR/d20
AC	12	14	14	14
HD	3d12 + 6	4d12 + 8	5d12 + 10	7d12 + 14
MV	40', Swim 60', Fly 150', (Average)			
ACT	1d24+1d20	1d24+2d20	2d24+1d20	3d24
SV Saves				
Fort	+4	+7	+10	+15
Ref	+6	+7	+7	+8
Will	+6	+8	+10	+13
AL	L			

Special Abilities

Breath Weapon	140' Line of Lightning, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Reflex for half damage. You are immune to your own breath weapon.
Change Shape	A bronze dragon can take any animal or humanoid form 3/day as if using polymorph.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Reflex save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Electricity Aura	This creature is surrounded by an aura of electricity. Creatures within 10 feet take 1d6 electricity damage at the beginning of the creature's turn.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Repulsion Breath	Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Will save or be compelled to do nothing but move away from the dragon for 1d6 rounds. This is a mind-affecting compulsion effect.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Reflex save to halve the damage they receive.
Wave Mastery	For up to 120 minutes per day, a bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water.

Dragon (Bronze, Young)

	Low	Moderate	Advanced	Elite
Environment	Temperate Coastlines			
Rarity	Rare			
Role	Controller / Elite	Controller / Elite	Leader / Elite	Leader / Elite
# Encountered	Solitary			
Treasure	Triple			

DCC				
Init	-2	-2	-2	-1
Atk	Bite -3 melee (1d4) or Claws -3 melee (1d3)	Bite +5 melee (1d6+2) or Claws +5 melee (1d8+2) or Wings +5 melee (1d6+1) or Tail Slap +5 melee (1d8+2)	Bite +7 melee (2d8+4) or Claws +7 melee (2d6+3) or Wings +7 melee (1d8+1) or Tail Slap +7 melee (1d6+4)	Bite +7 melee (3d8+7) or Claws +7 melee (3d6+5) or Wings +7 melee (1d6+2) or Tail Slap +7 melee (2d6+7)
Crit	20+:DR/d8	20+:DR/d10	20+:DR/d14	20+:DR/d16
AC	12	12	14	15
HD	2d12 + 4	3d12 + 6	5d12 + 10	6d12 + 12
MV	40', Swim 60', Fly 100', (Average)			
ACT	1d24	2d24	2d24+1d20	3d24
SV Saves				
Fort	+3	+7	+11	+14
Ref	+6	+5	+7	+8
Will	+5	+7	+10	+12
AL	L			

Special Abilities

Breath Weapon 120' Line of Lightning, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Reflex for half damage. You are immune to your own breath weapon.

Change Shape A bronze dragon can take any animal or humanoid form 3/day as if using polymorph.

Crush A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Reflex save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Repulsion Breath Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Will save or be compelled to do nothing but move away from the dragon for 1d6 rounds. This is a mind-affecting compulsion effect.

Tail Sweep A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Reflex save to halve the damage they receive.

Wave Mastery For up to 120 minutes per day, a bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water.

Pathfinder

Dryad

	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Grove (3-8x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
CR	**2**	**6**	**10**	**14**
Align / Size	**CG Small**	**CG Medium**	**CG Medium**	**CG Medium**
HD / Type	Fey 2	Fey 6	Fey 10	Fey 14
Initiative	+6	+4	+4	+4
Senses	**Perception** +7 **Low-Light Vision**	**Perception** +11 **Low-Light Vision**	**Perception** +15 **Low-Light Vision**	**Perception** +19 **Low-Light Vision**
Defense				
AC	**18** **touch** 17; **ff** 12 +1 Size; +6 Dex; +1 Natural	**17** **touch** 14; **ff** 13 +4 Dex; +3 Natural	**18** **touch** 15; **ff** 13 +4 Dex; +3 Natural; +1 Dodge; Combat Expertise	**18** **touch** 15; **ff** 13 +4 Dex; +3 Natural; +1 Dodge; Combat Expertise
hp	**7** (2d6)-2	**23** (6d6)+6	**44** (10d6)+10	**65** (14d6)+14
Saves	**Fort** -1 **Ref** +9 **Will** +5	**Fort** +5 **Ref** +9 **Will** +7	**Fort** +6 **Ref** +11 **Will** +9	**Fort** +7 **Ref** +13 **Will** +11
Def Abilities	**DR** 5/cold iron; **Weaknesses** Tree Dependent			
Offense				
Movement	30’			
Attacks	**Melee** dagger +6 (1d4-2/19-20) or **Ranged** dagger (thrown) +6 (1d4-2/19-20) or **Ranged** masterwork composite longbow str +0 +7 (1d8/x3)	**Melee** dagger +7 (1d4/19-20) or **Ranged** dagger (thrown) +7 (1d4/19-20) or **Ranged** masterwork composite longbow str +0 +8 (1d8/x3)	**Melee** dagger +9 (1d4/19-20) or **Ranged** dagger (thrown) +9 (1d4/19-20) or **Ranged** masterwork composite longbow str +0 +10 (1d8/x3)	**Melee** dagger +11/+6 (1d4+1/19-20) or **Ranged** dagger (thrown) +11/+6 (1d4+1/19-20) or **Ranged** masterwork composite longbow str +0 +12/+7 (1d8/x3)
Space / Reach	5’ / 5’	5’ / 5’	5’ / 5’	5’ / 5’

Special Atks	-			
Spellcasting	***Innate:*** *charm person* **(3x/day);** *deep slumber* **(3x/day);** *entangle* **(at will);** *speak with plants* **(at will);** *suggestion* **(1x/day);** *tree shape* **(at will);** *tree stride* **(3x/day);** *wood shape (1 lb)* **(at will)**			

Statistics

Ability Scores	**Str** 6, **Dex** 23, **Con** 9, **Int** 14, **Wis** 15, **Cha** 18	**Str** 10, **Dex** 19, **Con** 13, **Int** 14, **Wis** 15, **Cha** 18	**Str** 11, **Dex** 19, **Con** 13, **Int** 14, **Wis** 15, **Cha** 18	**Str** 12, **Dex** 19, **Con** 13, **Int** 14, **Wis** 15, **Cha** 18
Core Attack	**Base Atk** +1 **CMB** -2 **CMD** 14	**Base Atk** +3 **CMB** +3 **CMD** 17	**Base Atk** +5 **CMB** +5 **CMD** 20	**Base Atk** +7 **CMB** +8 **CMD** 23
Feats	Weapon Finesse	Great Fortitude, Stealthy, Weapon Finesse	Combat Expertise, Dodge, Great Fortitude, Stealthy, Weapon Finesse	Combat Expertise, Dodge, Great Fortitude, Just out of Reach, Mobility, Stealthy, Weapon Finesse
Skills	Acrobatics +6, Appraise +2, Artistry +2, Bluff +4, Climb +3, Craft (Sculptures) +7, Craft (Untrained) +2, Diplomacy +4, Disguise +4, Escape Artist +11, Fly +8, Handle Animal +6, Heal +2, Intimidate +4, Knowledge (Nature) +7, Perception +7, Perform (Untrained) +4, Ride +6, Sense Motive +2, Stealth +15, Survival +4, Swim -2	Acrobatics +4, Appraise +2, Artistry +2, Bluff +4, Climb +9, Craft (Sculptures) +11, Craft (Untrained) +2, Diplomacy +4, Disguise +4, Escape Artist +15, Fly +4, Handle Animal +10, Heal +2, Intimidate +4, Knowledge (Nature) +11, Perception +11, Perform (Untrained) +4, Ride +4, Sense Motive +2, Stealth +15, Survival +8	Acrobatics +4, Appraise +2, Artistry +2, Bluff +4, Climb +13, Craft (Sculptures) +15, Craft (Untrained) +2, Diplomacy +4, Disguise +4, Escape Artist +21, Fly +4, Handle Animal +14, Heal +2, Intimidate +4, Knowledge (Nature) +15, Perception +15, Perform (Untrained) +4, Ride +4, Sense Motive +2, Stealth +21, Survival +12	Acrobatics +4, Appraise +2, Artistry +2, Bluff +4, Climb +18, Craft (Sculptures) +19, Craft (Untrained) +2, Diplomacy +4, Disguise +4, Escape Artist +25, Fly +4, Handle Animal +18, Heal +2, Intimidate +4, Knowledge (Nature) +19, Perception +19, Perform (Untrained) +4, Ride +4, Sense Motive +2, Stealth +25, Survival +16, Swim +1
Languages	Common, Elven, Sylvan, Speak with Plants			
Special	Fey Traits, Low-Light Vision, Speak with Plants, Tree Dependent, Tree Meld, Wild Empathy +10, Woodcraft			
Treasure	Masterwork composite longbow STR+0; arrows (20x); dagger			

Special Qualities & Abilities

Fey Traits (Ex) Fey breathe, eat, and sleep.

Speak with Plants (Sp) You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them, as per the spell Speak with Plants, as a constant ability. Constant spell-like abilities function at all times but can be dispelled. Constant spell-like abilities can be reactivated as a swift action.

Tree Dependent (Su) A dryad is mystically bonded to a single, enormous tree and must never stray more than 300 yards from it. Most dryad trees are oak trees, but other trees function as well (often having subtle influences on a specific dryad's personality and appearance). A dryad who moves 300 yards beyond her bonded tree immediately becomes sickened. Every hour thereafter, she must make a DC 15 Fortitude save to resist becoming nauseated for an hour. A dryad that is out of range of her bonded tree for 24 hours takes 1d6 points of Constitution damage, and another 1d6 points of Constitution damage every day that follows-- eventually, this separation kills the dryad. A dryad can forge a new bond with a new tree by performing a 24-hour ritual and making a successful DC 20 Will save.

Tree Meld (Su) A dryad can meld with any tree, similar to how the spell meld into stone functions. She can remain melded with a tree as long as she wishes.

Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+10 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Woodcraft (Ex) A dryad has a +6 racial bonus to Craft checks involving wood, and is always treated as if she had masterwork artisan's woodworking tools when making such checks.

Feats

Combat Expertise You can increase your defense at the expense of your accuracy. You can choose to take a -2 penalty

on melee attack rolls and combat maneuver checks to gain a +2 dodge bonus to your Armor Class. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Just out of Reach The farther an attacker is from you, the more easily you avoid its melee attacks. When a foe more than 5 feet away from you makes a melee attack against you using reach, you gain a +4 dodge bonus to your AC against the attack.

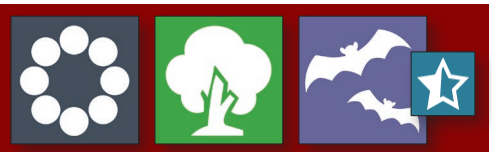
Mobility You can easily move through a dangerous melee. You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

5E

Dryad



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Grove (3-8x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	7	23	44	65
Speed	30 ft.			
Size, Type, Alignment	Small fey, chaotic good	Medium fey, chaotic good	Medium fey, chaotic good	Medium fey, chaotic good
Ability Scores / Saves	STR 4 (-3) DEX 18 (+4) CON 7 (-2) INT 12 (+1) WIS 13 (+1) CHA 16 (+3)	STR 8 (-1) DEX 17 (+3) CON 11 (+0) INT 12 (+1) WIS 13 (+1) CHA 16 (+3)	STR 9 (-1) DEX 17 (+3) CON 11 (+0) INT 12 (+1) WIS 13 (+1) CHA 16 (+3)	STR 10 (+0) DEX 17 (+3) CON 11 (+0) INT 12 (+1) WIS 13 (+1) CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	Tree Dependent			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Common, Elvish, Sylvan, Speak with Plants			
Challenge	2	6	10	14
Special Abilities & Qualities	**Speak with Plants** You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them, as per the spell Speak with Plants, as a constant ability.			

Fey

	Low	Moderate	Advanced	Elite
Special Abilities & Qualities	**Tree Dependent** A dryad is mystically bonded to a single, enormous tree and must never stray more than 300 yards from it. Most dryad trees are oak trees, but other trees function as well (often having subtle influences on a specific dryad's personality and appearance). A dryad who moves 300 yards beyond her bonded tree immediately becomes sickened. Every hour thereafter, she must make a Constitution save (DC 15) to resist becoming nauseated for an hour. A dryad that is out of range of her bonded tree for 24 hours takes 1d6 points of Constitution damage, and another 1d6 points of Constitution damage every day that follows- eventually, this separation kills the dryad. A dryad can forge a new bond with a new tree by performing a 24-hour ritual and making a successful DC 15 Wisdom save. Lost ability score damage from this effect is recovered following a long rest.			
Special Abilities & Qualities	**Tree Meld** A dryad can meld with any tree, similar to how the spell meld into stone functions. She can remain melded with a tree as long as she wishes.			
Standard Actions	**Dagger** Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d4+0/19-00 (2) piercing damage. **Dagger** Ranged weapon attack: +7 to hit, one target. Hit 1d4+0/19-00 (2) piercing damage. **Composite Longbow** Ranged weapon attack: +7 to hit, one target. Hit 1d8/x3 (8) piercing damage.	**Dagger** Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4/19-00 (4) piercing damage. **Dagger** Ranged weapon attack: +5 to hit, one target. Hit 1d4/19-00 (4) piercing damage. **Composite Longbow** Ranged weapon attack: +5 to hit, one target. Hit 1d8/x3 (8) piercing damage.	**Dagger** Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4/19-00 (4) piercing damage. **Dagger** Ranged weapon attack: +4 to hit, one target. Hit 1d4/19-00 (4) piercing damage. **Composite Longbow** Ranged weapon attack: +4 to hit, one target. Hit 1d8/x3 (8) piercing damage.	**Dagger** Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4/19-00 (210) piercing damage. **Dagger** Ranged weapon attack: +3 to hit, one target. Hit 1d4/19-00 (210) piercing damage. **Composite Longbow** Ranged weapon attack: +3 to hit, one target. Hit 1d8/x3 (8) piercing damage.
Legendary Actions	-			
Innate Spellcasting	*charm person (3/day); sleep (3/day); entangle (at will); speak with plants (at will); suggestion (1/day); tree shape (at will); tree stride (1/day)*			
Spellcasting	-			
Possessions	Dagger; composite longbow; arrows (20x)			

P2E

Dryad

	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Grove (3-8x)			
Treasure	Standard			

Level	CREATURE 2	CREATURE 6	CREATURE 10	CREATURE 14
Rarity	UNCOMMON	UNCOMMON	UNCOMMON	UNCOMMON
Alignment	CG	CG	CG	CG
Size	SMALL	MEDIUM	MEDIUM	MEDIUM
Other Traits	FEY			
Perception	+8, low-light vision	+14, low-light vision	+18, low-light vision	+22, low-light vision
Languages	Common, Elvish, Sylvan, Speak with Plants			
Skills	Acrobatics +10, Athletics +3, Crafting +7, Diplomacy +8, Deception +8, Medicine +6, Intimidation +8, Nature +7, Performance +8, Stealth +10, Survival +6	Acrobatics +12, Athletics +9, Crafting +10, Diplomacy +12, Deception +12, Medicine +10, Intimidation +12, Nature +10, Performance +12, Stealth +12, Survival +8	Acrobatics +16, Athletics +12, Crafting +14, Diplomacy +16, Deception +16, Medicine +14, Intimidation +16, Nature +14, Performance +16, Stealth +16, Survival +14	Acrobatics +20, Athletics +17, Crafting +18, Diplomacy +20, Deception +20, Medicine +18, Intimidation +20, Nature +18, Performance +20, Stealth +20, Survival +18
Ability Scores	Str -2, Dex +6, Con -1, Int +2, Wis +2, Cha +4	Str +0, Dex +4, Con +1, Int +2, Wis +2, Cha +4	Str +0, Dex +4, Con +1, Int +2, Wis +2, Cha +4	Str +1, Dex +4, Con +1, Int +2, Wis +2, Cha +4
Items	Dagger; composite longbow; arrows (20x)			

Defense

AC	21	21	23	25
Fort	+3	+9	+13	+17
Ref	+10	+12	+16	+20
Will	+6	+10	+14	+18

hp	**15**	**45**	**75**	**105**
Immune	-			
Resists/ Vulnerable	all physical attacks except cold iron **Tree Dependent** A dryad is mystically bonded to a single, enormous tree and must never stray more than 300 yards from it. Most dryad trees are oak trees, but other trees function as well (often having subtle influences on a specific dryad's personality and appearance). A dryad who moves 300 yards beyond her bonded tree immediately becomes sickened. Every hour thereafter, she must make a Fortitude save (DC 15) to resist becoming nauseated for an hour. A dryad that is out of range of her bonded tree for 24 hours takes 1d6 points of Constitution damage, and another 1d6 points of Constitution damage every day that follows- eventually, this separation kills the dryad. A dryad can forge a new bond with a new tree by performing a 24-hour ritual and making a successful DC 15 Will save. Lost ability score damage from this effect is recovered following a long rest.			

Offense & Actions

Speed	30 ft.			
Melee	Melee Dagger -1 (agile, finesse, versatile, reach 5 ft.), Damage 1d4+0/19-00 piercing	Melee Dagger +9 (agile, finesse, versatile, reach 5 ft.), Damage 1d4/19-00 piercing	Melee Dagger +13 (agile, finesse, versatile, reach 5 ft.), Damage 1d4/19-00 piercing	Melee Dagger +21 (agile, finesse, versatile, reach 5 ft.), Damage 1d4/19-00 piercing
	Ranged Dagger +11 (thrown, agile, finesse, versatile), Damage 1d4+0/19-00 piercing	Ranged Dagger +15 (thrown, agile, finesse, versatile), Damage 1d4/19-00 piercing	Ranged Dagger +19 (thrown, agile, finesse, versatile), Damage 1d4/19-00 piercing	Ranged Dagger +26 (thrown, agile, finesse, versatile), Damage 1d4/19-00 piercing
	Ranged Composite Longbow +11 (deadly, propulsive, volley), Damage 1d8/x3 piercing	Ranged Composite Longbow +15 (deadly, propulsive, volley), Damage 1d8/x3 piercing	Ranged Composite Longbow +19 (deadly, propulsive, volley), Damage 1d8/x3 piercing	Ranged Composite Longbow +26 (deadly, propulsive, volley), Damage 1d8/x3 piercing
Speak with Plants	**Speak with Plants** You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them, as per the spell Speak with Plants, as a constant ability.			
Tree Meld	A dryad can meld with any tree, similar to how the spell meld into stone functions. She can remain melded with a tree as long as she wishes.			

Other Abilities

Innate Spells	*charm person (3/day); sleep (3/day); entangle (at will); speak with plants (at will); suggestion (1/day); tree shape (at will); tree stride (/day)*
Spellcasting	-

OSR

Dryad

	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Grove (3-8x)			
Treasure	Standard			

		Low	Moderate	Advanced	Elite
AC	Armor Class	8 [11]	8 [11]	8 [11]	8 [11]
HD	Hit Dice	1	3	3	5
ATT	Attacks	Dagger 1d4 or Composite Longbow 1d8/x3	Dagger 1d4+2 or Composite Longbow 1d8/x3	Dagger 1d6+2 or Composite Longbow 1d10/x3	Dagger 1d8+2 or Composite Longbow 2d6/x3
THACO		19 [0]	17 [+2]	17 [+2]	15 [+4]
MV	Move	90' (30')			
SV	Saves				
	D Death	**12**	**12**	**10**	**10**
	W Wand	**13**	**13**	**11**	**11**
	P Paralysis	**14**	**14**	**12**	**12**
	B Breath	**15**	**15**	**13**	**13**
	S Spell	**16**	**16**	**14**	**14**
	U ***Unified***	**14**	**14**	**12**	**12**
ML	Morale	7	7	7	7
AL	Alignment	Chaotic			
XP	Experience	10	30	175	275

Special Abilities

Speak with Plants This creature has the constant spell-like ability speak with plants, as the spell.

Tree Dependent A dryad is mystically bonded to a single, enormous tree and must never stray more than 300 yards from it. Most dryad trees are oak trees, but other trees function as well (often having subtle influences on a specific dryad's personality and appearance). A dryad who moves 300 yards beyond her bonded tree immediately becomes sickened. Every hour thereafter, she must make a Death save to resist becoming nauseated for an hour. A dryad that is out of range of her bonded tree for 24 hours takes 1d6 points of Constitution damage, and another 1d6 points of Constitution damage every day that follows- eventually, this separation kills the dryad. A dryad can forge a new bond with a new tree by performing a 24-hour ritual. Lost ability score damage from this effect is recovered following a long rest.

Tree Meld A dryad can meld with any tree, similar to how the spell meld into stone functions. She can remain melded with a tree as long as she wishes.

DCC

Dryad

	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Grove (3-8x)			
Treasure	Standard			

		Low	Moderate	Advanced	Elite
Init	Initiative	-1	-1	-1	+0
Atk	Attacks	Dagger -4 melee (1d4) or Dagger +7 ranged (1d4) or Composite Longbow Str +7 ranged (1d8)	Dagger -1 melee (1d4) or Dagger +5 ranged (1d4) or Composite Longbow Str +5 ranged (1d8)	Dagger -2 melee (1d4) or Dagger +4 ranged (1d4) or Composite Longbow Str +4 ranged (1d8)	Dagger -1 melee (1d6) or Dagger +3 ranged (1d6) or Composite Longbow Str +3 ranged (1d8)
Crit	Critical Hits	19+:M/d6	19+:M/d6	19+:M/d8	19+:M/d8
AC	Armor Class	11	11	11	11
HD	Hit Dice	1d6	2d6	2d6	3d6
MV	Move	30′			
ACT	Action Dice	1d24	1d24	1d24+1d20	1d24+1d20
SV	Saves				
	Fort	-1	+3	+4	+5
	Ref	+6	+6	+7	+9
	Will	+3	+5	+6	+7
AL	Alignment	C			

Special Abilities

Speak with Plants This creature has the constant spell-like ability speak with plants, as the spell.

Tree Dependent A dryad is mystically bonded to a single, enormous tree and must never stray more than 300 yards from it. Most dryad trees are oak trees, but other trees function as well (often having subtle influences on a specific dryad's personality and appearance). A dryad who moves 300 yards beyond her bonded tree immediately becomes sickened. Every hour thereafter, she must make a Fortitude save to resist becoming nauseated for an hour. A dryad that is out of range of her bonded tree for 24 hours takes 1d6 points of Constitution damage, and another 1d6 points of Constitution damage every day that follows- eventually, this separation kills the dryad. A dryad can forge a new bond with a new tree by performing a 24-hour ritual. Lost ability score damage from this effect is recovered following a long rest.

Tree Meld A dryad can meld with any tree, similar to how the spell meld into stone functions. She can remain melded with a tree as long as she wishes.

Pathfinder

Gremlin (Grimple)

	Low	Moderate	Advanced	Elite
Terrain	Any Urban			
Rarity	Uncommon			
Role	Artillery / Minion			
Organization	Solitary, Pair, Mob (3-8x), or Infestation (9-16x+)			
Treasure	Standard			

CR	**1**	**6**	**10**	**14**
Align / Size	**CN Tiny**	**CN Tiny**	**CN Tiny**	**CN Small**
HD / Type	Fey 1	Fey 6	Fey 10	Fey 14
Initiative	+1	+5	+7	+6
Senses	**Perception** +4 **Low-Light Vision**	**Perception** +9 **Low-Light Vision**	**Perception** +15 **Low-Light Vision**	**Perception** +19 **Low-Light Vision**
Defense				
AC	**12** **touch** 12; **ff** 12 +2 Size	**13** **touch** 13; **ff** 12 +2 Size; +1 Dodge	**15** **touch** 13; **ff** 14 +2 Size; +2 Natural; +1 Dodge	**19** **touch** 14; **ff** 16 +1 Size; +2 Dex; +5 Natural; +1 Dodge
hp	**5** (1d6)+1	**23** (6d6)+6	**60** (10d6)+30	**115** (14d6)+70
Saves	**Fort** +1 **Ref** +3 **Will** +2	**Fort** +3 **Ref** +6 **Will** +5	**Fort** +6 **Ref** +12 **Will** +9	**Fort** +9 **Ref** +13 **Will** +11
Def Abilities	**DR** 2/cold iron			
Offense				
Movement	15'; Climb 15'; Fly 15' (Clumsy)			
Attacks	**Ranged** rock +1 (1d2-4) or **Melee** bite +3 (1d3-4)	**Ranged** rock +4 (1d2-3) or **Melee** bite +6 (1d3-3)	**Ranged** rock +8 (1d2-1) or **Melee** bite +10 (1d4-1)	**Melee** bite +10 (1d6+3) or **Ranged** rock +6/+1 (1d8+2)
Space / Reach	2.5' / 0'	2.5' / 0'	2.5' / 0'	5' / 5'
Special Atks	Putrid Vomit (DC 11)	Putrid Vomit (DC 11)	Putrid Vomit (DC 13)	Putrid Vomit (DC 15)
Statistics				

Fey

Ability Scores	**Str** 3 **Dex** 13 **Con** 12 **Int** 10 **Wis** 11 **Cha** 6	**Str** 4 **Dex** 13 **Con** 12 **Int** 10 **Wis** 11 **Cha** 6	**Str** 9 **Dex** 17 **Con** 16 **Int** 14 **Wis** 15 **Cha** 10	**Str** 14 **Dex** 15 **Con** 20 **Int** 14 **Wis** 15 **Cha** 10
Core Attack	**Base Atk** +0 **CMB** -1 **CMD** 5	**Base Atk** +3 **CMB** +2 **CMD** 10	**Base Atk** +5 **CMB** +6 **CMD** 16	**Base Atk** +7 **CMB** +8 **CMD** 21
Feats	Skill Focus (Stealth), Weapon Finesse	Dodge, Improved Initiative, Skill Focus (Stealth), Weapon Finesse	Dodge, Improved Initiative, Improved Natural Attack (Bite), Lightning Reflexes, Skill Focus (Stealth), Weapon Finesse	Dodge, Improved Initiative, Improved Natural Attack (Bite), Just out of Reach, Lightning Reflexes, Mobility, Skill Focus (Stealth), Weapon Finesse
Skills	Acrobatics -5, Bluff -2, Climb +12, Diplomacy -2, Disguise -2, Escape Artist -5, Fly -5, Intimidate -2, Perception +4, Perform (Untrained) -2, Ride -5, Sleight of Hand -1, Stealth +10, Swim -1	Acrobatics -5, Bluff -2, Climb +16, Diplomacy -2, Disguise -2, Escape Artist -5, Intimidate -2, Perception +9, Perform (Untrained) -2, Ride -5, Sleight of Hand +4, Stealth +15, Swim +4	Acrobatics +10, Appraise +2, Bluff +13, Climb +22, Craft (Untrained) +2, Escape Artist -3, Fly +6, Heal +2, Perception +15, Ride -3, Sense Motive +2, Sleight of Hand +10, Stealth +24, Survival +2, Swim +10	crobatics +16, Appraise +2, Bluff +17, Climb +24, Craft (Untrained) +2, Escape Artist -1, Fly +10, Heal +2, Perception +19, Ride -1, Sense Motive +2, Sleight of Hand +16, Stealth +26, Survival +2, Swim +16
Languages	Undercommon			
Special	Gremlin Lice			

Special Qualities & Abilities

Gremlin Lice (Ex) All grimples are infested with gremlin lice. Whenever a warm-blooded creature comes in physical contact with a grimple, there is a 25% chance it contracts gremlin lice. 1d4 rounds later, the creature begins to itch. The itch proves so distracting that for the duration of the infestation, the individual takes a –1 penalty on all concentration and initiative checks. Fortunately, these annoying parasites cannot live long on non-gremlins, and only survive for 24 hours. Submersion in water or exposure to freezing temperatures also kills a gremlin lice infestation.

Putrid Vomit (Ex) Every 1d4 rounds, a grimple can spew a 30-foot line of vomit as a standard action. Treat this as a ranged touch attack with no range increment. Anyone struck must succeed at a DC 15 Fortitude save or be nauseated for 1d4 rounds.

Feats

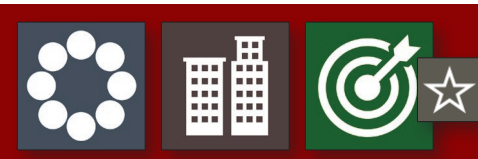
Just out of Reach The farther an attacker is from you, the more easily you avoid its melee attacks. When a foe more than 5 feet away from you makes a melee attack against you using reach, you gain a +4 dodge bonus to your AC against the attack.

Mobility You can easily move through a dangerous melee. You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

5E

Gremlin (Grimple)



	Low	Moderate	Advanced	Elite
Terrain	Any Urban			
Rarity	Uncommon			
Role	Artillery / Minion			
Organization	Solitary, Pair, Mob (3-8x), or Infestation (9-16x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	5	23	60	115
Speed	15 ft. Climb 15 ft. Fly 15 ft. (Clumsy)			
Size, Type, Alignment	Tiny fey, chaotic neutral	Tiny fey, chaotic neutral	Tiny fey, chaotic neutral	Small fey, chaotic neutral
Ability Scores / Saves	STR 1 (-5) DEX 11 (+0) CON 10 (+0) INT 8 (-1) WIS 9 (-1) CHA 4 (-3)	STR 2 (-4) DEX 11 (+0) CON 10 (+0) INT 8 (-1) WIS 9 (-1) CHA 4 (-3)	STR 7 (-2) DEX 15 (+2) CON 14 (+2) INT 12 (+1) WIS 13 (+1) CHA 8 (-1)	STR 12 (+1) DEX 13 (+1) CON 17 (+3) INT 12 (+1) WIS 13 (+1) CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Undercommon			
Challenge	1	6	10	14
Special Abilities & Qualities	**Gremlin Lice** All grimples are infested with gremlin lice. Whenever a warm-blooded creature comes in physical contact with a grimple, there is a 25% chance it contracts gremlin lice. 1d4 rounds later, the creature begins to itch. The itch proves so distracting that for the duration of the infestation, the individual suffers disadvantage on all concentration and initiative checks. Fortunately, these annoying parasites cannot live long on non-gremlins, and only survive for 24 hours. Submersion in water or exposure to freezing temperatures also kills a gremlin lice infestation.			
Special Abilities & Qualities	**Saving Throw** Constitution DC 12	**Saving Throw** Constitution DC 13	**Saving Throw** Constitution DC 16	**Saving Throw** Constitution DC 18
	Putrid Vomit With Recharge 2, a grimple can spew a 30-foot line of vomit as a standard action. Treat this as a ranged touch attack with no range increment. Anyone struck must succeed at a Constitution save or be nauseated for 1d4 rounds.			

	Low	Moderate	Advanced	Elite
Standard Actions	**Rock** Ranged weapon attack: +1 to hit, one target. Hit 1d2+0 (2) bludgeoning damage. **Bite** Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	**Rock** Ranged weapon attack: +0 to hit, one target. Hit 1d2+0 (2) bludgeoning damage. **Bite** Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	**Rock** Ranged weapon attack: +3 to hit, one target. Hit 1d2+0 (2) bludgeoning damage. **Bite** Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	**Bite** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage. **Rock** Ranged weapon attack: +1 to hit, one target. Hit 1d8+2 (6) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	*grease (3/day); mage hand (3/day); prestidigitation (at will)*			
Spellcasting	-			
Possessions	-			

P2E

Gremlin (Grimple)

	Low	Moderate	Advanced	Elite
Terrain	Any Urban			
Rarity	Uncommon			
Role	Artillery / Minion			
Organization	Solitary, Pair, Mob (3-8x), or Infestation (9-16x+)			
Treasure	Standard			

Level	CREATURE 1	CREATURE 6	CREATURE 10	CREATURE 14
Rarity	UNCOMMON	UNCOMMON	UNCOMMON	UNCOMMON
Alignment	CN	CN	CN	CN
Size	TINY	TINY	TINY	SMALL
Other Traits	FEY, GREMLIN			
Perception	+3, low-light vision	+10, low-light vision	+18, low-light vision	+22, low-light vision
Languages	Undercommon			
Skills	Acrobatics +4, Athletics +0, Diplomacy +0, Deception +0, Intimidation +0, Performance +0, Thievery +4, Stealth +4	Acrobatics +9, Athletics +5, Diplomacy +6, Deception +6, Intimidation +6, Performance +6, Thievery +9, Stealth +9	Acrobatics +15, Athletics +11, Crafting +14, Medicine +14, Thievery +15, Stealth +15, Survival +14	Acrobatics +18, Athletics +18, Crafting +18, Medicine +18, Thievery +18, Stealth +18, Survival +18
Ability Scores	Str -4, Dex +1, Con +1, Int +0, Wis +0, Cha -2	Str -3, Dex +1, Con +1, Int +0, Wis +0, Cha -2	Str -1, Dex +3, Con +3, Int +2, Wis +2, Cha +0	Str +2, Dex +2, Con +5, Int +2, Wis +2, Cha +0
Items	-	-	-	-
Defense				
AC	14	16	20	23
Fort	+4	+9	+15	+21
Ref	+4	+9	+15	+18
Will	+3	+8	+14	+18
hp	8	45	95	161

Immune	-			
Resists/ Vulnerable	all physical attacks except cold iron			

Offense & Actions

Speed	15 ft. Climb 15 ft. Fly 15 ft. (Clumsy)			
Melee	Ranged Rock +2, Damage 1d2+0 bludgeoning Melee Bite -5 (unarmed, reach 0 ft.), Damage 1d3+0 piercing	Ranged Rock +11, Damage 1d2+0 bludgeoning Melee Bite +5 (unarmed, reach 0 ft.), Damage 1d3+0 piercing	Ranged Rock +17, Damage 1d2+0 bludgeoning Melee Bite +11 (unarmed, reach 0 ft.), Damage 1d4+0 piercing	Melee Bite +23 (unarmed, reach 5 ft.), Damage 1d6+3 piercing Ranged Rock +23, Damage 1d8+2 bludgeoning
Gremlin Lice	**Gremlin Lice** All grimples are infested with gremlin lice. Whenever a warm-blooded creature comes in physical contact with a grimple, there is a 25% chance it contracts gremlin lice. 1d4 rounds later, the creature begins to itch. The itch proves so distracting that for the duration of the infestation, the individual suffers a -1 penalty on all concentration and initiative checks. Fortunately, these annoying parasites cannot live long on non-gremlins, and only survive for 24 hours. Submersion in water or exposure to freezing temperatures also kills a gremlin lice infestation.			
Putrid Vomit	**Saving Throw** Fortitude 13	**Saving Throw** Fortitude 13	**Saving Throw** Fortitude 17	**Saving Throw** Fortitude 21
	Every 1d4 rounds, a grimple can spew a 30-foot line of vomit as a standard action. Treat this as a ranged touch attack with no range increment. Anyone struck must succeed at a Fortitude save or be nauseated for 1d4 rounds.			

Other Abilities

Innate Spells	*grease (3/day); mage hand (3/day); prestidigitation (at will)*
Spellcasting	-

OSR

Gremlin (Grimple)

	Low	Moderate	Advanced	Elite
Environment	Any Urban			
Rarity	Uncommon			
Role	Artillery / Minion			
# Encountered	Solitary, Pair, Mob (3-8x), or Infestation (9-16x+)			
Treasure	Standard			

AC	Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD	Hit Dice	1	3	3	5
ATT	Attacks	Rock 1d2 or Bite 1d3	Rock 1d3 or Bite 1d4	Rock 1d4 or Bite 1d6	Rock 1d4 or Bite 1d8
THACO		19 [0]	17 [+2]	17 [+2]	15 [+4]
MV	Move	45' (15')	Climb 45' (15')	Fly 45' (15')	(Clumsy)
SV	Saves				
	D Death	**12**	**12**	**10**	**10**
	W Wand	**13**	**13**	**11**	**11**
	P Paralysis	**14**	**14**	**12**	**12**
	B Breath	**15**	**15**	**13**	**13**
	S Spell	**16**	**16**	**14**	**14**
	U ***Unified***	**14**	**14**	**12**	**12**
ML	Morale	7	7	7	7
AL	Alignment	Chaotic			
XP	Experience	10	30	175	275

Special Abilities

Gremlin Lice — All grimples are infested with gremlin lice. Whenever a warm-blooded creature comes in physical contact with a grimple, there is a 25% chance it contracts gremlin lice. 1d4 rounds later, the creature begins to itch. The itch proves so distracting that for the duration of the infestation, the individual suffers dis+4 bonus on all concentration and initiative checks. Fortunately, these annoying parasites cannot live long on non-gremlins, and only survive for 24 hours. Submersion in water or exposure to freezing temperatures also kills a gremlin lice infestation.

Putrid Vomit — Every 1d4 rounds, a grimple can spew a 30-foot line of vomit as a standard action. Treat this as a ranged touch attack with no range increment. Anyone struck must succeed at a Death save or be nauseated for 1d4 rounds.

DCC

Gremlin (Grimple)

	Low	Moderate	Advanced	Elite
Environment	Any Urban			
Rarity	Uncommon			
Role	Artillery / Minion			
# Encountered	Solitary, Pair, Mob (3-8x), or Infestation (9-16x+)			
Treasure	Standard			

Init	Initiative	-2	-1	+0	+0
Atk	Attacks	Rock +1 ranged (1d2) or Bite -5 melee (1d3)	Rock ranged (1d2) or Bite -6 melee (1d3)	Rock +3 ranged (1d2) or Bite -3 melee (1d4)	Bite +1 melee (1d6+1) or Rock +1 ranged (1d8+1)
Crit	Critical Hits	20+:M/d6	20+:M/d6	20+:M/d8	20+:M/d8
AC	Armor Class	10	10	10	11
HD	Hit Dice	1d6	1d6	2d6	3d6
MV	Move	15', Climb 15', Fly 15', (Clumsy)			
ACT	Action Dice	1d20	1d24	1d24+1d20	1d24+1d20
SV	Saves				
	Fort	+1	+2	+4	+6
	Ref	+2	+4	+8	+9
	Will	+1	+3	+6	+7
AL	Alignment	C			

Special Abilities

Gremlin Lice All grimples are infested with gremlin lice. Whenever a warm-blooded creature comes in physical contact with a grimple, there is a 25% chance it contracts gremlin lice. 1d4 rounds later, the creature begins to itch. The itch proves so distracting that for the duration of the infestation, the individual suffers dis+4 bonus on all concentration and initiative checks. Fortunately, these annoying parasites cannot live long on non-gremlins, and only survive for 24 hours. Submersion in water or exposure to freezing temperatures also kills a gremlin lice infestation.

Putrid Vomit Every 1d4 rounds, a grimple can spew a 30-foot line of vomit as a standard action. Treat this as a ranged touch attack with no range increment. Anyone struck must succeed at a Fortitude save or be nauseated for 1d4 rounds.

Pathfinder

Nymph

	Low	Moderate	Advanced	Elite
Terrain	Temperate Forest			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary			
Treasure	Standard			

CR	**4**	**8**	**12**	**16**
Align / Size	**CG Small**	**CG Medium**	**CG Medium**	**CG Large**
HD / Type	Fey 4	Fey 8	Fey 12	Fey 16
Initiative	+6	+5	+8	+7
Senses	**Perception** +10 **Low-Light Vision** **Aura** Blinding Beauty (30, DC 19)	**Perception** +14 **Low-Light Vision** **Aura** Blinding Beauty (30, DC 21)	**Perception** +20 **Low-Light Vision** **Aura** Blinding Beauty (30, DC 25)	**Perception** +24 **Low-Light Vision** **Aura** Blinding Beauty (30, DC 28)
Defense				
AC	**25** **touch** 25; **ff** 18 +1 Size; +6 Dex; +1 Dodge; +7 Deflection	**23** **touch** 23; **ff** 17 +5 Dex; +1 Dodge; +7 Deflection	**30** **touch** 28; **ff** 21 +8 Dex; +2 Natural; +1 Dodge; +9 Deflection	**32** **touch** 27; **ff** 24 -1 Size; +7 Dex; +5 Natural; +1 Dodge; +10 Deflection
hp	**25** (4d6)+8	**61** (8d6)+32	**116** (12d6)+72	**185** (16d6)+128
Saves	**Fort** +10 **Ref** +17 **Will** +14	**Fort** +13 **Ref** +18 **Will** +16	**Fort** +19 **Ref** +25 **Will** +22	**Fort** +23 **Ref** +27 **Will** +25
Def Abilities	**DR** 10/cold iron			
Offense				
Movement	30'; Swim 20'			
Attacks	**Melee** masterwork dagger +8 (1d4-2/19-20) or **Ranged** masterwork dagger (thrown) +8 (1d4-2/19-20)	**Melee** masterwork dagger +10 (1d4/19-20) or **Ranged** masterwork dagger (thrown) +10 (1d4/19-20)	**Melee** masterwork dagger +15/+10 (1d4+2/19-20) or **Ranged** masterwork dagger (thrown) +15/+10 (1d4+2/19-20)	**Melee** masterwork dagger +20/+15 (2H: 1d4+6/19-20) or **Ranged** masterwork dagger (thrown) +15/+10 (1d4+4/19-20)
Space / Reach	5' / 5'	5' / 5'	5' / 5'	10' / 10'

Special Atks	Stunning Glance (30', DC 19)	Stunning Glance (30', DC 21)	Stunning Glance (30', DC 27)	Stunning Glance (30', DC 30)
Spellcasting	***Innate:*** *dimension door* **(1x/day)**			
Spellcasting	***Druid (CL 4):*** **Spell DC 13+SL** **4th:** *summon nature's ally iv* **3rd:** *call lightning; cure moderate wounds; water breathing* **2nd:** *barkskin; flame blade; resist energy; tree shape* **1st:** *charm animal; endure elements; entangle; obscuring mist; produce flame* **0th:** *detect magic; guidance; light; stabilize*	***Druid (CL 8):*** **Spell DC 13+SL** **4th:** *summon nature's ally iv* **3rd:** *call lightning; cure moderate wounds; water breathing* **2nd:** *barkskin; flame blade; resist energy; tree shape* **1st:** *charm animal; endure elements; entangle; obscuring mist; produce flame* **0th:** *detect magic; guidance; light; stabilize*	***Druid (CL 12):*** **Spell DC 15+SL** **4th:** *summon nature's ally iv* **3rd:** *call lightning; cure moderate wounds; water breathing* **2nd:** *barkskin; flame blade; resist energy; tree shape* **1st:** *charm animal; endure elements; entangle; obscuring mist; produce flame* **0th:** *detect magic; guidance; light; stabilize*	***Druid (CL 16):*** **Spell DC 15+SL** **4th:** *summon nature's ally iv* **3rd:** *call lightning; cure moderate wounds; water breathing* **2nd:** *barkskin; flame blade; resist energy; tree shape* **1st:** *charm animal; endure elements; entangle; obscuring mist; produce flame* **0th:** *detect magic; guidance; light; stabilize*
	Statistics			
Ability Scores	**Str** 6 **Dex** 22 **Con** 14 **Int** 16 **Wis** 17 **Cha** 25	**Str** 10 **Dex** 21 **Con** 18 **Int** 16 **Wis** 17 **Cha** 25	**Str** 14 **Dex** 26 **Con** 22 **Int** 20 **Wis** 21 **Cha** 29	**Str** 18 **Dex** 24 **Con** 26 **Int** 20 **Wis** 21 **Cha** 30
Core Attack	**Base Atk** +2 **CMB** -1 **CMD** 23	**Base Atk** +4 **CMB** +9 **CMD** 27	**Base Atk** +6 **CMB** +14 **CMD** 36	**Base Atk** +8 **CMB** +16 **CMD** 41
Feats	Dodge, Weapon Finesse	Agile Maneuvers, Combat Casting, Dodge, Weapon Finesse	Ability Focus (Stunning Glance), Agile Maneuvers, Combat Casting, Dodge, Persuasive, Weapon Finesse	Ability Focus (Stunning Glance), Agile Maneuvers, Combat Casting, Dodge, Just out of Reach, Mobility, Persuasive, Weapon Finesse
Skills	Acrobatics +6, Appraise +3, Artistry +3, Bluff +7, Climb -2, Craft (Untrained) +3, Diplomacy +14, Disguise +7, Escape Artist +13, Fly +8, Handle Animal +11, Heal +7, Intimidate +7, Knowledge (Nature) +10, Perception +10, Perform (Untrained) +7, Ride +6, Sense Motive +10, Stealth +17, Survival +3, Swim +13	Acrobatics +5, Appraise +3, Artistry +3, Bluff +7, Craft (Untrained) +3, Diplomacy +18, Disguise +7, Escape Artist +16, Fly +5, Handle Animal +15, Heal +11, Intimidate +7, Knowledge (Nature) +14, Perception +14, Perform (Untrained) +7, Ride +5, Sense Motive +14, Stealth +16, Survival +3, Swim +19	Acrobatics +8, Appraise +5, Artistry +5, Bluff +24, Climb +2, Craft (Untrained) +5, Diplomacy +28, Disguise +9, Escape Artist +23, Fly +8, Handle Animal +21, Heal +17, Intimidate +11, Knowledge (Nature) +20, Perception +20, Perform (Untrained) +9, Ride +8, Sense Motive +20, Sleight of Hand +23, Stealth +23, Survival +5, Swim +25	Acrobatics +7, Appraise +5, Artistry +5, Bluff +29, Climb +4, Craft (Untrained) +5, Diplomacy +33, Disguise +10, Escape Artist +26, Fly +5, Handle Animal +26, Heal +21, Intimidate +12, Knowledge (Nature) +24, Perception +24, Perform (Untrained) +10, Ride +7, Sense Motive +24, Sleight of Hand +26, Stealth +22, Survival +5, Swim +31
Languages	Common, Druidic, Sylvan			

Special	Blinding Beauty (30 ft., permanent blindness, DC 19), Fey Traits, Inspirations, Low-Light Vision, Unearthly Grace, Wild Empathy +17	Blinding Beauty (30 ft., permanent blindness, DC 21), Fey Traits, Inspirations, Low-Light Vision, Unearthly Grace, Wild Empathy +21	Blinding Beauty (30 ft., permanent blindness, DC 25), Fey Traits, Inspirations, Low-Light Vision, Unearthly Grace, Wild Empathy +27	Blinding Beauty (30 ft., permanent blindness, DC 28), Fey Traits, Inspirations, Low-Light Vision, Unearthly Grace, Wild Empathy +32
Treasure	Masterwork dagger (4x)			

Special Qualities & Abilities

Blinding Beauty (Su) This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 20 Fortitude save or be blinded permanently. A nymph can suppress or resume this ability as a free action. The save DC is Charisma-based.

Inspirations (Su) A nymph can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of her affection (typically a lock of her hair). As long as the nymph retains her favor for this creature and as long as the creature carries the nymph's token, the creature gains a +4 insight bonus on all Will saving throws, Craft checks, and Perform checks. A bard who has a nymph for a muse in this way can use his bardic performance for an additional 8 rounds per day. The nymph retains a link to her token and its carrier as if she had cast a status spell on the carrier. The nymph can end this effect at any time as a free action. A single nymph may only inspire one creature at a time in this manner.

Stunning Glance (Su) As a standard action, a nymph can stun a creature within 30 feet with a look. The target must succeed on a DC 30 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based.

Unearthly Grace (Su) A nymph adds her Charisma modifier as a racial bonus on all her saving throws, and as a deflection bonus to her Armor Class.

Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+32 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Feats

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Combat Casting You are adept at spellcasting when threatened or distracted. You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Just out of Reach The farther an attacker is from you, the more easily you avoid its melee attacks. When a foe more than 5 feet away from you makes a melee attack against you using reach, you gain a +4 dodge bonus to your AC against the attack.

Mobility You can easily move through a dangerous melee. You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

5E

Nymph

	Low	Moderate	Advanced	Elite
Terrain	Temperate Forest			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	25	61	116	185
Speed	30 ft. Swim 20 ft.			
Size, Type, Alignment	Small fey, chaotic good	Medium fey, chaotic good	Medium fey, chaotic good	Large fey, chaotic good
Ability Scores / Saves	STR 4 (-3) DEX 18 (+4) CON 12 (+1) INT 14 (+2) WIS 15 (+2) CHA 20 (+5)	STR 8 (-1) DEX 18 (+4) CON 16 (+3) INT 14 (+2) WIS 15 (+2) CHA 20 (+5)	STR 12 (+1) DEX 20 (+5) CON 18 (+4) INT 17 (+3) WIS 18 (+4) CHA 22 (+6)	STR 16 (+3) DEX 19 (+4) CON 20 (+5) INT 17 (+3) WIS 18 (+4) CHA 22 (+6)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Common, Druidic, Sylvan			
Challenge	4	8	12	16
Special Abilities & Qualities	**Saving Throw** Constitution DC 17	**Saving Throw** Constitution DC 18	**Saving Throw** Constitution DC 20	**Saving Throw** Constitution DC 21

Blinding Beauty This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on Constitution save or be blinded permanently. A nymph can suppress or resume this ability as a free action.

Inspirations A nymph can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of her affection (typically a lock of her hair). As long as the nymph retains her favor for this creature and as long as the creature carries the nymph's token, the creature gains advantage on all Wisdom saving throws, and checks to craft or perform. A bard who has a nymph for a muse in this way can use his bardic performance for an additional 8 rounds per day. The nymph retains a link to her token and its carrier as if she had cast a status spell on the carrier. The nymph can end this effect at any time as a free action. A single nymph may only inspire one creature at a time in this manner.

	Low	Moderate	Advanced	Elite
Special Abilities & Qualities	**Saving Throw** Constitution DC 17	**Saving Throw** Constitution DC 18	**Saving Throw** Constitution DC 20	**Saving Throw** Constitution DC 21
	Stunning Glance As a standard action, a nymph can stun a creature within 30 feet with a look. The target must succeed on a Constitution save or be stunned for 2d4 rounds.			
Standard Actions	**Dagger** Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d4+0/19-00 (2) piercing damage.	**Dagger** Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d4/19-00 (4) piercing damage.	**Dagger** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.	**Dagger** Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8/19-00 (8) piercing damage.
	Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d4+0/19-00 (2) piercing damage.	**Dagger** Ranged weapon attack: +5 to hit, one target. Hit 1d4/19-00 (4) piercing damage.	**Dagger** Ranged weapon attack: +5 to hit, one target. Hit 1d4/19-00 (3) piercing damage.	**Dagger** Ranged weapon attack: +4 to hit, one target. Hit 1d4/19-00 (3) piercing damage.
Legendary Actions	-			
Innate Spellcasting	*dimension door (3/day)*			
Spellcasting	**Druid (CL 6)**	**Druid (CL 8)**	**Druid (CL 12)**	**Druid (CL 16)**
	call lightning; cure wounds; water breathingbarkskin; flame blade; protection from energy; tree shapecharm animal; entangle; produce flamedetect magic; guidance; light			
Possessions	Dagger			



Illustration 4: Nymph

P2E

Nymph

	Low	Moderate	Advanced	Elite
Terrain	Temperate Forest			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary			
Treasure	Standard			

Level	CREATURE 4	CREATURE 8	CREATURE 12	CREATURE 16
Rarity	UNCOMMON	UNCOMMON	UNCOMMON	UNCOMMON
Alignment	CG	CG	CG	CG
Size	SMALL	MEDIUM	MEDIUM	LARGE
Other Traits	FEY, NYMPH			
Perception	+11, low-light vision	+17, low-light vision	+23, low-light vision	+29, low-light vision
Languages	Common, Druidic, Sylvan			
Skills	Acrobatics +12, Athletics +4, Crafting +9, Diplomacy +13, Deception +13, Medicine +9, Intimidation +13, Nature +9, Performance +13, Stealth +12, Survival +9	Acrobatics +15, Crafting +13, Diplomacy +17, Deception +17, Medicine +13, Intimidation +17, Nature +13, Performance +17, Stealth +15, Survival +13	Acrobatics +22, Athletics +16, Crafting +19, Diplomacy +23, Deception +23, Medicine +19, Intimidation +23, Nature +19, Performance +23, Thievery +22, Stealth +22, Survival +19	Acrobatics +25, Athletics +22, Crafting +23, Diplomacy +28, Deception +28, Medicine +23, Intimidation +28, Nature +23, Performance +28, Thievery +25, Stealth +25, Survival +23
Ability Scores	Str -2, Dex +6, Con +2, Int +3, Wis +3, Cha +7	Str +0, Dex +5, Con +4, Int +3, Wis +3, Cha +7	Str +2, Dex +8, Con +6, Int +5, Wis +5, Cha +9	Str +4, Dex +7, Con +8, Int +5, Wis +5, Cha +10
Items	Dagger			
Defense				
AC	25	25	32	33
Fort	+10	+14	+20	+26
Ref	+17	+18	+25	+27
Will	+14	+16	+22	+25
hp	34	84	150	232

Immune	-			
Resists	all physical attacks except cold iron			
Aura	**Saving Throw** Fortitude 19	**Saving Throw** Fortitude 21	**Saving Throw** Fortitude 25	**Saving Throw** Fortitude 28

Blinding Beauty This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on Fortitude save or be blinded permanently. A nymph can suppress or resume this ability as a free action.

Offense & Actions

Speed	30 ft. Swim 20 ft.			
Melee	Melee Dagger +1 (agile, finesse, versatile, reach 5 ft.), Damage 1d4+0/19-00 piercing	Melee Dagger +11 (agile, finesse, versatile, reach 5 ft.), Damage 1d4/19-00 piercing	Melee Dagger +21 (agile, finesse, versatile, reach 5 ft.), Damage 1d4/19-00 piercing	Melee Dagger +28 (two-hand, agile, finesse, versatile, reach 10 ft.), Damage 1d8/19-00 piercing
	Ranged Dagger +13 (thrown, agile, finesse, versatile), Damage 1d4+0/19-00 piercing	Ranged Dagger +19 (thrown, agile, finesse, versatile), Damage 1d4/19-00 piercing	Ranged Dagger +29 (thrown, agile, finesse, versatile), Damage 1d4/19-00 piercing	Ranged Dagger +32 (thrown, agile, finesse, versatile), Damage 1d4/19-00 piercing

Inspirations **Inspirations** A nymph can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of her affection (typically a lock of her hair). As long as the nymph retains her favor for this creature and as long as the creature carries the nymph's token, the creature gains advantage on all Wisdom saving throws, and checks to craft or perform. A bard who has a nymph for a muse in this way can use his bardic performance for an additional 8 rounds per day. The nymph retains a link to her token and its carrier as if she had cast a status spell on the carrier. The nymph can end this effect at any time as a free action. A single nymph may only inspire one creature at a time in this manner.

Stunning Glance	**Saving Throw** Fortitude 19	**Saving Throw** Fortitude 21	**Saving Throw** Fortitude 25	**Saving Throw** Fortitude 28

A nymph can stun a creature within 30 feet with a look. The target must succeed on a Constitution save or be stunned for 2d4 rounds.

Other Abilities

Innate Spells	*dimension door (3/day)*			
Spellcasting	***Druid (CL 4)***	***Druid (CL 8)***	***Druid (CL 12)***	***Druid (CL 16)***

summon animal/plant/fungus; lightning bolt; heal; water breathing; barkskin; flame blade; resist energy; tree shape; charm animal; endure elements; entangle; obscuring mist; produce flame; detect magic; guidance; light; stabilize

OSR

Nymph

	Low	Moderate	Advanced	Elite
Environment	Temperate Forest			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary			
Treasure	Standard			

		Low	Moderate	Advanced	Elite
AC	Armor Class	6 [13]	6 [13]	4 [15]	3 [16]
HD	Hit Dice	2	3	4	5
ATT	Attacks	Dagger 1d4	Dagger 1d6	Dagger 1d8	Dagger 1d10
THACO		18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV	Move	90' (30') Swim 60' (20')			
SV	Saves				
	D Death	**12**	**10**	**10**	**8**
	W Wand	**13**	**11**	**11**	**9**
	P Paralysis	**14**	**12**	**12**	**10**
	B Breath	**15**	**13**	**13**	**10**
	S Spell	**16**	**14**	**14**	**12**
	U ***Unified***	**14**	**12**	**12**	**10**
ML	Morale	7	7	7	7
AL	Alignment	Chaotic			
XP	Experience	30	75	175	450

Special Abilities

Blinding Beauty This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on Spell save or be blinded permanently. A nymph can suppress or resume this ability as a free action.

Inspirations A nymph can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of her affection (typically a lock of her hair). As long as the nymph retains her favor for this creature and as long as the creature carries the nymph's token, the creature gains +4 bonus on all Wisdom saving throws, and checks to craft or perform. A bard who has a nymph for a muse in this way can use his bardic performance for an additional 8 rounds per day. The nymph retains a link to her token and its carrier as if she had cast a status spell on the carrier. The nymph can end this effect at any time as a free action. A single nymph may only inspire one creature at a time in this manner.

Stunning Glance A nymph can stun a creature within 30 feet with a look. The target must succeed on a Spell save or be stunned for 2d4 rounds.

DCC

Nymph

	Low	Moderate	Advanced	Elite
Environment	Temperate Forest			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary			
Treasure	Standard			

Init	Initiative	-1	+0	+0	+0
Atk	Attacks	Dagger -5 melee (1d4) or Dagger +5 ranged (1d4)	Dagger -3 melee (1d4) or Dagger +5 ranged (1d4)	Dagger melee (1d6) or Dagger +5 ranged (1d6)	Dagger +3 melee (1d8) or Dagger +4 ranged (1d8)
Crit	Critical Hits	19+:M/d6	19+:M/d8	19+:M/d8	19+:M/d8
AC	Armor Class	13	13	15	16
HD	Hit Dice	1d6	2d6	3d6	3d6
MV	Move	30′, Swim 20′			
ACT	Action Dice	1d24	1d24+1d20	2d24	2d24
SV	Saves				
	Fort	+7	+9	+13	+15
	Ref	+11	+12	+17	+18
	Will	+9	+11	+15	+17
AL	Alignment	C			

Special Abilities

Blinding Beauty This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on Fortitude save or be blinded permanently. A nymph can suppress or resume this ability as a free action.

Inspirations A nymph can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of her affection (typically a lock of her hair). As long as the nymph retains her favor for this creature and as long as the creature carries the nymph's token, the creature gains +4 bonus on all Intelligence saving throws, and checks to craft or perform. A bard who has a nymph for a muse in this way can use his bardic performance for an additional 8 rounds per day. The nymph retains a link to her token and its carrier as if she had cast a status spell on the carrier. The nymph can end this effect at any time as a free action. A single nymph may only inspire one creature at a time in this manner.

Stunning Glance A nymph can stun a creature within 30 feet with a look. The target must succeed on a Fortitude save or be stunned for 2d4 rounds.

Pathfinder

Bugbear

	Low	Moderate	Advanced	Elite
Terrain	Temperate Mountains			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, Gang (3-6x), or Warband (7-12x plus others)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
CR	**3**	**7**	**11**	**15**
Align / Size	**CE Medium** (goblinoid)	**CE Medium** (goblinoid)	**CE Medium** (goblinoid)	**CE Large** (goblinoid)
HD / Type	Humanoid 3	Humanoid 7	Humanoid 11	Humanoid 15
Initiative	+1	+2	+8	+7
Senses	**Perception** +8 **Darkvision** 60' **Scent**	**Perception** +12 **Darkvision** 60' **Scent**	**Perception** +22 **Darkvision** 60' **Scent**	**Perception** +26 **Darkvision** 60' **Scent**
Defense				
AC	**16** **touch** 11; **ff** 15 +1 Dex; +3 Natural; +2 Armor	**18** **touch** 13; **ff** 15 +2 Dex; +3 Natural; +2 Armor; +1 Dodge	**22** **touch** 15; **ff** 17 +4 Dex; +5 Natural; +2 Armor; +1 Dodge	**23** **touch** 13; **ff** 19 -1 Size; +3 Dex; +8 Natural; +2 Armor; +1 Dodge
hp	**23** (3d8)+3	**40** (7d8)+7	**93** (11d8)+44	**156** (15d8)+90
Saves	**Fort** +2 **Ref** +4 **Will** +1	**Fort** +3 **Ref** +7 **Will** +2	**Fort** +7 **Ref** +11 **Will** +5	**Fort** +11 **Ref** +112 **Will** +7
Offense				
Movement	30'			
Attacks	**Ranged** javelin +3 (1d6+3) or **Melee** morningstar +5 (1d8+3) or **Melee** shield, light wooden +1 (1d3+3)	**Ranged** javelin +7 (1d6+3) or **Melee** morningstar +8 (1d8+3) or **Melee** shield, light wooden +4 (1d3+3)	**Ranged** javelin +12/+7 (1d6+5) or **Melee** morningstar +13/+8 (1d8+5) or **Melee** shield, light wooden +9/+4 (1d3+5)	**Ranged** javelin (large) +13/+8/+3 (1d8+7) or **Melee** morningstar (large) +17 (2d6+3) or **Melee** shield, light wooden (large) +13/+8/+3 (1d4+7)
Space / Reach	5' / 5'	5' / 5'	5' / 5'	10' / 10'

Statistics

Ability Scores	**Str** 16 **Dex** 13 **Con** 13 **Int** 10 **Wis** 10 **Cha** 9	**Str** 16 **Dex** 14 **Con** 13 **Int** 10 **Wis** 10 **Cha** 9	**Str** 20 **Dex** 18 **Con** 18 **Int** 14 **Wis** 14 **Cha** 13	**Str** 25 **Dex** 16 **Con** 22 **Int** 14 **Wis** 14 **Cha** 13
Core Attack	**Base Atk** +2 **CMB** +5 **CMD** 16	**Base Atk** +5 **CMB** +8 **CMD** 21	**Base Atk** +8 **CMB** +13 +15 overrun **CMD** 28 30 vs. overrun	**Base Atk** +11 **CMB** +13 +23 overrun **CMD** 33 35 vs. overrun
Feats	Intimidating Prowess, Skill Focus (Perception)	Dodge, Intimidating Prowess, Power Attack, Skill Focus (Perception)	Dodge, Improved Initiative, Improved Overrun, Intimidating Prowess, Power Attack, Skill Focus (Perception)	Charge Through, Dodge, Greater Overrun, Improved Initiative, Improved Overrun, Intimidating Prowess, Power Attack, Skill Focus (Perception)
Skills	Acrobatics +1, Bluff -1, Climb +3, Diplomacy -1, Disguise -1, Escape Artist +1, Fly +1, Intimidate +7, Perception +8, Perform (Untrained) -1, Ride +1, Stealth +11, Swim +3	Acrobatics +2, Bluff -1, Climb +3, Diplomacy -1, Disguise -1, Escape Artist +2, Fly +2, Intimidate +7, Perception +12, Perform (Untrained) -1, Ride +2, Stealth +16, Swim +3	Acrobatics +4, Appraise +2, Artistry +2, Bluff +1, Climb +18, Craft (Untrained) +2, Diplomacy +1, Disguise +1, Escape Artist +4, Fly +4, Handle Animal +15, Heal +2, Intimidate +11, Perception +22, Perform (Untrained) +1, Ride +4, Sense Motive +2, Stealth +22, Survival +2, Swim +5	Acrobatics +3, Appraise +2, Artistry +2, Bluff +1, Climb +24, Craft (Untrained) +2, Diplomacy +1, Disguise +1, Escape Artist +3, Fly +1, Handle Animal +19, Heal +2, Intimidate +13, Perception +26, Perform (Untrained) +1, Ride +3, Sense Motive +2, Stealth +21, Survival +2, Swim +7
Languages	Common, Goblin			
Special	Darkvision, Scent, Stalker			
Treasure	Javelin (3x); leather armor; morningstar; light wooden shield	Javelin (3x); leather armor; morningstar; light wooden shield	Javelin (3x); leather armor; morningstar; light wooden shield	Javelin (large, 3x); leather armor (large); morningstar (large); light wooden shield (large)

Special Qualities & Abilities

Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

Stalker (Ex) Perception and Stealth are always class skills for bugbears.

Feats

Charge Through You can overrun enemies when charging. When making a charge, you can attempt to overrun one creature in the path of the charge as a free action. If you successfully overrun that creature, you can complete the charge. If the overrun is unsuccessful, the charge ends in the space directly in front of that creature.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to

AC also makes you lose the benefits of this feat.

Greater Overrun Enemies must dive to avoid your dangerous move. You receive a +2 bonus on checks made to overrun a foe. This bonus stacks with the bonus granted by Improved Overrun. Whenever you overrun opponents, they provoke attacks of opportunity if they are knocked prone by your overrun.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Overrun You are skilled at running down your foes. You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrrun a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to overrun you. Targets of your overrun attempt may not chose to avoid you.

Intimidating Prowess Your physical might is intimidating to others. Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -3 penalty on all melee attack rolls and combat maneuver checks to gain a +6 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Skill Focus (Perception) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

5E

Bugbear

	Low	Moderate	Advanced	Elite
Terrain	Temperate Mountains			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, Gang (3-6x), or Warband (7-12x plus others)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	23	40	93	156
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Large humanoid, chaotic evil
Ability Scores / Saves	STR 14 (+2) DEX 11 (+0) CON 11 (+0) INT 8 (-1) WIS 8 (-1) CHA 7 (-2)	STR 14 (+2) DEX 12 (+1) CON 11 (+0) INT 8 (-1) WIS 8 (-1) CHA 7 (-2)	STR 17 (+3) DEX 16 (+3) CON 16 (+3) INT 12 (+1) WIS 12 (+1) CHA 11 (+0)	STR 20 (+5) DEX 14 (+2) CON 18 (+4) INT 12 (+1) WIS 12 (+1) CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Common, Goblin			
Challenge	3	7	11	15

	Low	Moderate	Advanced	Elite
Standard Actions	**Javelin** Ranged weapon attack: +0 to hit, one target. Hit 1d6+3 (6) bludgeoning damage. **Morningstar** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing, bludgeoning damage. **Shielden** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+3 (5) bludgeoning damage.	**Javelin** Ranged weapon attack: +1 to hit, one target. Hit 1d6+3 (6) bludgeoning damage. **Morningstar** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing, bludgeoning damage. **Shielden** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d3+3 (5) bludgeoning damage.	**Javelin** Ranged weapon attack: +4 to hit, one target. Hit 1d6+5 (8) bludgeoning damage. **Morningstar** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing, bludgeoning damage. **Shielden** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d3+5 (7) bludgeoning damage.	**Javelin** Ranged weapon attack: +2 to hit, one target. Hit 1d8+7 (12) bludgeoning damage. **Morningstar** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+3 (10) piercing, bludgeoning damage. **Shielden** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d4+7 (10) bludgeoning damage.
Spellcasting	-			
Possessions	Javelin (3x); leather armor; morningstar; shield			



Illustration 5: Bugbear

P2E

Bugbear

	Low	Moderate	Advanced	Elite
Terrain	Temperate Mountains			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, Gang (3-6x), or Warband (7-12x plus others)			
Treasure	Incidental			

Level	CREATURE 3	CREATURE 7	CREATURE 11	CREATURE 15
Rarity	COMMON	COMMON	COMMON	COMMON
Alignment	CE	CE	CE	CE
Size	MEDIUM	MEDIUM	MEDIUM	LARGE
Other Traits	HUMANOID			
Perception	+7, darkvision	+13, darkvision	+21, darkvision	+25, darkvision
Languages	Common, Goblin			
Skills	Acrobatics +6, Athletics +8, Diplomacy +4, Deception +4, Intimidation +6, Performance +4, Stealth +6	Acrobatics +11, Athletics +12, Diplomacy +8, Deception +8, Intimidation +7, Performance +8, Stealth +11	Acrobatics +17, Athletics +18, Crafting +15, Diplomacy +14, Deception +14, Medicine +15, Intimidation +14, Performance +14, Stealth +17, Survival +15	Acrobatics +20, Athletics +24, Crafting +19, Diplomacy +18, Deception +18, Medicine +19, Intimidation +18, Performance +18, Stealth +20, Survival +19
Ability Scores	Str +3, Dex +1, Con +1, Int +0, Wis +0, Cha -1	Str +3, Dex +2, Con +1, Int +0, Wis +0, Cha -1	Str +5, Dex +4, Con +4, Int +2, Wis +2, Cha +1	Str +7, Dex +3, Con +6, Int +2, Wis +2, Cha +1
Items	Javelin (3x); leather armor; morningstar; shield			
Defense				
AC	16	20	26	26
Fort	+6	+10	+17	+23
Ref	+6	+11	+17	+20
Will	+5	+9	+15	+19
hp	23	52	116	188

Offense & Actions				
Speed	30 ft.			
Melee	Ranged Javelin +4, Damage 1d6+3 bludgeoning	Ranged Javelin +13, Damage 1d6+3 bludgeoning	Ranged Javelin +23, Damage 1d6+5 bludgeoning	Ranged Javelin +26, Damage 1d8+7 bludgeoning
	Melee Morningstar +8 (versatile, reach 5 ft.), Damage 1d8+3 piercing, bludgeoning	Melee Morningstar +14 (versatile, reach 5 ft.), Damage 1d8+3 piercing, bludgeoning	Melee Morningstar +24 (versatile, reach 5 ft.), Damage 1d8+5 piercing, bludgeoning	Melee Morningstar +31 (versatile, reach 10 ft.), Damage 2d6+3 piercing, bludgeoning
	Melee Shield +8 (agile, reach 5 ft.), Damage 1d3+3 bludgeoning	Melee Shield +14 (agile, reach 5 ft.), Damage 1d3+3 bludgeoning	Melee Shield +24 (agile, reach 5 ft.), Damage 1d3+5 bludgeoning	Melee Shield +31 (agile, reach 10 ft.), Damage 1d4+7 bludgeoning

OSR

Bugbear

	Low	Moderate	Advanced	Elite
Environment	Temperate Mountains			
Rarity	Common			
Role	Brute / Normal			
# Encountered	Solitary, Pair, Gang (3-6x), or Warband (7-12x plus others)			
Treasure	Incidental			

AC	Armor Class	9 [10]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Javelin 1d6 or Morningstar 1d8	Javelin 1d6+2 or Morningstar 1d8+2	Javelin 1d8+2 or Morningstar 1d10+2	Javelin 1d10+2 or Morningstar 2d6+2
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	90' (30')			
SV	Saves				
	D Death	**10**	**10**	**8**	**6**
	W Wand	**11**	**11**	**9**	**7**
	P Paralysis	**12**	**12**	**10**	**8**
	B Breath	**13**	**13**	**10**	**8**
	S Spell	**14**	**14**	**12**	**10**
	U ***Unified***	**12**	**12**	**10**	**8**
ML	Morale	7	7	7	7
AL	Alignment	Chaotic			
XP	Experience	75	275	650	900

Special Abilities

- -

Humanoids

DCC

Bugbear

	Low	Moderate	Advanced	Elite
Environment	Temperate Mountains			
Rarity	Common			
Role	Brute / Normal			
# Encountered	Solitary, Pair, Gang (3-6x), or Warband (7-12x plus others)			
Treasure	Incidental			

Init	Initiative	-2	-2	+0	+0
Atk	Attacks	Javelin +1 ranged (1d6+1) or Morningstar +3 melee (1d8+1)	Javelin +2 ranged (1d6+3) or Morningstar +4 melee (1d8+3)	Javelin +4 ranged (1d8+3) or Morningstar +5 melee (1d10+3)	Javelin +5 ranged (1d10+3) or Morningstar +7 melee (2d6+3)
Crit	Critical Hits	20+:III/d8	20+:III/d8	20+:III/d10	20+:III/d10
AC	Armor Class	10	11	12	13
HD	Hit Dice	2d8 + 2	2d8 + 2	4d8 + 4	5d8 + 5
MV	Move	30′			
ACT	Action Dice	1d20	1d24	2d24	1d24+2d20
SV	Saves				
	Fort	+1	+2	+5	+7
	Ref	+3	+5	+7	+8
	Will	+1	+1	+3	+5
AL	Alignment	C			

Special Abilities

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Pathfinder

Cyclops

	Low	Moderate	Advanced	Elite
Terrain	Any Temperate or Tropical			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary, Conclave (2-6x), or Tribe (7-18x)			
Treasure	Standard			
CR	**6**	**10**	**14**	**18**
Align / Size	**NE Medium** (giant)	**NE Large** (giant)	**NE Large** (giant)	**NE Huge** (giant)
HD / Type	Humanoid 6	Humanoid 10	Humanoid 14	Humanoid 18
Initiative	+1	-1	-1	-2
Senses	**Perception** +13	**Perception** +15	**Perception** +135	**Perception** +17
Defense				
AC	**20** **touch** 11; **ff** 19 +1 Dex; +5 Natural; +4 Armor	**19** **touch** 8; **ff** 19 -1 Size; -1 Dex; +7 Natural; +4 Armor	**19** **touch** 8; **ff** 19 -1 Size; -1 Dex; +7 Natural; +4 Armor	**20** **touch** 6; **ff** 20 -2 Size; -2 Dex; +10 Natural; +4 Armor
hp	**32** (6d8)	**75** (10d8)+20	**15** (14d8)+42	**188** (18d8)+90
Saves	**Fort** +5 **Ref** +3 **Will** +3	**Fort** +9 **Ref** +2 **Will** +4	**Fort** +12 **Ref** +3 **Will** +5	**Fort** +16 **Ref** +4 **Will** +7
Def Abilities	Ferocity			
Offense				
Movement	30’			
Attacks	**Ranged** heavy crossbow +5 (1d10/19-20) or **Melee** greataxe +7 (2H: 1d12+4/x3)	**Ranged** crossbow, heavy (large) +5/+0 (2d8/19-20) or **Melee** greataxe (large) +11/+6 (2H: 3d6+7/x3)	**Ranged** crossbow, heavy (large) +8/+3 (2d8/19-20) or **Melee** greataxe (large) +14/+9 (2H: 3d6+7/x3)	**Ranged** crossbow, heavy (huge) +9/+4/-1 (3d8/19-20) or **Melee** greataxe (huge) +19/+14/+9 (2H: 4d6+12/x3)
Space / Reach	5’ / 5’	10’ / 10’	10’ / 10’	15’ / 15’
Statistics				

Ability Scores	**Str** 17 **Dex** 12 **Con** 11 **Int** 10 **Wis** 13 **Cha** 8	**Str** 21 **Dex** 8 **Con** 15 **Int** 10 **Wis** 13 **Cha** 8	**Str** 21 **Dex** 8 **Con** 16 **Int** 10 **Wis** 13 **Cha** 8	**Str** 26 **Dex** 6 **Con** 20 **Int** 10 **Wis** 13 **Cha** 8
Core Attack	**Base Atk** +4 **CMB** +7 **CMD** 18	**Base Atk** +7 **CMB** +13 +15 bullrush **CMD** 22 24 vs. bullrush	**Base Atk** +10 **CMB** +16 +18 bullrush **CMD** 25 27 vs. bullrush	**Base Atk** +13 **CMB** +23 +25 bullrush **CMD** 31 33 vs. bullrush
Feats	Cleave, Great Cleave, Power Attack	Alertness, Cleave, Great Cleave, Improved Bull Rush, Power Attack	Alertness, Cleave, Critical Focus, Furious Focus, Great Cleave, Improved Bull Rush, Power Attack	Alertness, Cleave, Cleaving Finish, Critical Focus, Furious Focus, Great Cleave, Improved Bull Rush, Improved Cleaving Finish, Power Attack
Skills	Acrobatics -2, Bluff -1, Climb +6, Diplomacy -1, Disguise -1, Escape Artist -2, Fly -2, Heal +1, Intimidate +5, Perception +13, Perform (Untrained) -1, Ride -2, Sense Motive +3, Stealth -2, Survival +7	Acrobatics -1, Bluff -1, Climb +11, Diplomacy -1, Disguise -1, Escape Artist -1, Fly -3, Heal +1, Intimidate +9, Perception +15, Perform (Untrained) -1, Ride -1, Sense Motive +5, Stealth -5, Survival +11, Swim +5	Acrobatics -1, Bluff -1, Climb +11, Diplomacy -1, Disguise -1, Escape Artist -1, Fly -3, Heal +1, Intimidate +13, Perception +15, Perform (Untrained) -1, Ride -1, Sense Motive +5, Stealth -5, Survival +15, Swim +5	Acrobatics -5, Bluff -1, Climb +13, Diplomacy -1, Disguise -1, Escape Artist -5, Fly -9, Heal +1, Intimidate +15, Perception +17, Perform (Untrained) -1, Ride -5, Sense Motive +5, Stealth -13, Survival +17, Swim +5
Languages	Common, Cyclops, Giant			
Special	Flash of Insight			
Treasure	Hide armor; greataxe; heavy crossbow; crossbow bolts (20x)	Hide armor (large); greataxe (large); heavy crossbow; (large); crossbow bolts (20x)	Hide armor (large); greataxe (large); heavy crossbow; (large); crossbow bolts (20x)	Hide armor (huge); greataxe (huge); heavy crossbow; (huge) crossbow bolts (20x)

Special Qualities & Abilities

Ferocity (Ex) You remain conscious and can continue fighting even if your hit point total is below 0. You are still staggered and loose 1 hit point each round. You still die when your hit point total reach -20.

Flash of Insight (Su) Once per day as an immediate action, a cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the cyclops only, and cannot be applied to the rolls of others.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Cleaving Finish When you strike down an opponent, you can continue your swing into another target. If you make a melee attack, and your target drops to 0 or fewer hit points as a result of your attack, you can make another melee attack using your highest base attack bonus against another opponent within reach. You can make only one extra attack per round with this feat.

Critical Focus You are trained in the arts of causing pain.

You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Furious Focus Even in the midst of fierce and furious blows, you can find focus in the carnage and your seemingly wild blows strike home. When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

Great Cleave You can strike many adjacent foes with a single blow. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Improved Bull Rush You are skilled at pushing your foes around. You do not provoke an attack of opportunity when performing a bull rush combat maneuver. In addition, you receive a +2 bonus on checks made to bull rush a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to bull rush you.

Improved Cleaving Finish You can cut down many opponents in a single strike. You can use Cleaving Finish any number of times per round.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

5E

Cyclops

	Low	Moderate	Advanced	Elite
Terrain	Any Temperate or Tropical			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary, Conclave (2-6x), or Tribe (7-18x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	32	75	115	188
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, neutral evil	Large humanoid, neutral evil	Large humanoid, neutral evil	Huge humanoid, neutral evil
Ability Scores / Saves	STR 15 (+2) DEX 10 (+0) CON 9 (-1) INT 8 (-1) WIS 11 (+0) CHA 6 (-2)	STR 18 (+4) DEX 6 (-2) CON 13 (+1) INT 8 (-1) WIS 11 (+0) CHA 6 (-2)	STR 18 (+4) DEX 6 (-2) CON 14 (+2) INT 8 (-1) WIS 11 (+0) CHA 6 (-2)	STR 20 (+5) DEX 4 (-3) CON 17 (+3) INT 8 (-1) WIS 11 (+0) CHA 6 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13	Passive Perception +14	Passive Perception +15	Passive Perception +16
Languages	Common, Cyclops, Giant			
Challenge	6	10	14	18
Special Abilities & Qualities	**Flash of Insight** Once per day, a cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the cyclops only, and cannot be applied to the rolls of others.			

	Low	Moderate	Advanced	Elite
Standard Actions	**Heavy Crossbow** Ranged weapon attack: +0 to hit, one target. Hit 1d10/19-20 (10) piercing damage. **Greataxe** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d12x3 (1) slashing damage.	**Crossbow, Heavy** Ranged weapon attack: -3 to hit, one target. Hit 2d8/19-20 (9) piercing damage. **Greataxe** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+7/x3 (18) slashing damage.	**Crossbow, Heavy** Ranged weapon attack: -3 to hit, one target. Hit 2d8/19-20 (9) piercing damage. **Greataxe** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+7/x3 (18) slashing damage.	**Crossbow, Heavy** Ranged weapon attack: -3 to hit, one target. Hit 3d8/19-20 (10) piercing damage. **Greataxe** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+12/x3 (26) slashing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

P2E

Cyclops

	Low	Moderate	Advanced	Elite
Terrain	Any Temperate or Tropical			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary, Conclave (2-6x), or Tribe (7-18x)			
Treasure	Standard			

Level	CREATURE 6	CREATURE 10	CREATURE 14	CREATURE 18
Rarity	UNCOMMON	UNCOMMON	UNCOMMON	UNCOMMON
Alignment	NE	NE	NE	NE
Size	MEDIUM	LARGE	LARGE	HUGE
Other Traits	HUMANOID			
Perception	+13	+17	+21	+25
Languages	Common, Cyclops, Giant			
Skills	Acrobatics +9, Athletics +11, Diplomacy +7, Deception +7, Medicine +9, Intimidation +5, Performance +7, Stealth +9, Survival +7	Acrobatics +11, Athletics +17, Diplomacy +11, Deception +11, Medicine +13, Intimidation +9, Performance +11, Stealth +11, Survival +13	Acrobatics +15, Athletics +21, Diplomacy +15, Deception +15, Medicine +17, Intimidation +15, Performance +15, Stealth +15, Survival +17	Acrobatics +18, Athletics +28, Diplomacy +19, Deception +19, Medicine +21, Intimidation +19, Performance +19, Stealth +18, Survival +21
Ability Scores	Str +3, Dex +1, Con +0, Int +0, Wis +1, Cha -1	Str +5, Dex -1, Con +2, Int +0, Wis +1, Cha -1	Str +5, Dex -1, Con +3, Int +0, Wis +1, Cha -1	Str +8, Dex -2, Con +5, Int +0, Wis +1, Cha -1
Items	-	-	-	-
Defense				
AC	19	20	20	21
Fort	+8	+14	+19	+25
Ref	+9	+11	+15	+18
Will	+9	+13	+17	+21
hp	39	85	133	207

Immune	-			
Resists/ Vulnerable	-			

Offense & Actions

Speed	30 ft.			
Melee	Ranged Heavy Crossbow +11, Damage 1d10/19-20 piercing Melee Greataxe +13 (two-hand, sweep, reach 5 ft.), Damage 1d12x3 slashing	Ranged Crossbow, Heavy +11, Damage 2d8/19-20 piercing Melee Greataxe +21 (two-hand, sweep, reach 10 ft.), Damage 3d6+7/x3 slashing	Ranged Crossbow, Heavy +19, Damage 2d8/19-20 piercing Melee Greataxe +27 (two-hand, sweep, reach 10 ft.), Damage 3d6+7/x3 slashing	Ranged Crossbow, Heavy +24, Damage 3d8/19-20 piercing Melee Greataxe +37 (two-hand, sweep, reach 15 ft.), Damage 4d6+12/x3 slashing
Flash of Insight	**Flash of Insight** Once per day, a cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the cyclops only, and cannot be applied to the rolls of others.			

Other Abilities

Innate Spells	-
Spellcasting	-

OSR

Cyclops

	Low	Moderate	Advanced	Elite
Environment	Any Temperate or Tropical			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Conclave (2-6x), or Tribe (7-18x)			
Treasure	Standard			

AC	Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD	Hit Dice	4	5	7	8
ATT	Attacks	Heavy Crossbow 1d10 or Greataxe 1d12x3	Crossbow, Heavy 2d8 or Greataxe 3d6/x3	Crossbow, Heavy 2d8 or Greataxe 3d6/x3	Crossbow, Heavy 3d8 or Greataxe 4d6/x3
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV	Move	90' (30')			
SV	Saves				
	D Death	**10**	**8**	**8**	**6**
	W Wand	**11**	**9**	**9**	**7**
	P Paralysis	**12**	**10**	**10**	**8**
	B Breath	**13**	**10**	**10**	**8**
	S Spell	**14**	**12**	**12**	**10**
	***U* Unified**	**12**	**10**	**10**	**8**
ML	Morale	7	7	7	7
AL	Alignment	Neutral			
XP	Experience	175	450	900	1,100

Special Abilities

Flash of Insight Once per day, a cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the cyclops only, and cannot be applied to the rolls of others.

DCC

Cyclops

	Low	Moderate	Advanced	Elite
Environment	Any Temperate or Tropical			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Conclave (2-6x), or Tribe (7-18x)			
Treasure	Standard			

Init	Initiative	-3	-3	-3	-2
Atk	Attacks	Heavy Crossbow +1 ranged (1d10) or Greataxe +3 melee (1d12)	Crossbow, Heavy +3 ranged (1d10+2) or Greataxe +5 melee (2d6+7)	Crossbow, Heavy -+5 ranged (2d6+1) or Greataxe +5 melee (2d6+7)	Crossbow, Heavy +5 ranged (2d8+2) or Greataxe +5 melee (3d6+12)
Crit	Critical Hits	19+:M/d8	19+:M/d8	19+:G/d4	19+:G/d4
AC	Armor Class	11	11	12	12
HD	Hit Dice	2d8 + 2	3d8 + 3	5d8 + 5	6d8 + 6
MV	Move	30′			
ACT	Action Dice	1d24	1d24+1d20	2d24	1d24+2d20
SV	Saves				
	Fort	+3	+6	+8	+11
	Ref	+2	+1	+2	+3
	Will	+2	+3	+3	+5
AL	Alignment	N			

Special Abilities

Flash of Insight Once per day, a cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the cyclops only, and cannot be applied to the rolls of others.

Pathfinder

Giant (Frost)

	Low	Moderate	Advanced	Elite
Terrain	Cold Mountains			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Gang (3-5x), Band (6-12x+), Raiding Party (6-12x+), or Tribe (21-30x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
CR	**6**	**10**	**14**	**18**
Align / Size	**CE Medium** (cold, giant)	**CE Medium** (cold, giant)	**CE Large** (cold, giant)	**CE Huge** (cold, giant)
HD / Type	Humanoid 6	Humanoid 10	Humanoid 14	Humanoid 18
Initiative	+1	+1	-1	+0
Senses	**Perception** +8	**Perception** +10	**Perception** +11	**Perception** +21
Defense				
AC	**22** **touch** 11; **ff** 21 +1 Dex; +7 Natural; +4 Armor	**22** **touch** 11; **ff** 21 +1 Dex; +7 Natural; +4 Armor	**21** **touch** 8; **ff** 21 -1 Size; +1 Dex; +9 Natural; +4 Armor	**26** **touch** 8; **ff** 26 -2 Size; +14 Natural; +4 Armor
hp	**44** (6d8)+18	**74** (10d8)+30	**136** (14d8)+70	**253** (18d8)+162
Saves	**Fort** +8 **Ref** +3 **Will** +4	**Fort** +10 **Ref** +4 **Will** +5	**Fort** +14 **Ref** +3 **Will** +6	**Fort** +20 **Ref** +6 **Will** +10
Def Abilities	Rock Catching; **Immunities** Cold; **Weaknesses** Vulnerability to Fire			
Offense				
Movement	40’			
Attacks	**Melee** greataxe +11 (2H: 1d12+10/x3) or **Melee** slam +11/+11 (2H: 1d6+10) or **Ranged** rock (small) +4 (1d8+10)	**Melee** greataxe +14/+9 (2H: 1d12+10/x3) or **Melee** slam +14/+14 (2H: 1d6+10) or **Ranged** rock (small) +7/+2 (1d8+10)	**Melee** greataxe (large) +18/+13 (2H: 3d6+13/x3) or **Ranged** rock (small) +9/+4 (1d8+13) or **Melee** slam +18/+18 (1d8+9)	**Melee** greataxe (large) +25/+20/+15 (3d6+14/x3) or **Ranged** rock (small) +12/+7/+2 (1d8+21) or **Melee** slam +25/+25 (3d6+14)
Space / Reach	5’ / 5’	5’ / 5’	10’ / 10’	15’ / 15’
Special Atks	Rock Throwing (120 ft.)			

Statistics

Ability Scores	**Str** 25 **Dex** 13 **Con** 17 **Int** 10 **Wis** 14 **Cha** 11	**Str** 25 **Dex** 13 **Con** 17 **Int** 10 **Wis** 14 **Cha** 11	**Str** 29 **Dex** 9 **Con** 21 **Int** 10 **Wis** 14 **Cha** 11	**Str** 38 **Dex** 11 **Con** 29 **Int** 14 **Wis** 18 **Cha** 15
Core Attack	**Base Atk** +4 **CMB** +11 **CMD** 22	**Base Atk** +7 **CMB** +14 +16 overrun **CMD** 25 27 vs. overrun	**Base Atk** +10 **CMB** +20 +22 overrun or sunder **CMD** 29 31 vs. overrun or sunder	**Base Atk** +13 **CMB** +29 +31 overrun or sunder **CMD** 39 41 vs. overrun or sunder
Feats	Martial Weapon Proficiency (Greataxe), Power Attack, Skill Focus (Stealth)	Cleave, Improved Overrun, Martial Weapon Proficiency (Greataxe), Power Attack, Skill Focus (Stealth)	Cleave, Great Cleave, Improved Overrun, Improved Sunder, Martial Weapon Proficiency (Greataxe), Power Attack, Skill Focus (Stealth)	Cleave, Devastating Assault, Great Cleave, Improved Natural Attack (Slam), Improved Overrun, Improved Sunder, Martial Weapon Proficiency (Greataxe), Power Attack, Skill Focus (Stealth)
Skills	Acrobatics -1, Climb +11, Escape Artist -1, Fly -1, Heal +2, Intimidate +6, Perception +8, Ride -1, Sense Motive +2, Stealth +5, Survival +2, Swim +5	Acrobatics -1, Climb +11, Craft (Leather) +7, Escape Artist -1, Fly -1, Heal +2, Intimidate +7, Perception +10, Ride -1, Sense Motive +2, Stealth +6, Survival +2, Swim +5	Acrobatics -1, Climb +17, Craft (Leather) +8, Escape Artist -1, Fly -3, Heal +2, Intimidate +9, Perception +11, Ride -1, Sense Motive +2, Stealth +4, Survival +2, Swim +9	Appraise +2, Artistry +2, Bluff +2, Climb +35, Craft (Leather) +11, Craft (Ships) +10, Craft (Siege Engine) +10, Craft (Untrained) +2, Diplomacy +2, Disguise +2, Fly -4, Heal +4, Intimidate +23, Perception +21, Perform (Untrained) +2, Sense Motive +4, Stealth +1, Survival +4, Swim +14
Languages	Common, Giant			
Special	+4 racial bonus to Stealth skill in snow			
Treasure	Greataxe; chain shirt	Greataxe; chain shirt	Greataxe (large); chain shirt (large)	Greataxe (large); chain shirt (huge)

Special Qualities & Abilities

Rock Catching (Ex) You can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.

Rock Throwing (Ex) You are an accomplished rock thrower and have a +1 racial bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage plus 1-1/2 your Strength bonus.

Feats

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Devastating Assault You can hammer at a foe to smash

through its defenses. As a full-round action, you can bat aside all of your foe's defenses to ensure you make a single, especially effective melee attack. You make a single melee attack using an appropriate weapon against a single target, but make as many attack rolls as you could in a full-attack action using that weapon. You make the attack rolls in order from highest bonus to lowest, as if you were making a full attack. If any of the attack rolls hit the target, your single attack is considered to have hit and you roll damage normally. If one or more rolls are critical threats, you confirm the critical hit only once using your highest base attack bonus. If you hit with two or more attacks, the target must succeed at a Fortitude save (DC = 10 + 1/2 your base attack bonus + your Strength modifier) or suffer a condition for 1d4 rounds. If at least two attacks hit, you can choose from deafened, entangled, or shaken. If at least three attacks hit, you can also choose from blinded or staggered. If at least four attacks hit, you can also choose the dazed condition. Once you have forced a foe to attempt a saving throw to avoid suffering a condition via this feat, you cannot attempt to inf lict that condition on it again with Devastating Assault for 24 hours.

Great Cleave You can strike many adjacent foes with a single blow. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Improved Overrun You are skilled at running down your foes. You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrrun a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to overrun you. Targets of your overrun attempt may not chose to avoid you.

Improved Sunder You are skilled at damaging your foes' weapons and armor. You do not provoke an attack of opportunity when performing a sunder combat maneuver. In addition, you receive a +2 bonus on checks made to sunder an item. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to sunder your gear.

Skill Focus (Stealth) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

5E

Giant (Frost)

	Low	Moderate	Advanced	Elite
Terrain	Cold Mountains			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Gang (3-5x), Band (6-12x+), Raiding Party (6-12x+), or Tribe (21-30x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	17 (natural armor)	19 (natural armor)
Hit Points	44	74	136	253
Speed	40 ft.			
Size, Type, Alignment	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Large humanoid, chaotic evil	Huge humanoid, chaotic evil
Ability Scores / Saves	STR 20 (+5) DEX 11 (+0) CON 15 (+2) INT 8 (-1) WIS 12 (+1) CHA 9 (-1)	STR 20 (+5) DEX 11 (+0) CON 15 (+2) INT 8 (-1) WIS 12 (+1) CHA 9 (-1)	STR 22 (+6) DEX 7 (-2) CON 18 (+4) INT 8 (-1) WIS 12 (+1) CHA 9 (-1)	STR 26 (+8) DEX 9 (-1) CON 22 (+6) INT 12 (+1) WIS 16 (+3) CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Cold			
Vulnerabilities	Vulnerability to Fire			
Senses	Passive Perception +11	Passive Perception +11	Passive Perception +16	Passive Perception +19
Languages	Common, Giant			
Challenge	6	10	14	18
Special Abilities & Qualities	**Vulnerability to Fire** You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Special Abilities & Qualities	**Rock Catching** You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Dexterity save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.			
Special Abilities & Qualities	**Rock Throwing** You are an accomplished rock thrower and have advantage on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage plus 1-1/2 your Strength bonus.			

	Low	Moderate	Advanced	Elite
Standard Actions	**Greataxe** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d12+10/x3 (16) slashing damage. **Slam** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+10 (14) bludgeoning damage. **Rock** Ranged weapon attack: +0 to hit, one target. Hit 1d8+10 (14) bludgeoning damage.	**Greataxe** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d12+10/x3 (16) slashing damage. **Slam** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+10 (14) bludgeoning damage. **Rock** Ranged weapon attack: -1 to hit, one target. Hit 1d8+10 (14) bludgeoning damage.	**Greataxe** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+13/x3 (24) slashing damage. **Rock** Ranged weapon attack: -3 to hit, one target. Hit 1d8+13 (18) bludgeoning damage. **Slam** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage.	**Greataxe** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+14/x3 (24) slashing damage. **Rock** Ranged weapon attack: -1 to hit, one target. Hit 1d8+21 (26) bludgeoning damage. **Slam** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+14 (24) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Greataxe			

P2E

Giant (Frost)

	Low	Moderate	Advanced	Elite
Terrain	Cold Mountains			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Gang (3-5x), Band (6-12x+), Raiding Party (6-12x+), or Tribe (21-30x+)			
Treasure	Standard			

Level	CREATURE 6	CREATURE 10	CREATURE 14	CREATURE 18
Rarity	RARE	RARE	RARE	UNCOMMON
Alignment	CE	CE	CE	CE
Size	MEDIUM	MEDIUM	LARGE	HUGE
Other Traits	HUMANOID			
Perception	+12	+16	+22	+30
Languages	Common, Giant			
Skills	Acrobatics +9, Athletics +15, Medicine +10, Intimidation +6, Stealth +9, Survival +10	Acrobatics +13, Athletics +19, Crafting +12, Medicine +14, Intimidation +12, Stealth +13, Survival +14	Acrobatics +15, Athletics +25, Crafting +16, Medicine +18, Intimidation +16, Stealth +15, Survival +18	Athletics +34, Crafting +22, Diplomacy +22, Deception +22, Medicine +24, Intimidation +22, Performance +22, Stealth +20, Survival +24
Ability Scores	Str +7 Dex +1 Con +3 Int +0 Wis +2 Cha +0	Str +7 Dex +1 Con +3 Int +0 Wis +2 Cha +0	Str +9 Dex -1 Con +5 Int +0 Wis +2 Cha +0	Str +14 Dex +0 Con +9 Int +2 Wis +4 Cha +2
Items	Greataxe			

Defense

AC	22	22	22	27
Fort	+11	+15	+21	+29
Ref	+9	+13	+15	+20
Will	+10	+14	+18	+24
hp	57	95	161	279

Immune	Cold			
Vulnerable	**Vulnerability to Fire** You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			

Offense & Actions

Speed	40 ft.			
Melee	Melee Greataxe +19 (two-hand, sweep, reach 5 ft.), Damage 1d12+10/x3 slashing Melee Slam +19 (two-hand, unarmed, reach 5 ft.), Damage 1d6+10 bludgeoning Ranged Rock +11, Damage 1d8+10 bludgeoning	Melee Greataxe +23 (two-hand, sweep, reach 5 ft.), Damage 1d12+10/x3 slashing Melee Slam +23 (two-hand, unarmed, reach 5 ft.), Damage 1d6+10 bludgeoning Ranged Rock +15, Damage 1d8+10 bludgeoning	Melee Greataxe +32 (two-hand, sweep, reach 10 ft.), Damage 3d6+13/x3 slashing Ranged Rock +19, Damage 1d8+13 bludgeoning Melee Slam +32 (unarmed, reach 10 ft.), Damage 1d8+9 bludgeoning	Melee Greataxe +43 (sweep, reach 15 ft.), Damage 3d6+14/x3 slashing Ranged Rock +27, Damage 1d8+21 bludgeoning Melee Slam +43 (unarmed, reach 15 ft.), Damage 3d6+14 bludgeoning
Rock Catching	**Rock Catching** You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.			
Rock Throwing	You are an accomplished rock thrower and have advantage on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A “rock” is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage plus 1-1/2 your Strength bonus.			

Other Abilities

Innate Spells	-
Spellcasting	-

OSR

Giant (Frost)

	Low	Moderate	Advanced	Elite
Environment	Cold Mountains			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Gang (3-5x), Band (6-12x+), Raiding Party (6-12x+), or Tribe (21-30x+)			
Treasure	Standard			

		Low	Moderate	Advanced	Elite
AC	Armor Class	7 [12]	7 [12]	7 [12]	5 [14]
HD	Hit Dice	4	5	7	8
ATT	Attacks	Greataxe 1d12/ x3 or Slam 1d6 or Rock 1d8	Greataxe 1d12/ x3 or Slam 1d6 or Rock 1d8	Greataxe 3d6/x3 or Rock 1d8 or Slam 1d8	Greataxe 3d6/x3 or Rock 1d8 or Slam 3d6
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV	Move	120' (40')			
SV	Saves				
D	Death	**10**	**8**	**8**	**6**
W	Wand	**11**	**9**	**9**	**7**
P	Paralysis	**12**	**10**	**10**	**8**
B	Breath	**13**	**10**	**10**	**8**
S	Spell	**14**	**12**	**12**	**10**
U	***Unified***	**12**	**10**	**10**	**8**
ML	Morale	7	7	7	7
AL	Alignment	Chaotic			
XP	Experience	175	450	900	1,100

Special Abilities

Rock Catching — You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Breath save to catch it as a free action. You must be aware of the attack in order to make a rock catching attempt.

Rock Throwing — You are an accomplished rock thrower and have a +4 bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage.

Vulnerability to Fire — You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

DCC

Giant (Frost)

	Low	Moderate	Advanced	Elite
Environment	Cold Mountains			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Gang (3-5x), Band (6-12x+), Raiding Party (6-12x+), or Tribe (21-30x+)			
Treasure	Standard			

		Low	Moderate	Advanced	Elite
Init	Initiative	-3	-3	-2	-2
Atk	Attacks	Greataxe +6 melee (1d12+10) or Slam +6 melee (1d6+3) or Rock ranged (1d8+3)	Greataxe +5 melee (1d12+10) or Slam +5 melee (1d6+3) or Rock -1 ranged (1d8+3)	Greataxe +7 melee (2d6+13) or Rock -3 ranged (1d8+4) or Slam +7 melee (1d8+3)	Greataxe +7 melee (2d6+14) or Rock -1 ranged (1d8+7) or Slam +7 melee (2d6+5)
Crit	Critical Hits	20+:M/d8	20+:M/d8	20+:G/d4	20+:G/d4
AC	Armor Class	12	12	12	14
HD	Hit Dice	2d8 + 2	3d8 + 3	5d8 + 5	6d8 + 6
MV	Move	40′			
ACT	Action Dice	1d24+1d20	2d24	1d24+2d20	2d24+1d20
SV	Saves				
	Fort	+5	+7	+9	+13
	Ref	+2	+3	+2	+4
	Will	+3	+3	+4	+7
AL	Alignment	C			

Special Abilities

Rock Catching You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Reflex save to catch it as a free action. You must be aware of the attack in order to make a rock catching attempt.

Rock Throwing You are an accomplished rock thrower and have a +4 bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage.

Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Pathfinder

Ankheg

	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Plains			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, or Nest (3-6x)			
Treasure	Incidental			

CR	**3**	**7**	**11**	**15**
Align / Size	**TN Large**	**TN Large**	**TN Large**	**TN Huge**
HD / Type	Magical Beast 3	Magical Beast 7	Magical Beast 11	Magical Beast 15
Initiative	+0	+0	+6	+5
Senses	**Perception** +8 **Darkvision** 60' **Low-Light Vision** **Tremorsense** 60'	**Perception** +10 **Darkvision** 60' **Low-Light Vision** **Tremorsense** 60'	**Perception** +14 **Darkvision** 60' **Low-Light Vision** **Tremorsense** 60'	**Perception** +16 **Darkvision** 60' **Low-Light Vision** **Tremorsense** 60'
Defense				
AC	**16** **touch** 9; **ff** 16 -1 Size; +7 Natural	**17** **touch** 9; **ff** 17 -1 Size; +8 Natural	**21** **touch** 11; **ff** 19 -1 Size; +2 Dex; +10 Natural	**22** **touch** 9; **ff** 21 -2 Size; +1 Dex; +13 Natural
hp	**24** (3d10)+12	**59** (7d10)+28	**117** (11d10)+66	**194** (15d10)+120
Saves	**Fort** +6 **Ref** +3 **Will** +2	**Fort** +8 **Ref** +5 **Will** +3	**Fort** +12 **Ref** +9 **Will** +6	**Fort** +16 **Ref** +10 **Will** +8
Offense				
Movement	30'; Burrow 20'		35'; Burrow 20'	
Attacks	**Melee** bite +5 (1d8+4)	**Melee** bite +9 (2d6+4)	**Melee** bite +16 (2d6+9)	**Melee** bite +22 (3d6+12)
Space / Reach	10' / 10'	10' / 10'	10' / 10'	15' / 10'
Special Atks	Acid Bite (1d4), Grab, Spit Acid (4d4, DC 14)	Acid Bite (1d4), Grab, Spit Acid (4d4, DC 16)	Acid Bite (1d4), Grab, Spit Acid (4d4, DC 20)	Acid Bite (1d4), Grab, Spit Acid (4d4, DC 24)
Statistics				

Ability Scores	**Str** 16 **Dex** 10 **Con** 17 **Int** 1 **Wis** 13 **Cha** 6	**Str** 17 **Dex** 10 **Con** 17 **Int** 1 **Wis** 13 **Cha** 6	**Str** 22 **Dex** 14 **Con** 21 **Int** 1 **Wis** 17 **Cha** 10	**Str** 27 **Dex** 12 **Con** 25 **Int** 1 **Wis** 17 **Cha** 10
Core Attack	**Base Atk** +3 **CMB** +7 +11 grapple **CMD** 17 25 vs. trip	**Base Atk** +7 **CMB** +11 +15 grapple **CMD** 21 29 vs. trip	**Base Atk** +11 **CMB** +18 +22 grapple **CMD** 30 38 vs. trip	**Base Atk** +15 **CMB** +25 +29 grapple **CMD** 36 44 vs. trip
Feats	Skill Focus (Perception), Toughness	Improved Natural Armor, Improved Natural Attack (Bite), Skill Focus (Perception), Toughness	Fleet, Improved Initiative, Improved Natural Armor, Improved Natural Attack (Bite), Skill Focus (Perception), Toughness	Critical Focus, Fleet, Improved Initiative, Improved Natural Armor, Improved Natural Attack (Bite), Skill Focus (Perception), Toughness, Weapon Focus (Bite)
Skills	Appraise -5, Bluff -2, Climb +8, Craft (Untrained) -5, Diplomacy -2, Disguise -2, Fly -2, Heal +1, Intimidate -2, Perception +8, Perform (Untrained) -2, Sense Motive +1, Stealth -4, Survival +1, Swim +3	Appraise -5, Bluff -2, Climb +10, Craft (Untrained) -5, Diplomacy -2, Disguise -2, Fly -2, Heal +1, Intimidate -2, Perception +10, Perform (Untrained) -2, Sense Motive +1, Stealth -4, Survival +1, Swim +3	Acrobatics +2, Appraise -5, Climb +15, Craft (Untrained) -5, Escape Artist +2, Heal +3, Perception +14, Ride +2, Sense Motive +3, Stealth -2, Survival +3, Swim +6	Acrobatics +1, Appraise -5, Climb +19, Craft (Untrained) -5, Escape Artist +1, Fly -3, Heal +3, Perception +16, Ride +1, Sense Motive +3, Stealth -7, Survival +3, Swim +8
Languages	-			

Special Qualities & Abilities

Acid Bite (Ex) An Ankheg's bite does an additional 1d4 acid damage unless it has recently used it's spit acid ability.

Grab (Ex) If you hit with the indicated attack (usually a claw or bite attack), you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. You have the option to conduct the grapple normally, or simply use the part of your body you used in the grab to hold the opponent. If you choose to do the latter, you takes a -20 penalty on your CMB check to make and maintain the grapple, but do not gain the grappled condition itself. A successful hold does not deal any extra damage unless you also have the constrict special attack. If you do not constrict, each successful grapple check you make during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, you deal constriction damage as well. You receive a +4 bonus on combat maneuver checks made to start and maintain a grapple. Unless otherwise noted, grab can only be used on creatures of a size equal to or smaller than you.

Spit Acid (Ex) Once every 6 hours, an ankheg can spit a 30-foot line of acid. Creatures struck by this acid take 4d4 points of acid damage (Reflex DC 24 halves). Once an ankheg uses this attack, it must wait 6 hours before using it again. Additionally, during this time period, its bite attack does not inflict any additional acid damage. As a result, an ankheg does not use this ability unless it is desperate or frustrated, most often spitting acid when reduced to fewer than half its full normal hit points or when it cannot not successfully grab an opponent.

Tremorsense (Ex) Range 60 ft.; A creature with tremorsense automatically senses the location of anything that is in contact with the ground and within range. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving. As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

Feats

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Skill Focus (Perception) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Toughness You have enhanced physical stamina. You gain +15 hit points. You gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Ankheg

	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Plains			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, or Nest (3-6x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	24	59	117	194
Speed	30 ft. Burrow 20 ft.			
Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 14 (+2) DEX 8 (-1) CON 15 (+2) INT 1 (-5) WIS 11 (+0) CHA 4 (-3)	STR 15 (+2) DEX 8 (-1) CON 15 (+2) INT 1 (-5) WIS 11 (+0) CHA 4 (-3)	STR 18 (+4) DEX 12 (+1) CON 18 (+4) INT 3 (-4) WIS 15 (+2) CHA 8 (-1)	STR 20 (+5) DEX 10 (+0) CON 20 (+5) INT 3 (-4) WIS 15 (+2) CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +10, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +16, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	3	8	12	16
Special Abilities & Qualities	**Saving Throw** Dexterity DC 14 **Damage** 2d6	**Saving Throw** Dexterity DC 15 **Damage** 3d6	**Saving Throw** Dexterity DC 18 **Damage** 4d6	**Saving Throw** Dexterity DC 20 **Damage** 5d6
	Spit Acid Recharge 6. The ankheg spits acid in a line that is 30' long and 5' wide, provided that it has no creature grappled. Each creature in that line must make a Dexterity saving throw, taking acid damage on a failed save, or half as much damage on a successful save.			
Special Abilities & Qualities	**Damage** 1d4	**Damage** 1d6	**Damage** 2d4	**Damage** 2d6
	Acid Bite An Ankheg's bite does additional acid damage.			

	Low	Moderate	Advanced	Elite
Standard Actions	**Bite** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.	**Bite** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 2d6+4 (11) piercing damage.	**Bite** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+9 (16) piercing damage.	**Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+12 (22) piercing damage.



Illustration 6: Ankheg

P2E

Ankheg

	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Plains			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, or Nest (3-6x)			
Treasure	Incidental			

Level	CREATURE 3	CREATURE 8	CREATURE 12	CREATURE 16
Rarity	UNCOMMON	UNCOMMON	UNCOMMON	COMMON
Alignment	TN	TN	TN	TN
Size	LARGE	LARGE	LARGE	HUGE
Other Traits	BEAST			
Perception	+8, darkvision, low-light vision, tremorsense (imprecise) 60 feet	+12, darkvision, low-light vision, tremorsense (imprecise) 60 feet	+20, darkvision, low-light vision, tremorsense (imprecise) 60 feet	+24, darkvision, low-light vision, tremorsense (imprecise) 60 feet
Languages				
Skills	Athletics +8, Crafting +0, Diplomacy +3, Deception +3, Medicine +6, Intimidation +3, Performance +3, Stealth +5, Survival +6	Athletics +12, Crafting +4, Diplomacy +7, Deception +7, Medicine +10, Intimidation +7, Performance +7, Stealth +9, Survival +10	Acrobatics +15, Athletics +19, Crafting +10, Medicine +16, Stealth +15, Survival +16	Acrobatics +18, Athletics +25, Crafting +14, Medicine +20, Stealth +18, Survival +20
Ability Scores	Str +3 Dex +0 Con +3 Int -5 Wis +1 Cha -2	Str +3 Dex +0 Con +3 Int -5 Wis +1 Cha -2	Str +6 Dex +2 Con +5 Int -3 Wis +3 Cha +0	Str +8 Dex +1 Con +7 Int -3 Wis +3 Cha +0
Defense				
AC	16	18	24	24
Fort	+8	+12	+18	+24
Ref	+5	+9	+15	+18
Will	+6	+10	+16	+20

hp	**28**	**66**	**126**	**202**
Offense & Actions				
Speed	30 ft. Burrow 20 ft.		35 ft. Burrow 20 ft.	
Melee	Melee Bite +8 (grapple, unarmed, reach 5 ft.), Damage 1d8+4 piercing	Melee Bite +14 (grapple, unarmed, reach 5 ft.), Damage 2d6+4 piercing	Melee Bite +26 (grapple, unarmed, reach 5 ft.), Damage 2d6+9 piercing	Melee Bite +32 (grapple, unarmed, reach 10 ft.), Damage 3d6+12 piercing
Acid Bite	**Damage** 1d4	**Damage** 1d6	**Damage** 2d6	**Damage** 2d8
	Acid Bite An Ankheg's bite does additional acid damage.			
Spit Acid	**Saving Throw** Reflex 15	**Saving Throw** Reflex 17	**Saving Throw** Reflex 21	**Saving Throw** Reflex 25
	Damage 2d4	**Damage** 2d6	**Damage** 2d8	**Damage** 4d6
	Spit Acid Once every 6 hours, an ankheg can spit a 30-foot line of acid. Creatures struck by this acid take acid damage (Reflex save halves). Once an ankheg uses this attack, it must wait 6 hours before using it again.			

OSR

Ankheg

	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Plains			
Rarity	Common			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Nest (3-6x)			
Treasure	Incidental			

AC	Armor Class	9 [10]	8 [11]	7 [12]	7 [12]
HD	Hit Dice	3 + 3	4 + 4	6 + 6	7 + 7
ATT	Attacks	Bite 1d8	Bite 2d6	Bite 2d6	Bite 3d6
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	90’ (30’)			
SV	Saves				
	D Death	**10**	**10**	**8**	**8**
	W Wand	**11**	**11**	**9**	**9**
	P Paralysis	**12**	**12**	**10**	**10**
	B Breath	**13**	**13**	**10**	**10**
	S Spell	**14**	**14**	**12**	**12**
	U ***Unified***	**12**	**12**	**10**	**10**
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	125	350	650	900

Special Abilities

Acid Bite	An Ankheg's bite does an additional 1d4 acid damage.
Spit Acid	Line of acid, 30' long. Targets must save vs. Breath or suffer 3d6 acid damage (halved with a successful save).

DCC

Ankheg

	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Plains			
Rarity	Common			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Nest (3-6x)			
Treasure	Incidental			

Init	Initiative	-3	-3	-1	+0
Atk	Attacks	Bite +2 melee (1d6+1)	Bite +3 melee (1d8+1)	Bite +5 melee (1d8+3)	Bite +4 melee (2d6+4)
Crit	Critical Hits	20+:M/d8	20+:M/d8	20+:M/d10	20+:M/d10
AC	Armor Class	10	11	12	12
HD	Hit Dice	2d10 + 2	2d10 + 2	4d10 + 4	5d10 + 5
MV	Move	30′, Burrow 20′			
ACT	Action Dice	1d20	1d24+1d20	1d24+1d20	2d24+1d20
SV	Saves				
	Fort	+4	+5	+8	+11
	Ref	+2	+3	+6	+7
	Will	+1	+2	+4	+5
AL	Alignment	N			

Special Abilities

Acid Bite An Ankheg's bite does an additional 1d4 acid damage.

Spit Acid Line of acid, 30' long. Targets must save vs. Fortitude or suffer 3d6 acid damage (halved with a successful save).

Pathfinder

Basilisk

	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Colony (3-6x)			
Treasure	Incidental			
CR	**3**	**7**	**11**	**15**
Align / Size	**TN Small**	**TN Medium**	**TN Medium**	**TN Large**
HD / Type	Magical Beast 3	Magical Beast 7	Magical Beast 11	Magical Beast 15
Initiative	+1	-1	+1	+4
Senses	**Perception** +6 **Darkvision** 60 **Low-Light Vision**	**Perception** +10 **Darkvision** 60 **Low-Light Vision**	**Perception** +13 **Darkvision** 60 **Low-Light Vision**	**Perception** +14 **Darkvision** 60 **Low-Light Vision**
Defense				
AC	**18** **touch** 12; **ff** 17 +1 Size; +1 Dex; +6 Natural	**17** **touch** 9; **ff** 17 -1 Dex; +8 Natural	**22** **touch** 11; **ff** 21 +1 Dex; +11 Natural	**23** **touch** 9; **ff** 23 -1 Size; +14 Natural
hp	**12** (3d10)	**49** (7d10)+14	**95** (11d10)+44	**178** (15d10)+105
Saves	**Fort** +5 **Ref** +4 **Will** +4	**Fort** +9 **Ref** +4 **Will** +5	**Fort** +13 **Ref** +8 **Will** +8	**Fort** +18 **Ref** +9 **Will** +10
Offense				
Movement	20’	20’	20’	25’
Attacks	**Melee** bite +5 (1d4+1)	**Melee** bite +10 (1d6+4)	**Melee** bite +16 (1d8+7)	**Melee** bite +21 (2d6+10)
Space / Reach	5’ / 5’	5’ / 5’	5’ / 5’	10’ / 10’
Special Atks	Gaze (DC 11)	Gaze (DC 15)	Gaze (DC 19)	Gaze (DC 24)
Statistics				

Ability Scores	**Str** 12 **Dex** 12 **Con** 11 **Int** 2 **Wis** 13 **Cha** 11	**Str** 16 **Dex** 8 **Con** 15 **Int** 2 **Wis** 13 **Cha** 11	**Str** 21 **Dex** 12 **Con** 19 **Int** 2 **Wis** 17 **Cha** 15	**Str** 25 **Dex** 10 **Con** 24 **Int** 2 **Wis** 17 **Cha** 15
Core Attack	**Base Atk** +3 **CMB** +3 **CMD** 14 26 vs. trip	**Base Atk** +7 **CMB** +10 **CMD** 19 31 vs. trip	**Base Atk** +11 **CMB** +16 **CMD** 27 39 vs. trip	**Base Atk** +15 **CMB** +23 **CMD** 33 45 vs. trip
Feats	Great Fortitude, Iron Will	Blind-Fight, Great Fortitude, Iron Will, Skill Focus (Perception)	Blind-Fight, Great Fortitude, Improved Natural Armor, Improved Natural Attack (Bite), Iron Will, Skill Focus (Perception)	Blind-Fight, Fleet, Great Fortitude, Improved Initiative, Improved Natural Armor, Improved Natural Attack (Bite), Iron Will, Skill Focus (Perception)
Skills	Acrobatics +1, Appraise -4, Climb +1, Craft (Untrained) -4, Escape Artist +1, Fly +3, Heal +1, Perception +6, Ride +1, Sense Motive +1, Stealth +13, Survival +1, Swim +1	Acrobatics -1, Appraise -4, Climb +3, Craft (Untrained) -4, Escape Artist -1, Fly -1, Heal +1, Perception +10, Ride -1, Sense Motive +1, Stealth +10, Survival +1, Swim +3	Acrobatics +1, Appraise -4, Bluff +2, Climb +5, Craft (Untrained) -4, Diplomacy +2, Disguise +2, Escape Artist +1, Fly +1, Heal +3, Intimidate +2, Perception +13, Perform (Untrained) +2, Ride +1, Sense Motive +3, Stealth +15, Survival +3, Swim +5	Appraise -4, Bluff +2, Climb +7, Craft (Untrained) -4, Diplomacy +2, Disguise +2, Fly -2, Heal +3, Intimidate +2, Perception +14, Perform (Untrained) +2, Sense Motive +3, Stealth +13, Survival +3, Swim +7

Special Qualities & Abilities

Gaze (Ex) Turn to stone permanently (as flesh to stone), range 30 feet, Fortitude DC 24 negates. A creature petrified in this matter that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner.

Basilisk

	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Colony (3-6x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	12	49	95	178
Speed	20 ft.			
Size, Type, Alignment	Small monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 10 (+0) DEX 10 (+0) CON 9 (-1) INT 1 (-5) WIS 11 (+0) CHA 9 (-1)	STR 14 (+2) DEX 6 (-2) CON 13 (+1) INT 1 (-5) WIS 11 (+0) CHA 9 (-1)	STR 18 (+4) DEX 10 (+0) CON 17 (+3) INT 1 (-5) WIS 15 (+2) CHA 13 (+1)	STR 20 (+5) DEX 8 (-1) CON 19 (+4) INT 1 (-5) WIS 15 (+2) CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15
Special Abilities & Qualities	**Saving Throw** Constitution DC 11	**Saving Throw** Constitution DC 14	**Saving Throw** Constitution DC 17	**Saving Throw** Constitution DC 19
	Gaze Turn to stone permanently, range 30 feet, Consitution save negates. A creature petrified in this matter that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner.			
Standard Actions	**Bite** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing damage.	**Bite** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.	**Bite** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7 (12) piercing damage.	**Bite** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+10 (17) piercing damage.

	Low	Moderate	Advanced	Elite
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



Illustration 7: Basilisk

P2E

Basilisk

	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Colony (3-6x)			
Treasure	Incidental			

Level	CREATURE 3	CREATURE 7	CREATURE 11	CREATURE 15
Rarity	RARE	RARE	RARE	UNCOMMON
Alignment	TN	TN	TN	TN
Size	SMALL	MEDIUM	MEDIUM	LARGE
Other Traits	BEAST			
Perception	+8, darkvision, low-light vision	+12, darkvision, low-light vision	+20, darkvision, low-light vision	+24, darkvision, low-light vision
Languages	-			
Skills	Acrobatics +6, Athletics +6, Crafting +0, Medicine +6, Stealth +6, Survival +6	Acrobatics +8, Athletics +12, Crafting +5, Medicine +10, Stealth +8, Survival +10	Acrobatics +14, Athletics +18, Crafting +9, Diplomacy +15, Deception +15, Medicine +16, Intimidation +15, Performance +15, Stealth +14, Survival +16	Athletics +24, Crafting +13, Diplomacy +19, Deception +19, Medicine +20, Intimidation +19, Performance +19, Stealth +17, Survival +20
Ability Scores	Str +1 Dex +1 Con +0 Int -4 Wis +1 Cha +0	Str +3 Dex -1 Con +2 Int -4 Wis +1 Cha +0	Str +5 Dex +1 Con +4 Int -4 Wis +3 Cha +2	Str +7 Dex +0 Con +7 Int -4 Wis +3 Cha +2
Defense				
AC	17	18	22	24
Fort	+5	+11	+17	+24
Ref	+6	+8	+14	+17
Will	+6	+10	+16	+20
hp	20	60	116	202

Offense & Actions

Speed	20 ft.			
Melee	Melee Bite +4 (unarmed, reach 5 ft.), Damage 1d4+1 piercing	Melee Bite +14 (unarmed, reach 5 ft.), Damage 1d6+4 piercing	Melee Bite +24 (unarmed, reach 5 ft.), Damage 1d8+7 piercing	Melee Bite +31 (unarmed, reach 5 ft.), Damage 2d6+10 piercing
Gaze	**Saving Throw** Fortitude 13	**Saving Throw** Fortitude 16	**Saving Throw** Fortitude 20	**Saving Throw** Fortitude 25

Turn to stone permanently, range 30 feet, Consitution save negates. A creature petrified in this matter that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner.

OSR

Basilisk

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Colony (3-6x)			
Treasure	Incidental			

AC	Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	3 + 3	4 + 4	6 + 6	7 + 7
ATT	Attacks	Bite 1d4	Bite 1d6	Bite 1d8	Bite 2d6
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	60’ (20’)			
SV	Saves				
	D Death	**10**	**10**	**8**	**6**
	W Wand	**11**	**11**	**9**	**7**
	P Paralysis	**12**	**12**	**10**	**8**
	B Breath	**13**	**13**	**10**	**8**
	S Spell	**14**	**14**	**12**	**10**
	U ***Unified***	**12**	**12**	**10**	**8**
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	125	350	650	900

Special Abilities

Gaze Turn to stone permanently, range 30 feet, Paralysis save negates. A creature petrified in this matter that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner.

DCC

Basilisk

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Colony (3-6x)			
Treasure	Incidental			

Init	Initiative	-3	-2	-2	-1
Atk	Attacks	Bite +0 melee (1d4)	Bite +2 melee (1d6+1)	Bite +5 melee (1d8+2)	Bite +4 melee (1d6+3)
Crit	Critical Hits	20+:M/d8	20+:M/d8	20+:M/d10	20+:M/d10
AC	Armor Class	11	11	12	13
HD	Hit Dice	2d10 + 2	2d10 + 2	4d10 + 4	5d10 + 5
MV	Move	20′			
ACT	Action Dice	1d20	1d24+1d20	1d24+2d20	2d24+1d20
SV	Saves				
	Fort	+3	+6	+9	+12
	Ref	+3	+3	+5	+6
	Will	+3	+3	+5	+7
AL	Alignment	N			

Special Abilities

Gaze Turn to stone permanently, range 30 feet, Fortitude save negates. A creature petrified in this matter that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner.

Pathfinder

Bulette

	Low	Moderate	Advanced	Elite
Terrain	Temperate Hills			
Rarity	Common			
Role	Brute / Solo			
Organization	Solitary or Pair			
Treasure	None			

CR	**8**	**12**	**15**	**18**
Align / Size	**TN Huge**	**TN Huge**	**TN Huge**	**TN Gargantuan**
HD / Type	Magical Beast 8	Magical Beast 12	Magical Beast 15	Magical Beast 18
Initiative	+6	+6	+8	+8
Senses	**Perception** +11 **Darkvision** 60' **Tremorsense** 60' **Scent** **Low-Light Vision**	**Perception** +13 **Darkvision** 60' **Tremorsense** 60' **Scent** **Low-Light Vision**	**Perception** +16 **Darkvision** 60' **Tremorsense** 60' **Scent** **Low-Light Vision**	**Perception** +18 **Darkvision** 60' **Tremorsense** 60' **Scent** **Low-Light Vision**
Defense				
AC	**22** **touch** 10; **ff** 20 -2 Size; +2 Dex; +12 Natural	**22** **touch** 10; **ff** 20 -2 Size; +2 Dex; +12 Natural	**26** **touch** 12; **ff** 22 -2 Size; +4 Dex; +14 Natural	**27** **touch** 10; **ff** 23 -4 Size; +4 Dex; +17 Natural
hp	**83** (8d10)+40	**128** (12d10)+60	**184** (15d10)+105	**265** (18d10)+162
Saves	**Fort** +11 **Ref** +8 **Will** +5	**Fort** +13 **Ref** +10 **Will** +7	**Fort** +16 **Ref** +13 **Will** +10	**Fort** +20 **Ref** +15 **Will** +11
Offense				
Movement	40'; Burrow 20'			
Attacks	**Melee** bite +13 (2d6+9/19-20) or **Melee** claw +12/+12 (1d8+6)	**Melee** bite +18 (3d6+10/19-20) or **Melee** claw +17/+17 (1d8+7)	**Melee** bite +23 (3d6+13/19-20) or **Melee** claw +22/+22 (2d6+9)	**Melee** bite +26 (4d6+16/19-20) or **Melee** claw +25/+25 (3d6+11)
Space / Reach	15' / 15'	15' / 15'	15' / 15'	20' / 20'
Special Atks	Leap, Savage Bite			
Statistics				

Ability Scores	**Str** 23 **Dex** 15 **Con** 20 **Int** 2 **Wis** 13 **Cha** 6	**Str** 24 **Dex** 15 **Con** 20 **Int** 2 **Wis** 13 **Cha** 6	**Str** 28 **Dex** 19 **Con** 24 **Int** 2 **Wis** 17 **Cha** 6 10	**Str** 32 **Dex** 18 **Con** 28 **Int** 2 **Wis** 17 **Cha** 6 10
Core Attack	**Base Atk** +8 **CMB** +16 **CMD** 28 32 vs. trip	**Base Atk** +12 **CMB** +21 **CMD** 33 37 vs. trip	**Base Atk** +15 **CMB** +26 **CMD** 40 44 vs. trip	**Base Atk** +18 **CMB** +33 **CMD** 47 51 vs. trip
Feats	Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (Bite)	Improved Initiative, Improved Natural Attack (Bite), Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (Bite)	Critical Focus, Improved Initiative, Improved Natural Attack (Bite, Claw), Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (Bite)	Bloody Assault, Critical Focus, Improved Initiative, Improved Natural Attack (Bite, Claw), Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (Bite)
Skills	Acrobatics +9, Appraise -4, Artistry -4, Bluff -2, Climb +6, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +2, Fly -2, Heal +1, Intimidate -2, Perception +11, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth -6, Survival +1, Swim +6	Acrobatics +11, Appraise -4, Artistry -4, Bluff -2, Climb +7, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +2, Fly -2, Heal +1, Intimidate -2, Perception +13, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth -6, Survival +1, Swim +7	Acrobatics +15, Appraise -4, Artistry -4, Climb +9, Craft (Untrained) -4, Escape Artist +4, Heal +3, Perception +16, Ride +4, Sense Motive +3, Stealth -4, Survival +3, Swim +9	Acrobatics +16, Appraise -4, Artistry -4, Climb +11, Craft (Untrained) -4, Escape Artist +4, Fly -2, Heal +3, Perception +18, Ride +4, Sense Motive +3, Stealth -8, Survival +3, Swim +11

Special Qualities & Abilities

Leap (Ex) A bulette can perform a special kind of pounce attack by jumping into combat. When a bulette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack.

Savage Bite (Ex) A bulette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19-20.

Tremorsense (Ex) Range 60 ft.; A creature with tremorsense automatically senses the location of anything that is in contact with the ground and within range. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving. As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

Feats

Bloody Assault Sacrificing accuracy, you can inflict bloody wounds that are slow to heal. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to inflict 1d4 points of bleed damage with your weapon melee attacks, in addition to the normal damage dealt by the weapon. A creature continues to take bleed damage every round at the start of its turn. Bleed damage can be stopped by a DC 15 Heal check or through any magical healing. Bleed damage from this feat does not stack with itself. You must choose to use this feat before making the attack roll, and its effects last until your next turn (although the bleeding lasts until healed, as normal).

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

5E

Bulette



	Low	Moderate	Advanced	Elite
Terrain	Temperate Hills			
Rarity	Common			
Role	Brute / Solo			
Organization	Solitary or Pair			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	83	128	184	265
Speed	40 ft. Burrow 20 ft.			
Size, Type, Alignment	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned
Ability Scores / Saves	STR 18 (+4) DEX 13 (+1) CON 17 (+3) INT 1 (-5) WIS 11 (+0) CHA 4 (-3)	STR 19 (+4) DEX 13 (+1) CON 17 (+3) INT 1 (-5) WIS 11 (+0) CHA 4 (-3)	STR 21 (+5) DEX 17 (+3) CON 19 (+4) INT 1 (-5) WIS 15 (+2) CHA 8 (-1)	STR 23 (+6) DEX 16 (+3) CON 21 (+5) INT 1 (-5) WIS 15 (+2) CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +14, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +18, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	8	12	15	18

	Low	Moderate	Advanced	Elite
Standard Actions	**Bite** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+9/19-20 (16) piercing damage. **Claw** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+6 (10) slashing damage.	**Bite** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+10/19-20 (20) piercing damage. **Claw** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+7 (12) slashing damage.	**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+13/19-20 (24) piercing damage. **Claw** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+9 (16) slashing damage.	**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+16/19-20 (30) piercing damage. **Claw** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+11 (22) slashing damage.



Illustration 8: Bulette

P2E

Bulette

	Low	Moderate	Advanced	Elite
Terrain	Temperate Hills			
Rarity	Common			
Role	Brute / Solo			
Organization	Solitary or Pair			
Treasure	None			

Level	CREATURE 8	CREATURE 12	CREATURE 15	CREATURE 18
Rarity	COMMON	COMMON	COMMON	COMMON
Alignment	TN	TN	TN	TN
Size	HUGE	HUGE	HUGE	GARGANTUAN
Other Traits	BEAST			
Perception	+15, darkvision, low-light vision, tremorsense (imprecise) 60 feet	+19, darkvision, low-light vision, tremorsense (imprecise) 60 feet	+24, darkvision, low-light vision, tremorsense (imprecise) 60 feet	+27, darkvision, low-light vision, tremorsense (imprecise) 60 feet
Languages	-			
Skills	Acrobatics +9, Athletics +16, Crafting +6, Diplomacy +8, Deception +8, Medicine +11, Intimidation +8, Performance +8, Stealth +12, Survival +11	Acrobatics +16, Athletics +21, Crafting +10, Diplomacy +12, Deception +12, Medicine +15, Intimidation +12, Performance +12, Stealth +16, Survival +15	Acrobatics +21, Athletics +26, Crafting +13, Medicine +20, Stealth +21, Survival +20	Acrobatics +24, Athletics +31, Crafting +16, Medicine +23, Stealth +24, Survival +23
Ability Scores	Str +6 Dex +2 Con +5 Int -4 Wis +1 Cha -2	Str +7 Dex +2 Con +5 Int -4 Wis +1 Cha -2	Str +9 Dex +4 Con +7 Int -4 Wis +3 Cha +0	Str +11 Dex +4 Con +9 Int -4 Wis +3 Cha +0
Items	-	-	-	-
Defense				
AC	22	24	30	31

Fort	**+15**	**+19**	**+24**	**+29**
Ref	**+12**	**+16**	**+21**	**+24**
Will	**+11**	**+15**	**+20**	**+23**
hp	**92**	**138**	**202**	**279**

Offense & Actions

Speed 40 ft. Burrow 20 ft.

Melee	Melee Bite +20 (unarmed, reach 15 ft.), Damage 2d6+9/19-20 piercing	Melee Bite +28 (unarmed, reach 15 ft.), Damage 3d6+10/19-20 piercing	Melee Bite +33 (unarmed, reach 15 ft.), Damage 3d6+13/19-20 piercing	Melee Bite +40 (unarmed, reach 15 ft.), Damage 4d6+16/19-20 piercing
	Melee Claw +20 (unarmed, reach 15 ft.), Damage 1d8+6 slashing	Melee Claw +28 (unarmed, reach 15 ft.), Damage 1d8+7 slashing	Melee Claw +33 (unarmed, reach 15 ft.), Damage 2d6+9 slashing	Melee Claw +40 (unarmed, reach 15 ft.), Damage 3d6+11 slashing

OSR

Bulette

	Low	Moderate	Advanced	Elite
Environment	Temperate Hills			
Rarity	Common			
Role	Brute / Solo			
# Encountered	Solitary or Pair			
Treasure	None			

AC	Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD	Hit Dice	5 + 5	6 + 6	7 + 7	8 + 8
ATT	Attacks	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 1d8	Bite 3d6 or Claw 2d6	Bite 4d6 or Claw 3d6
THACO		15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV	Move	120’ (40’) Burrow 60’ (20’)			
SV	Saves				
	D Death	**10**	**8**	**6**	**6**
	W Wand	**11**	**9**	**7**	**7**
	P Paralysis	**12**	**10**	**8**	**8**
	B Breath	**13**	**10**	**8**	**8**
	S Spell	**14**	**12**	**10**	**10**
	U ***Unified***	**12**	**10**	**8**	**8**
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	350	650	900	1,100

Special Abilities

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DCC

Bulette

	Low	Moderate	Advanced	Elite
Environment	Temperate Hills			
Rarity	Common			
Role	Brute / Solo			
# Encountered	Solitary or Pair			
Treasure	None			

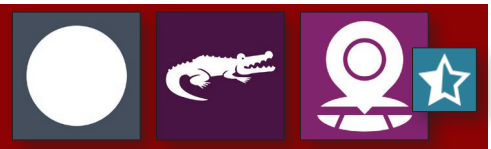
Init	Initiative	+0	+0	+0	+0
Atk	Attacks	Bite +5 melee (1d6+9) or Claw +5 melee (1d8+2)	Bite +5 melee (2d6+10) or Claw +5 melee (1d8+2)	Bite +6 melee (2d6+13) or Claw +6 melee (1d6+3)	Bite +6 melee (3d6+16) or Claw +6 melee (2d6+4)
Crit	Critical Hits	19+:M/d8	19+:M/d10	19+:M/d10	19+:M/d12
AC	Armor Class	12	12	14	14
HD	Hit Dice	3d10 + 3	4d10 + 4	5d10 + 5	6d10 + 6
MV	Move	40′, Burrow 20′			
ACT	Action Dice	2d24	1d24+2d20	2d24+1d20	3d24
SV	Saves				
	Fort	+7	+9	+11	+13
	Ref	+5	+7	+9	+10
	Will	+3	+5	+7	+7
AL	Alignment	N			

Special Abilities

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Pathfinder

Hydra



	Low	Moderate	Advanced	Elite
Terrain	Temperate Marshes			
Rarity	Rare			
Role	Controller / Normal			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
CR	5	9	13	17
Align / Size	TN Huge	TN Huge	TN Huge	TN Gargantuan
HD / Type	Magical Beast 5	Magical Beast 9	Magical Beast 13	Magical Beast 17
Initiative	+1	+1	+3	+2
Senses	**Perception** +10 **Darkvision** 60' **Low-Light Vision** **Scent**	**Perception** +14 **Darkvision** 60' **Low-Light Vision** **Scent**	**Perception** +20 **Darkvision** 60' **Low-Light Vision** **Scent**	**Perception** +24 **Darkvision** 60' **Low-Light Vision** **Scent**
Defense				
AC	15 **touch** 9; **ff** 14 -2 Size; +1 Dex; +6 Natural	19 **touch** 9; **ff** 18 -2 Size; +1 Dex; +10 Natural	27 **touch** 11; **ff** 24 -2 Size; +3 Dex; +16 Natural	31 **touch** 8; **ff** 29 -4 Size; +2 Dex; +23 Natural
hp	43 (5d10)+20	83 (9d10)+36	144 (13d10)+78	226 (17d10)+136
Saves	**Fort** +8 **Ref** +7 **Will** +3	**Fort** +10 **Ref** +9 **Will** +5	**Fort** +14 **Ref** +13 **Will** +8	**Fort** +18 **Ref** +14 **Will** +9
Def Abilities	Fast Healing 5	Fast Healing 9	Fast Healing 13	Fast Healing 17
Offense				
Movement	20'; Swim 20'			
Attacks	**Melee** bite +6x5 (1d8+3)	**Melee** bite +11x9 (2d6+4)	**Melee** bite +17x13 (2d6+6)	**Melee** bite +22x17 (3d6+9)
Space / Reach	15' / 15'	15' / 15'	15' / 15'	20' / 20'
Special Atks	Pounce			
Statistics				

Ability Scores	**Str** 17 **Dex** 12 **Con** 18 **Int** 2 **Wis** 11 **Cha** 9	**Str** 18 **Dex** 12 **Con** 18 **Int** 2 **Wis** 11 **Cha** 9	**Str** 23 **Dex** 16 **Con** 22 **Int** 2 **Wis** 15 **Cha** 13	**Str** 28 **Dex** 14 **Con** 26 **Int** 2 **Wis** 15 **Cha** 13
Core Attack	**Base Atk** +5 **CMB** +10 **CMD** 21 can't be tripped	**Base Atk** +9 **CMB** +15 **CMD** 26 can't be tripped	**Base Atk** +13 **CMB** +21 **CMD** 34 can't be tripped	**Base Atk** +17 **CMB** +30 **CMD** 42 can't be tripped
Feats	Combat Reflexes, Iron Will, Lightning Reflexes	Combat Reflexes, Improved Natural Attack (Bite), Iron Will, Lightning Reflexes, Power Attack	Combat Reflexes, Critical Focus, Improved Natural Attack (Bite), Iron Will, Lightning Reflexes, Power Attack, Vital Strike	Combat Reflexes, Critical Focus, Devastating Strike, Improved Natural Attack (Bite), Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Vital Strike
Skills	Acrobatics +1, Appraise -4, Artistry -4, Bluff -1, Climb +3, Craft (Untrained) -4, Diplomacy -1, Disguise -1, Escape Artist +1, Fly -3, Intimidate -1, Perception +10, Perform (Untrained) -1, Ride +1, Stealth -7, Swim +11	Acrobatics +1, Appraise -4, Artistry -4, Bluff -1, Climb +4, Craft (Untrained) -4, Diplomacy -1, Disguise -1, Escape Artist +1, Fly -3, Intimidate -1, Perception +14, Perform (Untrained) -1, Ride +1, Stealth -7, Swim +12	Acrobatics +3, Appraise -4, Artistry -4, Bluff +1, Climb +6, Craft (Untrained) -4, Diplomacy +1, Disguise +1, Escape Artist +3, Fly -1, Heal +2, Intimidate +1, Perception +20, Perform (Untrained) +1, Ride +3, Sense Motive +2, Stealth -5, Survival +2, Swim +14	Acrobatics +2, Appraise -4, Artistry -4, Bluff +1, Climb +9, Craft (Untrained) -4, Diplomacy +1, Disguise +1, Escape Artist +2, Fly -4, Heal +2, Intimidate +1, Perception +24, Perform (Untrained) +1, Ride +2, Sense Motive +2, Stealth -10, Survival +2, Swim +17
Languages	-			
Special	Fast Healing 5, Fast Healing 5, Hydra Traits (5 heads), Low-Light Vision, Magical Beast Traits, Regenerate Head			

Special Qualities & Abilities

Fast Healing (Ex) A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body. A hydra regains hit points at 17 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Hydra Traits (Ex) A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 and hit points equal to the hydra's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.

Pounce (Ex) When you make a charge, you can make a full attack (including rake attacks if you also have the rake ability).

Regenerate Head (Ex) When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A Multiple angry snake-like heads rise from the sleek, serpentine body of this terrifying monster. hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.

Feats

Combat Reflexes You can make additional attacks of opportunity. You may make 2 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

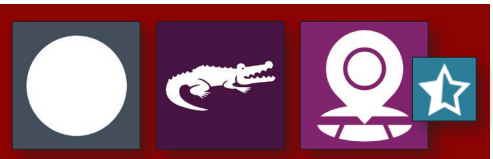
Devastating Strike Pitting all of your strength and resolve against your enemy, you deliver a strike that is impossible to ignore. Whenever you use Vital Strike, Improved Vital Strike, or Greater Vital Strike, you gain a +2 bonus on each extra weapon damage dice roll those feats grant (+6 maximum). This bonus damage is multiplied on a critical hit.

Improved Vital Strike You can make a single attack that deals a large amount of damage. When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack three times and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra damage dice are not multiplied on a critical hit, but are added to the total.

Vital Strike You make a single attack that deals significantly more damage than normal. When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage b

5E

Hydra



	Low	Moderate	Advanced	Elite
Terrain	Temperate Marshes			
Rarity	Rare			
Role	Controller / Normal			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	43	83	144	226
Speed	20 ft. Swim 20 ft.			
Size, Type, Alignment	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned
Ability Scores / Saves	STR 15 (+2) DEX 10 (+0) CON 16 (+3) INT 1 (-5) WIS 9 (-1) CHA 7 (-2)	STR 16 (+3) DEX 10 (+0) CON 16 (+3) INT 1 (-5) WIS 9 (-1) CHA 7 (-2)	STR 18 (+4) DEX 14 (+2) CON 18 (+4) INT 1 (-5) WIS 13 (+1) CHA 11 (+0)	STR 21 (+5) DEX 12 (+1) CON 20 (+5) INT 1 (-5) WIS 13 (+1) CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	5	9	13	16
Special Abilities & Qualities	**Fast Healing** A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body. A hydra regains hit points per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			
Special Abilities & Qualities	**Hydra Traits** A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make an attack with a slashing weapon targeting a head. A head is considered a separate creature with the same AC and hit points equal to the hydra's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.			

	Low	Moderate	Advanced	Elite
Special Abilities & Qualities	**Regenerate Head** When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A Hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.			
Standard Actions	**Bite** Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d8+3 (8) piercing damage.	**Bite** Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+4 (11) piercing damage.	**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+6 (13) piercing damage.	**Bite** Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 3d6+9 (20) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

P2E

Hydra

	Low	Moderate	Advanced	Elite
Terrain	Temperate Marshes			
Rarity	Rare			
Role	Controller / Normal			
Organization	Solitary			
Treasure	Standard			

Level	CREATURE 5	CREATURE 9	CREATURE 13	CREATURE 17
Rarity	RARE	RARE	RARE	UNCOMMON
Alignment	TN	TN	TN	TN
Size	HUGE	HUGE	HUGE	GARGANTUAN
Other Traits	BEAST			
Perception	+9, darkvision, low-light vision	+15, darkvision, low-light vision	+21, darkvision, low-light vision	+27, darkvision, low-light vision
Languages	-			
Skills	Acrobatics +8, Athletics +10, Crafting +3, Diplomacy +6, Deception +6, Intimidation +6, Performance +6, Stealth +8	Acrobatics +12, Athletics +15, Crafting +7, Diplomacy +10, Deception +10, Intimidation +10, Performance +10, Stealth +12	Acrobatics +18, Athletics +21, Crafting +11, Diplomacy +16, Deception +16, Medicine +17, Intimidation +16, Performance +16, Stealth +18, Survival +17	Acrobatics +21, Athletics +28, Crafting +15, Diplomacy +20, Deception +20, Medicine +21, Intimidation +20, Performance +20, Stealth +21, Survival +21
Ability Scores	Str +3 Dex +1 Con +4 Int -4 Wis +0 Cha -1	Str +4 Dex +1 Con +4 Int -4 Wis +0 Cha -1	Str +6 Dex +3 Con +6 Int -4 Wis +2 Cha +1	Str +9 Dex +2 Con +8 Int -4 Wis +2 Cha +1
Defense				
AC	16	20	28	31
Fort	+11	+15	+21	+27
Ref	+8	+12	+18	+21
Will	+7	+11	+17	+21
hp	52	94	162	246
Immune	-			

Resists/ Vulnerable	-			
Offense & Actions				
Speed	20 ft. Swim 20 ft.			
Melee	Melee Bite +12 (unarmed, reach 15 ft.), Damage 1d8+3 piercing	Melee Bite +18 (unarmed, reach 15 ft.), Damage 2d6+4 piercing	Melee Bite +28 (unarmed, reach 15 ft.), Damage 2d6+6 piercing	Melee Bite +37 (unarmed, reach 20 ft.), Damage 3d6+9 piercing
Fast Healing	**Fast Healing** A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body. A hydra regains hit points per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			
Hydra Traits	**Hydra** Traits A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make an attack with a slashing weapon targeting a head. A head is considered a separate creature with the same AC and hit points equal to the hydra's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.			
Regenerate Head	**Regenerate Head** When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A Hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.			
Other Abilities				
Innate Spells	-			
Spellcasting	-			

OSR

Hydra

	Low	Moderate	Advanced	Elite
Environment	Temperate Marshes			
Rarity	Rare			
Role	Controller / Normal			
# Encountered	Solitary			
Treasure	Standard			

AC	Armor Class	9 [10]	8 [11]	5 [14]	4 [15]
HD	Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT	Attacks	Bite 1d8	Bite 2d6	Bite 2d6	Bite 3d6
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV	Move	60' (20') Swim 60' (20')			
SV	Saves				
	D Death	**10**	**10**	**8**	**6**
	W Wand	**11**	**11**	**9**	**7**
	P Paralysis	**12**	**12**	**10**	**8**
	B Breath	**13**	**13**	**10**	**8**
	S Spell	**14**	**14**	**12**	**10**
	U ***Unified***	**12**	**12**	**10**	**8**
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	125	350	650	900

Special Abilities

Fast Healing

A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body. A hydra regains hit points per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Hydra Traits

A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make an attack with a slashing weapon targeting a head. A head is considered a separate creature with the same AC and hit points equal to the hydra's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.

Regenerate Head

When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A Hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.

DCC

Hydra

	Low	Moderate	Advanced	Elite
Environment	Temperate Marshes			
Rarity	Rare			
Role	Controller / Normal			
# Encountered	Solitary			
Treasure	Standard			

Init	Initiative	-2	-2	-2	-1
Atk	Attacks	Bite +4 melee (1d8+1)	Bite +4 melee (1d10+1)	Bite +6 melee (2d6+2)	Bite +6 melee (2d8+3)
Crit	Critical Hits	20+:M/d8	20+:M/d8	20+:M/d10	20+:M/d12
AC	Armor Class	10	11	14	15
HD	Hit Dice	2d10 + 2	3d10 + 3	4d10 + 4	6d10 + 6
MV	Move	20′, Swim 20′			
ACT	Action Dice	1d24	1d24+1d20	1d24+2d20	2d24+1d20
SV	Saves				
	Fort	+5	+7	+9	+12
	Ref	+5	+6	+9	+9
	Will	+2	+3	+5	+6
AL	Alignment	N			

Special Abilities

Fast Healing A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body. A hydra regains hit points per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Hydra Traits A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make an attack with a slashing weapon targeting a head. A head is considered a separate creature with the same AC and hit points equal to the hydra's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.

Regenerate Head When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A Hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.

Pathfinder

Centaur

	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests and Plains			
Rarity	Common			
Role	Soldier / Normal			
Organization	Solitary, Pair, Band (3-10x), Tribe (11-30x plus others)			
Treasure	Standard			
CR	**4**	**8**	**12**	**16**
Align / Size	**TN Large**	**TN Large**	**TN Large**	**TN Huge**
HD / Type	Monstrous Humanoid 4	Monstrous Humanoid 8	Monstrous Humanoid 12	Monstrous Humanoid 16
Initiative	+6	+6	+8	+7
Senses	**Perception** +7 **Darkvision** 60'	**Perception** +13 **Darkvision** 60'	**Perception** +19 **Darkvision** 60'	**Perception** +23 **Darkvision** 60'
Defense				
AC	**18** **touch** 11; **ff** 16 -1 Size; +2 Dex; +1 Natural; +6 Armor	**19** **touch** 12; **ff** 16 -1 Size; +2 Dex; +1 Natural; +6 Armor; +1 Dodge	**22** **touch** 13; **ff** 18 -1 Size; +3 Dex; +3 Natural; +6 Armor; +1 Dodge	**24** **touch** 12; **ff** 20 -2 Size; +3 Dex; +6 Natural; +6 Armor; +1 Dodge
hp	**35** (4d10)+8	**69** (8d10)+16	**135** (12d10)+60	**203** (16d10)+112
Saves	**Fort** +3 **Ref** +6 **Will** +6	**Fort** +4 **Ref** +8 **Will** +8	**Fort** +9 **Ref** +12 **Will** +12	**Fort** +12 **Ref** +13 **Will** +14
Offense				
Movement	35'			
Attacks	**Melee** longsword +5 (1d8+2/19-20) or **Melee** shield, heavy steel (large) +5 (1d6+2) or **Melee** spear +5 (2H: 1d8+3/x3) or **Ranged** spear (thrown) +5 (1d8+2/x3) or **Melee** hoof +0/+0 (1d6+1)	**Melee** longsword +10/+5 (1d8+3/19-20) or **Melee** shield, heavy steel (large) +10/+5 (1d6+3) or **Melee** spear +10/+5 (2H: 1d8+4/x3) or **Ranged** spear (thrown) +9/+4 (1d8+3/x3) or **Melee** hoof +5/+5 (1d6+2)	**Melee** longsword +16/+11/+6 (1d8+5/19-20) or **Melee** shield, heavy steel (large) +16/+11/+6 (1d6+5) or **Melee** spear +16/+11/+6 (2H: 1d8+7/x3) or **Ranged** spear (thrown) +15/+10/+5 (1d8+5/x3) or **Melee** hoof +11/+11 (1d6+3)	**Melee** longsword +21/+16/+11/+6 (1d8+7/19-20) or **Melee** shield, heavy steel (large) +21/+16/+11/+6 (1d6+7) or **Melee** spear +21/+16/+11/+6 (1d8+7/x3) or **Ranged** spear (thrown) +17/+12/+7/+2 (1d8+7/x3) or **Melee** hoof +16/+16 (1d8+4)

Space / Reach	10’ / 10’	10’ / 10’	10’ / 10’	15’ / 10’
Ability Scores	**Str** 15, **Dex** 14, **Con** 15, **Int** 11, **Wis** 14, **Cha** 12	**Str** 16, **Dex** 14, **Con** 15, **Int** 11, **Wis** 14, **Cha** 12	**Str** 20, **Dex** 18, **Con** 20, **Int** 15, **Wis** 18, **Cha** 16	**Str** 24, **Dex** 27, **Con** 24, **Int** 15, **Wis** 18, **Cha** 16
Core Attack	**Base Atk** +4 **CMB** +7 **CMD** 19 23 vs. trip	**Base Atk** +8 **CMB** +12 **CMD** 25 29 vs. trip	**Base Atk** +12 **CMB** +18 +22 overrun **CMD** 33 35 vs. overrun 37 vs. trip	**Base Atk** +16 **CMB** +25 +29 overrun **CMD** 39 41 vs. overrun 43 vs. trip
Feats	Improved Initiative, Run	Dodge, Improved Initiative, Power Attack, Run	Dodge, Greater Overrun, Improved Initiative, Improved Overrun, Power Attack, Run	Charge Through, Cleave, Dodge, Greater Overrun, Improved Initiative, Improved Overrun, Power Attack, Run
Skills	Acrobatics +2, Bluff +1, Climb +2, Diplomacy +5, Disguise +1, Escape Artist +2, Heal +2, Intimidate +6, Knowledge (Nature) +4, Perception +7, Perform (Untrained) +1, Ride +2, Sense Motive +2, Stealth -2, Survival +9, Swim +2	Acrobatics +2, Bluff +1, Climb +3, Diplomacy +5, Disguise +1, Escape Artist +2, Heal +2, Intimidate +12, Knowledge (Nature) +4, Perception +13, Perform (Untrained) +1, Ride +2, Sense Motive +2, Stealth -2, Survival +13, Swim +3	Acrobatics +4, Appraise +2, Artistry +2, Bluff +3, Climb +12, Craft (Untrained) +2, Diplomacy +7, Disguise +3, Escape Artist +4, Fly +2, Heal +4, Intimidate +18, Knowledge (Nature) +6, Perception +19, Perform (Untrained) +3, Ride +4, Sense Motive +4, Stealth +15, Survival +19, Swim +20	Acrobatics +3, Appraise +2, Artistry +2, Bluff +3, Climb +18, Craft (Untrained) +2, Diplomacy +7, Disguise +3, Escape Artist +3, Fly -1, Heal +4, Intimidate +22, Knowledge (Nature) +6, Perception +23, Perform (Untrained) +3, Ride +3, Sense Motive +4, Stealth +14, Survival +23, Swim +26
Languages	Common, Elven, Sylvan			
Special	Darkvision, Monstrous Humanoid Traits, Undersized Weapons			
Treasure	Breastplate (large); longsword; heavy steel shield (large); spear			

Special Qualities & Abilities

Undersized Weapons (Ex) Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most centaurs).

Feats

Charge Through You can overrun enemies when charging. When making a charge, you can attempt to overrun one creature in the path of the charge as a free action. If you successfully overrun that creature, you can complete the charge. If the overrun is unsuccessful, the charge ends in the space directly in front of that creature.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Greater Overrun Enemies must dive to avoid your dangerous move. You receive a +2 bonus on checks made to overrun a foe. This bonus stacks with the bonus granted by Improved Overrun. Whenever you overrun opponents, they provoke attacks of opportunity if they are knocked prone by your overrun.

Improved Overrun You are skilled at running down your foes. You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrrun a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to overrun you. Targets of your overrun attempt may not chose to avoid you.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

5E

Centaur

	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests and Plains			
Rarity	Common			
Role	Soldier / Normal			
Organization	Solitary, Pair, Band (3-10x), Tribe (11-30x plus others)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	35	69	135	203
Speed	35 ft.			
Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 13 (+1) DEX 12 (+1) CON 13 (+1) INT 9 (-1) WIS 12 (+1) CHA 10 (+0)	STR 14 (+2) DEX 12 (+1) CON 13 (+1) INT 9 (-1) WIS 12 (+1) CHA 10 (+0)	STR 17 (+3) DEX 16 (+3) CON 17 (+3) INT 13 (+1) WIS 16 (+3) CHA 14 (+2)	STR 19 (+4) DEX 15 (+2) CON 19 (+4) INT 13 (+1) WIS 16 (+3) CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Elvish, Sylvan			
Challenge	4	8	12	16

	Low	Moderate	Advanced	Elite
Standard Actions	**Longsword** Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d819-20 (410) slashing damage. **Shield** Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d6+2 (6) bludgeoning damage. **Spear** Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d8x3 (1) piercing damage. **Spear** Ranged weapon attack: +1 to hit, one target. Hit 1d8x3 (1) piercing damage. **Hoof** Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d6+1 (4) bludgeoning damage.	**Longsword** Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d819-20 (410) slashing damage. **Shield** Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage. **Spear** Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d8x3 (1) piercing damage. **Spear** Ranged weapon attack: +1 to hit, one target. Hit 1d8x3 (1) piercing damage. **Hoof** Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+2 (6) bludgeoning damage.	**Longsword** Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d819-20 (410) slashing damage. **Shield** Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+5 (8) bludgeoning damage. **Spear** Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+7/x3 (12) piercing damage. **Spear** Ranged weapon attack: +3 to hit, one target. Hit 1d8x3 (1) piercing damage. **Hoof** Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	**Longsword** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7/19-20 (12) slashing damage. **Shield** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+7 (10) bludgeoning damage. **Spear** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7/x3 (12) piercing damage. **Spear** Ranged weapon attack: +1 to hit, one target. Hit 1d8+7/x3 (12) piercing damage. **Hoof** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.
Spellcasting	-			
Possessions	Longsword, shield, spear (3x)			



Illustration 9: Centaur

P2E

Centaur

	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests and Plains			
Rarity	Common			
Role	Soldier / Normal			
Organization	Solitary, Pair, Band (3-10x), Tribe (11-30x plus others)			
Treasure	Standard			

Level	CREATURE 4	CREATURE 8	CREATURE 12	CREATURE 16
Rarity	COMMON	COMMON	COMMON	COMMON
Alignment	TN	TN	TN	TN
Size	LARGE	LARGE	LARGE	HUGE
Other Traits	HUMANOID			
Perception	+10, darkvision	+16, darkvision	+22, darkvision	+28, darkvision
Languages	Common, Elvish, Sylvan			
Skills	Acrobatics +8, Athletics +8, Diplomacy +7, Deception +7, Medicine +8, Intimidation +6, Nature +6, Performance +7, Stealth +8, Survival +9	Acrobatics +12, Athletics +13, Diplomacy +11, Deception +11, Medicine +12, Intimidation +11, Nature +10, Performance +11, Stealth +12, Survival +12	Acrobatics +18, Athletics +19, Crafting +16, Diplomacy +17, Deception +17, Medicine +18, Intimidation +17, Nature +16, Performance +17, Stealth +18, Survival +18	Acrobatics +21, Athletics +25, Crafting +20, Diplomacy +21, Deception +21, Medicine +22, Intimidation +21, Nature +20, Performance +21, Stealth +21, Survival +22
Ability Scores	Str +2, Dex +2, Con +2, Int +0, Wis +2, Cha +1	Str +3, Dex +2, Con +2, Int +0, Wis +2, Cha +1	Str +5, Dex +4, Con +5, Int +2, Wis +4, Cha +3	Str +7, Dex +3, Con +7, Int +2, Wis +4, Cha +3
Items	Longsword, shield, spear (3x)			
Defense				
AC	18	20	26	27
Fort	+8	+12	+19	+25
Ref	+8	+12	+18	+21
Will	+8	+12	+18	+22
hp	35	69	138	216
Immune	-			

Offense & Actions

Speed 35 ft.

Melee	Melee Longsword +7 (versatile, reach 10 ft.), Damage 1d819-20 slashing	Melee Longsword +15 (versatile, reach 10 ft.), Damage 1d819-20 slashing	Melee Longsword +25 (versatile, reach 10 ft.), Damage 1d819-20 slashing	Melee Longsword +32 (versatile, reach 10 ft.), Damage 1d8+7/19-20 slashing
	Melee Shield +7 (reach 10 ft.), Damage 1d6+2 bludgeoning	Melee Shield +15 (reach 10 ft.), Damage 1d6+3 bludgeoning	Melee Shield +25 (reach 10 ft.), Damage 1d6+5 bludgeoning	Melee Shield +32 (reach 10 ft.), Damage 1d6+7 bludgeoning
	Melee Spear +7 (two-hand, reach 10 ft.), Damage 1d8x3 piercing	Melee Spear +15 (two-hand, reach 10 ft.), Damage 1d8x3 piercing	Melee Spear +25 (two-hand, reach 10 ft.), Damage 1d8+7/x3 piercing	Melee Spear +32 (reach 10 ft.), Damage 1d8+7/x3 piercing
	Ranged Spear +7 (thrown), Damage 1d8x3 piercing	Ranged Spear +14 (thrown), Damage 1d8x3 piercing	Ranged Spear +24 (thrown), Damage 1d8x3 piercing	Ranged Spear +27 (thrown), Damage 1d8+7/x3 piercing
	Melee Hoof +7 (reach 10 ft.), Damage 1d6+1 bludgeoning	Melee Hoof +15 (reach 10 ft.), Damage 1d6+2 bludgeoning	Melee Hoof +25 (reach 10 ft.), Damage 1d6+3 bludgeoning	Melee Hoof +32 (reach 10 ft.), Damage 1d8+4 bludgeoning

OSR

Centaur

	Low	Moderate	Advanced	Elite
Environment	Temperate Forests and Plains			
Rarity	Common			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, Band (3-10x), Tribe (11-30x plus others)			
Treasure	Standard			

AC	Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT	Attacks	Longsword 1d8 or Spear 1d8x3 or Hoof 1d6	Longsword 1d8+3 or Spear 1d8+2x3 or Hoof 1d8	Longsword 1d10+4 or Spear 1d10+2x3 or Hoof 1d10	Longsword 2d6+4 or Spear 2d6+2x3 or Hoof 2d6
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	105' (35')			
SV	Saves				
	D Death	**10**	**10**	**8**	**6**
	W Wand	**11**	**11**	**9**	**7**
	P Paralysis	**12**	**12**	**10**	**8**
	B Breath	**13**	**13**	**10**	**8**
	S Spell	**14**	**14**	**12**	**10**
	U ***Unified***	**12**	**12**	**10**	**8**
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	125	350	650	900

Special Abilities

-

DCC

Centaur

	Low	Moderate	Advanced	Elite
Environment	Temperate Forests and Plains			
Rarity	Common			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, Band (3-10x), Tribe (11-30x plus others)			
Treasure	Standard			

Init	Initiative	+0	+0	+0	+0
Atk	Attacks	Longsword +1 melee (1d8) or Spear +1 melee (1d8) or Spear +1 ranged (1d8) or Hoof +1 melee (1d6)	Longsword +2 melee (1d10) or Spear +2 melee (1d10) or Spear +2 ranged (1d10) or Hoof +2 melee (1d8)	Longsword +3 melee (2d6) or Spear +3 melee (2d6) or Spear +3 ranged (2d6) or Hoof +3 melee (1d10)	Longsword +4 melee (3d6) or Spear +4 melee (3d6) or Spear +4 ranged (3d6) or Hoof +4 melee (2d6)
Crit	Critical Hits	19+:M/d8	19+:M/d8	19+:M/d10	19+:M/d10
AC	Armor Class	11	11	12	13
HD	Hit Dice	2d10 + 2	3d10 + 3	4d10 + 4	5d10 + 5
MV	Move	35′			
ACT	Action Dice	1d20	1d24+1d20	1d24+2d20	2d24+1d20
SV	Saves				
	Fort	+2	+3	+6	+8
	Ref	+4	+5	+8	+9
	Will	+4	+5	+8	+9
AL	Alignment	N			

Special Abilities

-

Pathfinder

Medusa

	Low	Moderate	Advanced	Elite
Terrain	Temperate Marshes or Underground			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	Double			

CR	**4**	**8**	**12**	**16**
Align / Size	**LE Small**	**LE Medium**	**LE Medium**	**LE Large**
HD / Type	Monstrous Humanoid 4	Monstrous Humanoid 8	Monstrous Humanoid 12	Monstrous Humanoid 16
Initiative	+8	+6	+8	+7
Senses	**Perception** +12 **Darkvision** 60' **All-Around Vision**	**Perception** +16 **Darkvision** 60' **All-Around Vision**	**Perception** +22 **Darkvision** 60' **All-Around Vision**	**Perception** +26 **Darkvision** 60' **All-Around Vision**
Defense				
AC	**16** **touch** 15; **ff** 12 +1 Size; +4 Dex; +1 Natural	**15** **touch** 12; **ff** 13 +2 Dex; +3 Natural	**19** **touch** 14; **ff** 15 +4 Dex; +5 Natural	**21** **touch** 13; **ff** 17 -1 Size; +3 Dex; +8 Natural; +1 Dodge
hp	**36** (4d10)+8	**73** (8d10)+32	**138** (12d10)+72	**223** (16d10)+128
Saves	**Fort** +3 **Ref** +8 **Will** +5	**Fort** +6 **Ref** +8 **Will** +7	**Fort** +10 **Ref** +12 **Will** +11	**Fort** +13 **Ref** +13 **Will** +13
Offense				
Movement	30'			
Attacks	**Melee** dagger +7 (1d4-2/19-20) or **Ranged** dagger (thrown) +7 (1d4-2/19-20) or **Ranged** masterwork longbow +8 (1d8-2/x3) or **Melee** snake bite +4 (2H: 1d3-1)	**Melee** dagger +10/+5 (1d4/19-20) or **Ranged** dagger (thrown) +10/+5 (1d4+1/19-20), within 30 ft. +11/+6 (1d4+1) or **Ranged** masterwork longbow +11/+6 (1d8/x3), within 30 ft. +12/+7 (1d8+1) or **Melee** snake bite +5 (1d4)	**Melee** dagger +16/+11/+6 (1d4+2/19-20) or **Ranged** dagger (thrown) +16/+11/+6 (1d4+3/19-20), within 30 ft. +17/+12/+7 (1d4+3) or **Ranged** masterwork longbow +17/+12/+7 (1d8/x3), within 30 ft. +18/+13/+8 (1d8+1) or **Melee** snake bite +11 (1d6+1)	**Melee** dagger +18/+13/+8 (2H: 1d4+3/19-20) or **Ranged** dagger (thrown) +18/+13/+8/+3 (1d4+6/19-20), within 30 ft. +19/+14/+9/+4 (1d4+6) or **Ranged** masterwork longbow +19/+14/+9/+4 (1d8/x3), within 30 ft. +20/+15/+10/+5 (1d8+1) or **Melee** snake bite +15 (1d8+2)

Space / Reach	5’ / 5’	5’ / 5’	5’ / 5’	10’ / 10’
Special Atks	Petrifying Gaze (DC 14), Poison (DC 14)	Petrifying Gaze (DC 16), Poison (DC 18)	Petrifying Gaze (DC 22), Poison (DC 24)	Petrifying Gaze (DC 24), Poison (DC 28)
Statistics				
Ability Scores	**Str** 6 **Dex** 19 **Con** 14 **Int** 12 **Wis** 13 **Cha** 15	**Str** 10 **Dex** 15 **Con** 18 **Int** 12 **Wis** 13 **Cha** 15	**Str** 15 **Dex** 19 **Con** 22 **Int** 16 **Wis** 17 **Cha** 19	**Str** 20 **Dex** 17 **Con** 26 **Int** 16 **Wis** 17 **Cha** 19
Core Attack	**Base Atk** +4 **CMB** +1 **CMD** 15	**Base Atk** +8 **CMB** +8 **CMD** 20	**Base Atk** +12 **CMB** +14 **CMD** 28	**Base Atk** +16 **CMB** +22 **CMD** 36
Feats	Improved Initiative, Weapon Finesse	Improved Initiative, Point-Blank Shot, Precise Shot, Weapon Finesse	Ability Focus (Petrifying Gaze, Poison), Improved Initiative, Improved Natural Attack (Snake Bite), Point-Blank Shot, Precise Shot, Weapon Finesse	Ability Focus (Petrifying Gaze, Poison), Dodge, Improved Initiative, Improved Natural Attack (Snake Bite), Mobility, Point-Blank Shot, Precise Shot, Weapon Finesse
Skills	Acrobatics +4, Appraise +1, Artistry +1, Bluff +6, Climb -2, Craft (Untrained) +1, Diplomacy +2, Disguise +6, Escape Artist +4, Fly +6, Heal +1, Intimidate +9, Perception +12, Perform (Untrained) +2, Ride +4, Sense Motive +1, Stealth +15, Survival +1, Swim -2	Acrobatics +2, Appraise +1, Artistry +1, Bluff +10, Craft (Untrained) +1, Diplomacy +2, Disguise +10, Escape Artist +2, Fly +2, Heal +1, Intimidate +13, Perception +16, Perform (Untrained) +2, Ride +2, Sense Motive +1, Stealth +13, Survival +1	Acrobatics +4, Appraise +3, Artistry +3, Bluff +16, Climb +17, Craft (Untrained) +3, Diplomacy +4, Disguise +16, Escape Artist +4, Fly +4, Heal +3, Intimidate +19, Perception +22, Perform (Untrained) +4, Ride +4, Sense Motive +3, Stealth +19, Survival +3, Swim +17	Acrobatics +3, Appraise +3, Artistry +3, Bluff +20, Climb +24, Craft (Untrained) +3, Diplomacy +4, Disguise +20, Escape Artist +3, Fly +1, Heal +3, Intimidate +23, Perception +26, Perform (Untrained) +4, Ride +3, Sense Motive +3, Stealth +18, Survival +3, Swim +24
Languages	Common			
Special	-			
Treasure	Masterwork longbow; arrows (20x); dagger			

Special Qualities & Abilities

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, Fortitude DC 24 negates.

Poison (Ex) Bite-injury; save Fort DC 28; frequency 1/round for 6 rounds; effect 1d3 Str; cure 2 consecutive saves. The save DC is Constitution-based.

Feats

Mobility You can easily move through a dangerous melee. You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

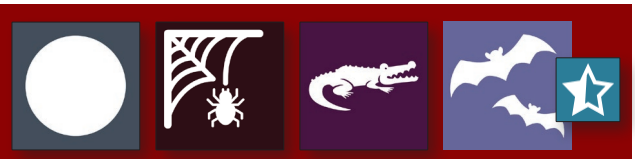
Point-Blank Shot You are especially accurate when making ranged attacks against close target. You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot You are adept at firing ranged attacks into melee. You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

5E

Medusa



	Low	Moderate	Advanced	Elite
Terrain	Temperate Marshes or Underground			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	36	73	138	223
Speed	30 ft.			
Size, Type, Alignment	Small monstrosity, lawful evil	Medium monstrosity, lawful evil	Medium monstrosity, lawful evil	Large monstrosity, lawful evil
Ability Scores / Saves	STR 4 (-3) DEX 17 (+3) CON 12 (+1) INT 10 (+0) WIS 11 (+0) CHA 13 (+1)	STR 8 (-1) DEX 13 (+1) CON 16 (+3) INT 10 (+0) WIS 11 (+0) CHA 13 (+1)	STR 13 (+1) DEX 17 (+3) CON 18 (+4) INT 14 (+2) WIS 15 (+2) CHA 17 (+3)	STR 17 (+3) DEX 15 (+2) CON 20 (+5) INT 14 (+2) WIS 15 (+2) CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common			
Challenge	4	8	12	16
Special Abilities & Qualities	**Saving Throw** Constitution DC 13	**Saving Throw** Constitution DC 16	**Saving Throw** Constitution DC 18	**Saving Throw** Constitution DC 20
	Petrifying Gaze Turn to stone permanently, range 30 feet, one target, Constitution save negates.			
Special Abilities & Qualities	**Saving Throw** Constitution DC 13	**Saving Throw** Constitution DC 16	**Saving Throw** Constitution DC 18	**Saving Throw** Constitution DC 20
	Poison Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d3 Strength damage; cure 2 consecutive saves. Ability damage suffered from this effect may be restored following a long rest.			

	Low	Moderate	Advanced	Elite
Standard Actions	**Dagger** Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d4+0/19+00 (2) piercing damage. **Dagger** Ranged weapon attack: +4 to hit, one target. Hit 1d4+0/19+00 (2) piercing damage. **Longbow** Ranged weapon attack: +4 to hit, one target. Hit 1d8+0/x3 (4) piercing damage. **Snake Bite** Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d3+0 (2) piercing damage.	**Dagger** Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d4/19+00 (4) piercing damage. **Dagger** Ranged weapon attack: +1 to hit, one target. Hit 1d4/19+00 (3) piercing damage. **Longbow** Ranged weapon attack: +1 to hit, one target. Hit 1d8/x3 (8) piercing damage. **Snake Bite** Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage.	**Dagger** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4/19+00 (3) piercing damage. **Dagger** Ranged weapon attack: +3 to hit, one target. Hit 1d4/19+00 (3) piercing damage. **Longbow** Ranged weapon attack: +3 to hit, one target. Hit 1d8/x3 (8) piercing damage. **Snake Bite** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.	**Dagger** Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8/19+00 (8) piercing damage. **Dagger** Ranged weapon attack: +1 to hit, one target. Hit 1d4+6/19+00 (8) piercing damage. **Longbow** Ranged weapon attack: +1 to hit, one target. Hit 1d8/x3 (8) piercing damage. **Snake Bite** Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+2 (6) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Longbow; arrows (20x); dagger			

P2E

Medusa

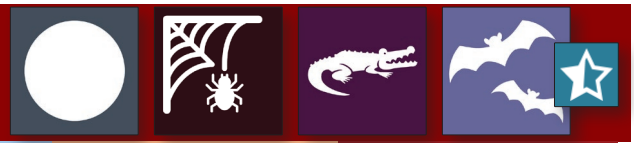
	Low	Moderate	Advanced	Elite
Terrain	Temperate Marshes or Underground			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	Double			

Level	CREATURE 4	CREATURE 8	CREATURE 12	CREATURE 16
Rarity	RARE	RARE	RARE	UNCOMMON
Alignment	LE	LE	LE	LE
Size	SMALL	MEDIUM	MEDIUM	LARGE
Other Traits	HUMANOID			
Perception	+11, darkvision	+15, darkvision	+23, darkvision	+27, darkvision
Languages	Common			
Skills	Acrobatics +10, Athletics +4, Crafting +7, Diplomacy +8, Deception +8, Medicine +7, Intimidation +9, Performance +8, Stealth +10, Survival +7	Acrobatics +12, Crafting +11, Diplomacy +12, Deception +12, Medicine +11, Intimidation +12, Performance +12, Stealth +12, Survival +11	Acrobatics +18, Athletics +16, Crafting +17, Diplomacy +18, Deception +18, Medicine +17, Intimidation +18, Performance +18, Stealth +18, Survival +17	Acrobatics +21, Athletics +23, Crafting +21, Diplomacy +22, Deception +22, Medicine +21, Intimidation +22, Performance +22, Stealth +21, Survival +21
Ability Scores	Str -2 Dex +4 Con +2 Int +1 Wis +1 Cha +2	Str +0 Dex +2 Con +4 Int +1 Wis +1 Cha +2	Str +2 Dex +4 Con +6 Int +3 Wis +3 Cha +4	Str +5 Dex +3 Con +8 Int +3 Wis +3 Cha +4
Items	Longbow; arrows (20x); dagger			
Defense				
AC	18	20	24	27
Fort	+8	+14	+20	+26
Ref	+10	+12	+18	+21
Will	+7	+11	+17	+21
hp	36	84	150	232

Immune	-			
Resists/ Vulnerable	-			
Offense & Actions				
Speed	30 ft.			
Melee	Melee Dagger +1 (agile, finesse, versatile, reach 5 ft.), Damage 1d4+0/19+00 piercing Ranged Dagger +10 (thrown, agile, finesse, versatile), Damage 1d4+0/19+00 piercing Ranged Longbow +10 (deadly, volley), Damage 1d8+0/x3 piercing Melee Snake Bite +1 (two-hand, unarmed, reach 5 ft.), Damage 1d3+0 piercing	Melee Dagger +11 (agile, finesse, versatile, reach 5 ft.), Damage 1d4/19+00 piercing Ranged Dagger +14 (thrown, agile, finesse, versatile), Damage 1d419+00 piercing Ranged Longbow +14 (deadly, volley), Damage 1d8/x3 piercing Melee Snake Bite +11 (unarmed, reach 5 ft.), Damage 1d4 piercing	Melee Dagger +21 (agile, finesse, versatile, reach 5 ft.), Damage 1d419+00 piercing Ranged Dagger +24 (thrown, agile, finesse, versatile), Damage 1d419+00 piercing Ranged Longbow +24 (deadly, volley), Damage 1d8/x3 piercing Melee Snake Bite +21 (unarmed, reach 5 ft.), Damage 1d6+1 piercing	Melee Dagger +29 (two-hand, agile, finesse, versatile, reach 10 ft.), Damage 1d8/19+00 piercing Ranged Dagger +27 (thrown, agile, finesse, versatile), Damage 1d4+6/19+00 piercing Ranged Longbow +27 (deadly, volley), Damage 1d8/x3 piercing Melee Snake Bite +29 (unarmed, reach 10 ft.), Damage 1d8+2 piercing
Petrifying Gaze	**Saving Throw** Fortitude 14	**Saving Throw** Fortitude 18	**Saving Throw** Fortitude 22	**Saving Throw** Fortitude 26
	Turn to stone permanently, range 30 feet, one target, Fortitude save negates.			
Poison	**Saving Throw** Fortitude 14	**Saving Throw** Fortitude 18	**Saving Throw** Fortitude 22	**Saving Throw** Fortitude 26
	Poison Bite-injury; save Fortitude; frequency 1/round for 6 rounds; effect +1 increment of Enfeebled condition; cure 2 consecutive saves.			
Other Abilities				
Innate Spells	-			
Spellcasting	-			

OSR

Medusa



	Low	Moderate	Advanced	Elite
Environment	Temperate Marshes or Underground			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary			
Treasure	Double			

AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT	Attacks	Dagger 1d4 or Longbow 1d8/x3 or Snake Bite 1d3	Dagger 1d4 or Longbow 1d8/x3 or Snake Bite 1d4	Dagger 1d6 or Longbow 1d10/x3 or Snake Bite 1d6	Dagger 1d8 or Longbow 2d6/x3 or Snake Bite 1d8
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	90’ (30’)			
SV	Saves				
	D Death	**10**	**10**	**8**	**6**
	W Wand	**11**	**11**	**9**	**7**
	P Paralysis	**12**	**12**	**10**	**8**
	B Breath	**13**	**13**	**10**	**8**
	S Spell	**14**	**14**	**12**	**10**
	U ***Unified***	**12**	**12**	**10**	**8**
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	125	350	650	900

Special Abilities

Petrifying Gaze Turn to stone permanently, range 30 feet, one target, Paralysis save negates.

Poison Bite-injury; save Death; frequency 1/round for 6 rounds; effect 1d3 Strength damage; cure 2 consecutive saves.

DCC

Medusa

	Low	Moderate	Advanced	Elite
Environment	Temperate Marshes or Underground			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary			
Treasure	Double			

Init	Initiative	+0	+0	+0	+0
Atk	Attacks	Dagger -5 melee (1d4) or Dagger +4 ranged (1d4) or Longbow +4 ranged (1d8) or Snake Bite -5 melee (1d3)	Dagger -3 melee (1d4) or Dagger +1 ranged (1d4) or Longbow +1 ranged (1d8) or Snake Bite -3 melee (1d6)	Dagger melee (1d4) or Dagger +3 ranged (1d4) or Longbow +3 ranged (1d8) or Snake Bite melee (1d6)	Dagger +3 melee (1d8) or Dagger +1 ranged (1d4+6) or Longbow +1 ranged (1d8) or Snake Bite +3 melee (1d8+1)
Crit	Critical Hits	19+:M/d8	19+:M/d8	19+:M/d10	19+:M/d10
AC	Armor Class	10	10	11	12
HD	Hit Dice	2d10 + 2	3d10 + 3	4d10 + 4	5d10 + 5
MV	Move	30′			
ACT	Action Dice	1d24	1d24+1d20	1d24+2d20	1d24+2d20
SV	Saves				
	Fort	+2	+4	+7	+9
	Ref	+5	+5	+8	+9
	Will	+3	+5	+7	+9
AL	Alignment	L			

Special Abilities

Petrifying Gaze	Turn to stone permanently, range 30 feet, one target, Fortitude save negates.
Poison	Bite-injury; save Fortitude; frequency 1/round for 6 rounds; effect 1d3 Strength damage; cure 2 consecutive saves.

Pathfinder

Ogre

	Low	Moderate	Advanced	Elite
Terrain	Temperate or Cold Hills			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary, Pair, Gang (3-4x), or Family (5-16x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
CR	**4**	**8**	**12**	**16**
Align / Size	**CE Large** (giant)	**CE Large** (giant)	**CE Large** (giant)	**CE Huge** (giant)
HD / Type	Humanoid 4	Humanoid 8	Humanoid 12	Humanoid 16
Initiative	-1	-1	+1	+0
Senses	**Perception** +5 **Darkvision** 60' **Low-Light Vision**	**Perception** +8 **Darkvision** 60' **Low-Light Vision**	**Perception** +17 **Darkvision** 60' **Low-Light Vision**	**Perception** +21 **Darkvision** 60' **Low-Light Vision**
Defense				
AC	**17** **touch** 8; **ff** 17 -1 Size; -1 Dex; +5 Natural; +4 Armor	**19** **touch** 8; **ff** 19 -1 Size; -1 Dex; +5 Natural; +6 Armor	**25** **touch** 10; **ff** 24 -1 Size; +1 Dex; +9 Natural; +6 Armor	**30** **touch** 8; **ff** 30 -2 Size; +14 Natural; +8 Armor
hp	**32** (4d8)+12	**66** (8d8)+24	**127** (12d8)+60	**202** (16d8)+112
Saves	**Fort** +6 **Ref** +0 **Will** +3	**Fort** +8 **Ref** +1 **Will** +4	**Fort** +12 **Ref** +5 **Will** +8	**Fort** +16 **Ref** +5 **Will** +9
Offense				
Movement	30'			
Attacks	**Melee** greatclub (large) +7 (2H: 2d8+7) or **Ranged** javelin (large) +1 (1d8+5)	**Melee** greatclub (large) +11/+6 (2H: 2d8+9) or **Ranged** javelin (large) +4/-1 (1d8+6)	**Melee** *+1 greatclub* (large) +17/+12 (2H: 2d8+13) or **Ranged** javelin (large) +9/+4 (1d8+8)	**Melee** *+2 advancing greatclub* (huge) +23/+18/+13 (2H: 3d8+18) or **Ranged** javelin (huge) +10/+5/+0 (2d6+11)
Space / Reach	10' / 10'	10' / 10'	10' / 10'	15' / 15'
Statistics				

Ability Scores	**Str** 21 **Dex** 8 **Con** 15 **Int** 6 **Wis** 10 **Cha** 7	**Str** 22 **Dex** 8 **Con** 15 **Int** 6 **Wis** 10 **Cha** 7	**Str** 27 **Dex** 12 **Con** 19 **Int** 10 **Wis** 14 **Cha** 11	**Str** 32 **Dex** 10 **Con** 23 **Int** 10 **Wis** 14 **Cha** 11
Core Attack	**Base Atk** +3 **CMB** +9 **CMD** 18	**Base Atk** +6 **CMB** +13 **CMD** 22	**Base Atk** +9 **CMB** +18 **CMD** 29	**Base Atk** +12 **CMB** +25 **CMD** 35
Feats	Iron Will, Toughness	Cleave, Iron Will, Power Attack, Toughness	Cleave, Improved Natural Armor (2x), Iron Will, Power Attack, Toughness	Cleave, Improved Natural Armor (4x), Iron Will, Power Attack, Toughness
Skills	Acrobatics -4, Appraise -2, Bluff -2, Climb +7, Craft (Untrained) -2, Diplomacy -2, Disguise -2, Escape Artist -4, Fly -6, Intimidate -2, Perception +5, Perform (Untrained) -2, Ride -4, Stealth -8, Swim +2	Acrobatics -6, Appraise -2, Bluff -2, Climb +7, Craft (Untrained) -2, Diplomacy -2, Disguise -2, Escape Artist -6, Fly -8, Intimidate -2, Perception +8, Perform (Untrained) -2, Ride -6, Stealth -10, Swim +1	Acrobatics -2, Climb +20, Escape Artist -2, Fly -4, Heal +2, Intimidate +6, Perception +17, Ride -2, Sense Motive +2, Stealth -6, Survival +2, Swim +5	Acrobatics -3, Climb +27, Escape Artist -3, Fly -7, Heal +2, Intimidate +6, Perception +21, Ride -3, Sense Motive +2, Stealth -11, Survival +2, Swim +8
Languages	Giant			
Special	-			
Treasure	Greatclub (large); hide armor (large); javelin (large, 4x)	Greatclub (large); chainmail (large); javelin (large, 4x)	*+1 greatclub (large);* masterwork agile breastplate (large); javelin (huge, 4x)	*+2 advancing greatclub (huge); +2 impervious agile breastplate (huge);* javelin (huge, 4x)

Feats

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Toughness You have enhanced physical stamina. You gain +16 hit points. You gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

5E

Ogre

	Low	Moderate	Advanced	Elite
Terrain	Temperate or Cold Hills			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary, Pair, Gang (3-4x), or Family (5-16x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	20 (natural armor)
Hit Points	32	66	127	202
Speed	30 ft.			
Size, Type, Alignment	Large humanoid, chaotic evil	Large humanoid, chaotic evil	Large humanoid, chaotic evil	Huge humanoid, chaotic evil
Ability Scores / Saves	STR 18 (+4) DEX 6 (-2) CON 13 (+1) INT 4 (-3) WIS 8 (-1) CHA 5 (-3)	STR 18 (+4) DEX 6 (-2) CON 13 (+1) INT 4 (-3) WIS 8 (-1) CHA 5 (-3)	STR 20 (+5) DEX 10 (+0) CON 17 (+3) INT 8 (-1) WIS 12 (+1) CHA 9 (-1)	STR 23 (+6) DEX 8 (-1) CON 18 (+4) INT 8 (-1) WIS 12 (+1) CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Giant			
Challenge	4	8	12	16
Standard Actions	**Greatclub** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+7 (16) bludgeoning damage. **Javelin** Ranged weapon attack: -3 to hit, one target. Hit 1d8+5 (10) bludgeoning damage.	**Greatclub** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+9 (18) bludgeoning damage. **Javelin** Ranged weapon attack: -4 to hit, one target. Hit 1d8+6 (10) bludgeoning damage.	**Greatclub** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+13 (22) bludgeoning damage. **Javelin** Ranged weapon attack: -1 to hit, one target. Hit 1d8+8 (12) bludgeoning damage.	**Greatclub** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d8+18 (32) bludgeoning damage. **Javelin** Ranged weapon attack: -2 to hit, one target. Hit 2d6+11 (18) bludgeoning damage.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Greatclub; javelin (6x)			

P2E

Ogre

	Low	Moderate	Advanced	Elite
Terrain	Temperate or Cold Hills			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary, Pair, Gang (3-4x), or Family (5-16x)			
Treasure	Standard			

Level	CREATURE 4	CREATURE 8	CREATURE 12	CREATURE 16
Rarity	UNCOMMON	UNCOMMON	UNCOMMON	UNCOMMON
Alignment	CE	CE	CE	CE
Size	LARGE	LARGE	LARGE	HUGE
Other Traits	HUMANOID			
Perception	+6, darkvision, low-light vision	+12, darkvision, low-light vision	+20, darkvision, low-light vision	+26, darkvision, low-light vision
Languages	Giant			
Skills	Acrobatics +5, Athletics +11, Crafting +4, Diplomacy +4, Deception +4, Intimidation +4, Performance +4, Stealth +5	Acrobatics +9, Athletics +16, Crafting +8, Diplomacy +8, Deception +8, Intimidation +8, Performance +8, Stealth +9	Acrobatics +15, Athletics +22, Medicine +16, Intimidation +14, Stealth +15, Survival +16	Acrobatics +18, Athletics +29, Medicine +20, Intimidation +18, Stealth +18, Survival +20
Ability Scores	Str +5 Dex -1 Con +2 Int -2 Wis +0 Cha -2	Str +6 Dex -1 Con +2 Int -2 Wis +0 Cha -2	Str +8 Dex +1 Con +4 Int +0 Wis +2 Cha +0	Str +11 Dex +0 Con +6 Int +0 Wis +2 Cha +0
Items	Greatclub; javelin (6x)			
Defense				
AC	17	19	25	30
Fort	+8	+12	+18	+24
Ref	+5	+9	+15	+18
Will	+6	+10	+16	+20
hp	34	68	127	202

Immune	-			
Resists/ Vulnerable	-			
Offense & Actions				
Speed	30 ft.			
Melee	Melee Greatclub +11 (two-hand, backswing, shove, reach 10 ft.), Damage 2d8+7 bludgeoning Ranged Javelin +3, Damage 1d8+5 bludgeoning	Melee Greatclub +20 (two-hand, backswing, shove, reach 10 ft.), Damage 2d8+9 bludgeoning Ranged Javelin +9, Damage 1d8+6 bludgeoning	Melee +29 (two-hand, backswing, shove, reach 10 ft.), Damage 2d8+13 bludgeoning Ranged Javelin +19, Damage 1d8+8 bludgeoning	Melee +36 (two-hand, backswing, shove, reach 15 ft.), Damage 3d8+18 bludgeoning Ranged Javelin +22, Damage 2d6+11 bludgeoning
Other Abilities				
Innate Spells	-			
Spellcasting	-			

OSR

Ogre

	Low	Moderate	Advanced	Elite
Environment	Temperate or Cold Hills			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Pair, Gang (3-4x), or Family (5-16x)			
Treasure	Standard			

		Low	Moderate	Advanced	Elite
AC	Armor Class	8 [11]	8 [11]	6 [13]	4 [15]
HD	Hit Dice	3	5	6	7
ATT	Attacks	Greatclub 2d8 or Javelin 1d8	Greatclub 2d8 or Javelin 1d8	Greatclub 2d10 or Javelin 1d10	Greatclub 3d10 or Javelin 2d6
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	90' (30')			
SV	Saves				
	D Death	**10**	**10**	**8**	**6**
	W Wand	**11**	**11**	**9**	**7**
	P Paralysis	**12**	**12**	**10**	**8**
	B Breath	**13**	**13**	**10**	**8**
	S Spell	**14**	**14**	**12**	**10**
	U Unified	**12**	**12**	**10**	**8**
ML	Morale	7	7	7	7
AL	Alignment	Chaotic			
XP	Experience	75	275	650	900

Special Abilities

-

DCC

Ogre

	Low	Moderate	Advanced	Elite
Environment	Temperate or Cold Hills			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Pair, Gang (3-4x), or Family (5-16x)			
Treasure	Standard			

			Great		
Init	Initiative	-3	-3	-3	-2
Atk	Attacks	Greatclub +5 melee (1d8+2) or Javelin +0 ranged (1d8+2)	Greatclub +5 melee (2d6+3) or Javelin +1 ranged (1d8+2)	Greatclub +5 melee (2d8+4) or Javelin -1 ranged (1d8+3)	Greatclub +6 melee (2d8+6) or Javelin -2 ranged (2d6+4)
Crit	Critical Hits	20+:M/d8	20+:M/d8	20+:G/d4	20+:G/d4
AC	Armor Class	11	11	13	15
HD	Hit Dice	2d8 + 2	3d8 + 3	4d8 + 4	5d8 + 5
MV	Move	30′			
ACT	Action Dice	1d24	1d24+1d20	1d24+1d20	1d24+1d20
SV	Saves				
	Fort	+4	+5	+8	+11
	Ref	+0	+1	+3	+3
	Will	+2	+3	+5	+6
AL	Alignment	C			

Special Abilities

-	-

Black Pudding



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	None			
CR	**6**	**10**	**14**	**18**
Align / Size	**TN Large**	**TN Huge**	**TN Huge**	**TN Gargantuan**
HD / Type	Ooze 6	Ooze 10	Ooze 14	Ooze 18
Initiative	-3	-5	-3	-4
Senses	**Perception** -5 **Blindsight** 60' **Blind**	**Perception** -5 **Blindsight** 60' **Blind**	**Perception** -3 **Blindsight** 60' **Blind**	**Perception** -3 **Blindsight** 60' **Blind**
Defense				
AC	**6** **touch** 6; **ff** 6 -1 Size; -3 Dex	**3** **touch** 3; **ff** 3 -2 Size; -5 Dex	**7** **touch** 5; **ff** 7 -2 Size; -3 Dex; +2 Natural	**7** **touch** 2; **ff** 7 -4 Size; -4 Dex; +5 Natural
hp	**55** (6d8)+24	**104** (10d8)+60	**180** (14d8)+112	**264** (18d8)+180
Saves	**Fort** +6 **Ref** -1 **Will** -3	**Fort** +9 **Ref** -2 **Will** -2	**Fort** +12 **Ref** +1 **Will** +1	**Fort** +16 **Ref** +2 **Will** +3
Def Abilities	Split; **Immunities** Critical Hits, Flanking, Mind-Affecting Effects, Paralysis, Poison, Polymorph, Sleep, Sneak Attacks, Stunning			
Offense				
Movement	20'; Climb 20'; Suction			
Attacks	**Melee** slam +4 (1d6+1)	**Melee** slam +8 (1d8+4)	**Melee** slam +13 (1d8+7)	**Melee** slam +16 (2d6+10)
Space / Reach	10' / 1'	15' / 15'	15' / 15'	20' / 20'
Special Atks	Constrict (2d6+1), Corrosion	Constrict (2d6+4), Corrosion	Constrict (2d6+7), Corrosion	Constrict (2d6+10), Corrosion
Statistics				

Ability Scores	**Str** 12 **Dex** 5 **Con** 18 **Int** * **Wis** 1 **Cha** 1	**Str** 16 **Dex** 1 **Con** 22 **Int** * **Wis** 1 **Cha** 1	**Str** 21 **Dex** 5 **Con** 26 **Int** * **Wis** 5 **Cha** 5	**Str** 25 **Dex** 3 **Con** 31 **Int** * **Wis** 5 **Cha** 5
Core Attack	**Base Atk** +4 **CMB** +6 +10 grapple **CMD** 13 23 vs. bullrush can't be tripped	**Base Atk** +7 **CMB** +12 +16 grapple **CMD** 17 27 vs. bullrush can't be tripped	**Base Atk** +10 **CMB** +17 +21 grapple **CMD** 24 34 vs. bullrush can't be tripped	**Base Atk** +13 **CMB** +24 +28 grapple **CMD** 30 40 vs. bullrush can't be tripped
Feats	-	-	-	-
Skills	Acrobatics -3, Bluff -5, Climb +9, Diplomacy -5, Disguise -5, Escape Artist -3, Fly -5, Heal -5, Intimidate -5, Perception -5, Perform (Untrained) -5, Ride -3, Sense Motive -5, Stealth -7, Survival -5, Swim +1	Acrobatics -5, Bluff -5, Climb +11, Diplomacy -5, Disguise -5, Escape Artist -5, Fly -9, Heal -5, Intimidate -5, Perception -5, Perform (Untrained) -5, Ride -5, Sense Motive -5, Stealth -13, Survival -5, Swim +3	Acrobatics -3, Bluff -3, Climb +13, Diplomacy -3, Disguise -3, Escape Artist -3, Fly -7, Heal -3, Intimidate -3, Perception -3, Perform (Untrained) -3, Ride -3, Sense Motive -3, Stealth -11, Survival -3, Swim +5	Acrobatics -4, Bluff -3, Climb +15, Diplomacy -3, Disguise -3, Escape Artist -4, Fly -10, Heal -3, Intimidate -3, Perception -3, Perform (Untrained) -3, Ride -4, Sense Motive -3, Stealth -16, Survival -3, Swim +7
Languages	-			
Special	Acid (DC 17), Blindsight, Can't Be Tripped, Ooze Traits, Suction	Acid (DC 21), Blindsight, Can't Be Tripped, Ooze Traits, Suction	Acid (DC 25), Blindsight, Can't Be Tripped, Ooze Traits, Suction	Acid (DC 29), Blindsight, Can't Be Tripped, Ooze Traits, Suction

Special Qualities & Abilities

Acid (Ex) A black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a black pudding's acid, its clothing and armor take the same amount of damage from the acid. A DC 21 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a black pudding takes 2d6 acid damage unless the weapon's wielder succeeds on a DC 29 Reflex save. If a black pudding remains in contact with a wooden or metal object for 1 full round, it inflicts 21 points of acid damage (no save) to the object.

Constrict (Ex) You can crush an opponent, dealing 2d6+10 bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

Corrosion (Ex) An opponent that is being constricted by a black pudding suffers a -4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

Split (Ex) Slashing and piercing weapons deal no damage to a black pudding. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Suction (Ex) The black pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A black pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, a black pudding's CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.

Black Pudding



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	11 (natural armor)	12 (natural armor)	12 (natural armor)	12 (natural armor)
Hit Points	55	104	180	264
Speed	20 ft. Climb 20 ft., Suction			
Size, Type, Alignment	Large ooze, unaligned	Huge ooze, unaligned	Huge ooze, unaligned	Gargantuan ooze, unaligned
Ability Scores / Saves	STR 10 (+0) DEX 3 (-4) CON 16 (+3) INT 10 (+0) WIS 1 (-5) CHA 1 (-5)	STR 14 (+2) DEX 1 (-5) CON 18 (+4) INT 10 (+0) WIS 1 (-5) CHA 1 (-5)	STR 18 (+4) DEX 3 (-4) CON 20 (+5) INT 10 (+0) WIS 3 (-4) CHA 3 (-4)	STR 20 (+5) DEX 1 (-5) CON 22 (+6) INT 10 (+0) WIS 3 (-4) CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Critical Hits, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +5, Blindsight 60 ft.	Passive Perception +5, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.
Languages	-			
Challenge	6	10	14	18
Special Abilities & Qualities	**Saving Throw** Dexterity DC 16 **Acid Damage** 1d6	**Saving Throw** Dexterity DC 18 **Acid Damage** 2d6	**Saving Throw** Dexterity DC 20 **Acid Damage** 3d6	**Saving Throw** Dexterity DC 22 **Acid Damage** 4d6

Acid A black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a black pudding's acid, its clothing and armor take the same amount of damage from the acid. A Dexterity save prevents damage to clothing and armor. A metal or wooden weapon that strikes a black pudding takes acid damage unless the weapon's wielder succeeds on a Dexterity save. If a black pudding remains in contact with a wooden or metal object for 1 full round, it inflicts 21 points of acid damage (no save) to the object.

	Low	Moderate	Advanced	Elite
Special Abilities & Qualities	**Damage** 1d6	**Damage** 2d6	**Damage** 3d6	**Damage** 4d6
	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	**Split** Slashing and piercing weapons deal no damage to a black pudding. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.			
	Suction The black pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A black pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, all attempts to shift a black pudding from its position are made at disadvantage.			
Standard Actions	**Slam** Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 1d6+1 (4) bludgeoning damage.	**Slam** Melee weapon attack: +3 to hit, reach 15 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	**Slam** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+7 (12) bludgeoning damage.	**Slam** Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d6+10 (17) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

P2E

Black Pudding

	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	None			

Level	CREATURE 6	CREATURE 10	CREATURE 14	CREATURE 18
Rarity	RARE	RARE	RARE	UNCOMMON
Alignment	TN	TN	TN	TN
Size	LARGE	HUGE	HUGE	GARGANTUAN
Other Traits	OOZE			
Perception	+1	+5	+11	+15
Languages	-			
Skills	Acrobatics +5, Athletics +9, Diplomacy +3, Deception +3, Medicine +3, Intimidation +3, Performance +3, Stealth +5, Survival +3	Acrobatics +7, Athletics +15, Diplomacy +7, Deception +7, Medicine +7, Intimidation +7, Performance +7, Stealth +7, Survival +7	Acrobatics +13, Athletics +21, Diplomacy +13, Deception +13, Medicine +13, Intimidation +13, Performance +13, Stealth +13, Survival +13	Acrobatics +16, Athletics +27, Diplomacy +17, Deception +17, Medicine +17, Intimidation +17, Performance +17, Stealth +16, Survival +17
Ability Scores	Str +1, Dex -3, Con +4, Int +0, Wis -5, Cha -5	Str +3, Dex -5, Con +6, Int +0, Wis -5, Cha -5	Str +5, Dex -3, Con +8, Int +0, Wis -3, Cha -3	Str +7, Dex -4, Con +10, Int +0, Wis -3, Cha -3
Items	-	-	-	-
Defense				
AC	10	10	14	15
Fort	+12	+18	+24	+30
Ref	+5	+7	+13	+16
Will	+3	+7	+13	+17
hp	63	125	203	297

Immune	Critical Hits, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
Resists	-			
Aura	-			
Defenses	-			

Offense & Actions

Speed	20 ft. Climb 20 ft., Suction			
Melee	Melee Slam +11 (unarmed, reach 10 ft.), Damage 1d6+1 bludgeoning	Melee Slam +17 (unarmed, reach 15 ft.), Damage 1d8+4 bludgeoning	Melee Slam +27 (unarmed, reach 15 ft.), Damage 1d8+7 bludgeoning	Melee Slam +36 (unarmed, reach 20 ft.), Damage 2d6+10 bludgeoning
Acid	**Saving Throw** Reflex 16 **Acid Damage** 1d6	**Saving Throw** Reflex 20 **Acid Damage** 2d6	**Saving Throw** Reflex 24 **Acid Damage** 4d6	**Saving Throw** Reflex 28 **Acid Damage** 6d6
	Acid A black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a black pudding's acid, its clothing and armor take the same amount of damage from the acid. A Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a black pudding takes acid damage unless the weapon's wielder succeeds on a Reflex save. If a black pudding remains in contact with a wooden or metal object for 1 full round, it inflicts 21 points of acid damage (no save) to the object.			
Constrict	**Damage** 2d6	**Damage** 4d6	**Damage** 6d6	**Damage** 7d6
	You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Split	**Split** Slashing and piercing weapons deal no damage to a black pudding. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.			
Suction	The black pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A black pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, attempts to move the black pudding from its position suffer a -10 penalty.			

Other Abilities

Innate Spells	-
Spellcasting	-

Black Pudding

	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary			
Treasure	None			

AC	Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD	Hit Dice	4	5	7	8
ATT	Attacks	Slam 1d6	Slam 1d8	Slam 1d10	Slam 2d6
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV	Move	60' (20') Climb 60' (20') , Suction			
SV	Saves				
	D Death	**10**	**8**	**8**	**6**
	W Wand	**11**	**9**	**9**	**7**
	P Paralysis	**12**	**10**	**10**	**8**
	B Breath	**13**	**10**	**10**	**8**
	S Spell	**14**	**12**	**12**	**10**
	U ***Unified***	**12**	**10**	**10**	**8**
ML	Morale	9	9	9	9
AL	Alignment	Neutral			
XP	Experience	175	450	900	1,100

Special Abilities

Acid
A black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a black pudding's acid, its clothing and armor take the same amount of damage from the acid. A Spell save prevents damage to clothing and armor. A metal or wooden weapon that strikes a black pudding takes acid damage unless the weapon's wielder succeeds on a Spell save. If a black pudding remains in contact with a wooden or metal object for 1 full round, it inflicts an amount of acid damage equal to its Constitution score (no save) to the object.

Constrict
You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Split
Slashing and piercing weapons deal no damage to this creature. Instead, the creature splits into two identical creatures, each with half of the original's current hit points (round down). A version of this creature with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Suction
The black pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A black pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, attempts to move the black pudding from its position suffer a -10 penalty.

Black Pudding



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary			
Treasure	None			

Init	Initiative	-4	-4	-4	-4
Atk	Attacks	Slam +1 melee (1d6)	Slam +3 melee (1d8+1)	Slam +5 melee (1d10+2)	Slam +5 melee (2d6+4)
Crit	Critical Hits	20+:M/d8	20+:M/d8	20+:M/d10	20+:M/d12
AC	Armor Class	10	10	10	10
HD	Hit Dice	2d8 + 2	3d8 + 3	5d8 + 5	6d8 + 6
MV	Move	20', Climb 20', Suction			
ACT	Action Dice	1d20	1d24	2d24	1d24+2d20
SV	Saves				
	Fort	+4	+6	+8	+11
	Ref	-1	-1	+1	+1
	Will	-2	-1	+1	+2
AL	Alignment	N			

Special Abilities

Acid A black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a black pudding's acid, its clothing and armor take the same amount of damage from the acid. A Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a black pudding takes acid damage unless the weapon's wielder succeeds on a Fortitude save. If a black pudding remains in contact with a wooden or metal object for 1 full round, it inflicts an amount of acid damage equal to its Constitution score (no save) to the object.

Constrict You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Split Slashing and piercing weapons deal no damage to this creature. Instead, the creature splits into two identical creatures, each with half of the original's current hit points (round down). A version of this creature with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Suction The black pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A black pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, attempts to move the black pudding from its position suffer a -10 penalty.

Gelatinous Cube



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	Incidental			
CR	**4**	**8**	**12**	**16**
Align / Size	**TN Large**	**TN Large**	**TN Large**	**TN Huge**
HD / Type	Ooze 4	Ooze 8	Ooze 12	Ooze 16
Initiative	-5	-5	-3	-4
Senses	**Perception** -5 **Blindsight** 60' **Blind**	**Perception** -5 **Blindsight** 60' **Blind**	**Perception** -3 **Blindsight** 60' **Blind**	**Perception** -3 **Blindsight** 60' **Blind**
Defense				
AC	**4** **touch** 4; **ff** 4 -1 Size; -5 Dex	**4** **touch** 4; **ff** 4 -1 Size; -5 Dex	**8** **touch** 6; **ff** 8 -1 Size; -3 Dex; +2 Natural	**9** **touch** 4; **ff** 9 -2 Size; -4 Dex; +5 Natural
hp	**55** (4d8)+32	**105** (8d8)+64	**174** (12d8)+120	**263** (16d8)+192
Saves	**Fort** +9 **Ref** -4 **Will** -4	**Fort** +10 **Ref** -3 **Will** -3	**Fort** +14 **Ref** +1 **Will** +1	**Fort** +17 **Ref** +1 **Will** +2
Def Abilities	**Immunities** Critical Hits, Electricity, Flanking, Mind-Affecting Effects, Paralysis, Poison, Polymorph, Sleep, Sneak Attacks, Stunning			
Offense				
Movement	15'			
Attacks	**Melee** slam +2 (1d6)	**Melee** slam +5 (1d6)	**Melee** slam +11 (1d6+3)	**Melee** slam +15 (1d8+5)
Space / Reach	10' / 10'	10' / 10'	10' / 10'	15' / 15'
Special Atks	Acid (1d6), Engulf (DC 12), Paralysis (DC 20)	Acid (1d6), Engulf (DC 14), Paralysis (DC 20)	Acid (1d6), Engulf (DC 19), Paralysis (DC 20)	Acid (1d6), Engulf (DC 23), Paralysis (DC 20)
Statistics				

Ability Scores	**Str** 10 **Dex** 1 **Con** 26 **Int** * **Wis** 1 **Cha** 1	**Str** 11 **Dex** 1 **Con** 26 **Int** * **Wis** 1 **Cha** 1	**Str** 16 **Dex** 5 **Con** 30 **Int** * **Wis** 5 **Cha** 5	**Str** 21 **Dex** 3 **Con** 34 **Int** * **Wis** 5 **Cha** 5
Core Attack	**Base Atk** +3 **CMB** +4 **CMD** 9 can't be tripped	**Base Atk** +6 **CMB** +7 **CMD** 12 can't be tripped	**Base Atk** +9 **CMB** +13 **CMD** 20 can't be tripped	**Base Atk** +12 **CMB** +19 **CMD** 25 can't be tripped
Feats	-	-	-	-
Skills	Acrobatics -5, Bluff -5, Diplomacy -5, Disguise -5, Escape Artist -5, Fly -7, Heal -5, Intimidate -5, Perception -5, Perform (Untrained) -5, Ride -5, Sense Motive -5, Stealth -9, Survival -5	Acrobatics -5, Bluff -5, Diplomacy -5, Disguise -5, Escape Artist -5, Fly -7, Heal -5, Intimidate -5, Perception -5, Perform (Untrained) -5, Ride -5, Sense Motive -5, Stealth -9, Survival -5	Acrobatics -3, Bluff -3, Climb +3, Diplomacy -3, Disguise -3, Escape Artist -3, Fly -5, Heal -3, Intimidate -3, Perception -3, Perform (Untrained) -3, Ride -3, Sense Motive -3, Stealth -7, Survival -3, Swim +3	Acrobatics -4, Bluff -3, Climb +5, Diplomacy -3, Disguise -3, Escape Artist -4, Fly -8, Heal -3, Intimidate -3, Perception -3, Perform (Untrained) -3, Ride -4, Sense Motive -3, Stealth -12, Survival -3, Swim +5
Languages	-			
Special	Blindsight, Can't Be Tripped, Ooze Traits, Transparent			

Special Qualities & Abilities

Acid (Ex) A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex) Although it moves slowly, a gelatinous cube can simply engulf Large or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 23 Reflex save to avoid being engulfed--on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned.

Paralysis (Ex) A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent.

Transparent (Ex) Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 15 Perception check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.

Gelatinous Cube



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	11 (natural armor)	11 (natural armor)	13 (natural armor)	13 (natural armor)
Hit Points	55	105	174	263
Speed	15 ft.			
Size, Type, Alignment	Large ooze, unaligned	Large ooze, unaligned	Large ooze, unaligned	Huge ooze, unaligned
Ability Scores / Saves	STR 8 (-1) DEX 1 (-5) CON 20 (+5) INT 10 (+0) WIS 1 (-5) CHA 1 (-5)	STR 9 (-1) DEX 1 (-5) CON 20 (+5) INT 10 (+0) WIS 1 (-5) CHA 1 (-5)	STR 14 (+2) DEX 3 (-4) CON 22 (+6) INT 10 (+0) WIS 3 (-4) CHA 3 (-4)	STR 18 (+4) DEX 1 (-5) CON 24 (+7) INT 10 (+0) WIS 3 (-4) CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Critical Hits, Electricity, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +5, Blindsight 60 ft.	Passive Perception +5, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	**Damage** 1d4	**Damage** 1d6	**Damage** 2d4	**Damage** 2d6

Acid This creature's slam attack inflicts additional acid damage when it causes damage. A gelatinous cube's acid does not harm metal or stone.

	Low	Moderate	Advanced	Elite
Special Abilities & Qualities	**Saving Throw** Dexterity DC 17	**Saving Throw** Dexterity DC 18	**Saving Throw** Dexterity DC 20	**Saving Throw** Dexterity DC 22
	Engulf Although it moves slowly, a gelatinous cube can simply engulf any creatures at least one size category smaller than itself in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a Dexterity save to avoid being engulfed-on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned.			
Special Abilities & Qualities	**Saving Throw** Constitution DC 17	**Saving Throw** Constitution DC 18	**Saving Throw** Constitution DC 20	**Saving Throw** Constitution DC 22
	Paralysis A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a Constitution save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent.			
Special Abilities & Qualities	**Transparent** Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 15 Perception check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.			
Standard Actions	**Slam** Melee weapon attack: -2 to hit, reach 10 ft., one target. Hit 1d6 (6) bludgeoning damage.	**Slam** Melee weapon attack: -3 to hit, reach 10 ft., one target. Hit 1d6 (6) bludgeoning damage.	**Slam** Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	**Slam** Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d8+5 (10) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

Gelatinous Cube



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	Incidental			

Level	CREATURE 4	CREATURE 8	CREATURE 12	CREATURE 16
Rarity	RARE	RARE	RARE	UNCOMMON
Alignment	TN	TN	TN	TN
Size	LARGE	LARGE	LARGE	HUGE
Other Traits	OOZE			
Perception	-1	+3	+9	+13
Languages	-			
Skills	Acrobatics +0, Diplomacy +0, Deception +0, Medicine +0, Intimidation +0, Performance +0, Stealth +0, Survival +0	Acrobatics +5, Diplomacy +5, Deception +5, Medicine +5, Intimidation +5, Performance +5, Stealth +5, Survival +5	Acrobatics +11, Athletics +17, Diplomacy +11, Deception +11, Medicine +11, Intimidation +11, Performance +11, Stealth +11, Survival +11	Acrobatics +14, Athletics +23, Diplomacy +15, Deception +15, Medicine +15, Intimidation +15, Performance +15, Stealth +14, Survival +15
Ability Scores	Str +0 Dex -5 Con +8 Int +0 Wis -5 Cha -5	Str +0 Dex -5 Con +8 Int +0 Wis -5 Cha -5	Str +3 Dex -3 Con +10 Int +0 Wis -3 Cha -3	Str +5 Dex -4 Con +12 Int +0 Wis -3 Cha -3
Items	-	-	-	-
Defense				
AC	7	9	13	14
Fort	+14	+18	+24	+30
Ref	+1	+5	+11	+14
Will	+1	+5	+11	+15
hp	58	116	198	296

Immune	Critical Hits, Electricity, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
Resists	-			

Offense & Actions

Speed	15 ft.			
Melee	Melee Slam +4 (unarmed, reach 10 ft.), Damage 1d6 bludgeoning	Melee Slam +11 (unarmed, reach 10 ft.), Damage 1d6 bludgeoning	Melee Slam +23 (unarmed, reach 10 ft.), Damage 1d6+3 bludgeoning	Melee Slam +29 (unarmed, reach 15 ft.), Damage 1d8+5 bludgeoning
Acid	**Damage** 1d4	**Damage** 1d6	**Damage** 2d4	**Damage** 2d6

Acid This creature's slam attack inflicts additional acid damage when it causes damage. A gelatinous cube's acid does not harm metal or stone.

Engulf	**Saving Throw** Reflex 20	**Saving Throw** Reflex 22	**Saving Throw** Reflex 26	**Saving Throw** Reflex 30

Although it moves slowly, a gelatinous cube can simply engulf any creatures at least one size category smaller than itself in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a Reflex save to avoid being engulfed-on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned.

Transparent Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 15 Perception check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.

Other Abilities

Innate Spells	-
Spellcasting	-

Gelatinous Cube





	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary			
Treasure	Incidental			

AC	Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD	Hit Dice	3	5	6	7
ATT	Attacks	Slam 1d6	Slam 1d8	Slam 1d10	Slam 2d6
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	45' (15')			
SV	Saves				
	D Death	**10**	**10**	**8**	**6**
	W Wand	**11**	**11**	**9**	**7**
	P Paralysis	**12**	**12**	**10**	**8**
	B Breath	**13**	**13**	**10**	**8**
	S Spell	**14**	**14**	**12**	**10**
	U ***Unified***	**12**	**12**	**10**	**8**
ML	Morale	9	9	9	9
AL	Alignment	Neutral			
XP	Experience	75	275	650	900

Special Abilities

Acid This creature's slam attack inflicts additional 1d6 acid damage when it causes damage. A gelatinous cube's acid does not harm metal or stone.

Engulf The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Each victim may attempt a Breath save to avoid being engulfed - on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents cannot move, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature.

Paralysis A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a Paralysis save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent.

Transparent Due to its lack of coloration, a gelatinous cube is difficult to discern. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.

Gelatinous Cube

	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary			
Treasure	Incidental			

Init	Initiative	-4	-4	-4	-4
Atk	Attacks	Slam -2 melee (1d6)	Slam -3 melee (1d6)	Slam +1 melee (1d6+1)	Slam +4 melee (1d8+2)
Crit	Critical Hits	20+:M/d8	20+:M/d8	20+:M/d10	20+:M/d10
AC	Armor Class	10	10	10	10
HD	Hit Dice	2d8 + 2	3d8 + 3	4d8 + 4	5d8 + 5
MV	Move	15′			
ACT	Action Dice	1d20	1d20	1d24+1d20	2d24
SV	Saves				
	Fort	+6	+7	+9	+11
	Ref	-3	-2	+1	+1
	Will	-3	-2	+1	+1
AL	Alignment	N			

Special Abilities

Acid This creature's slam attack inflicts additional 1d6 acid damage when it causes damage. A gelatinous cube's acid does not harm metal or stone.

Engulf The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Each victim may attempt a Reflex save to avoid being engulfed - on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents cannot move, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature.

Paralysis A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent.

Transparent Due to its lack of coloration, a gelatinous cube is difficult to discern. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.

Azer

	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, Team (3-6x), Squad (11-20x plus others), or Clan (30-100x plus others)			
Treasure	Standard			
CR	**2**	**6**	**10**	**14**
Align / Size	**LN Medium** (extraplanar, fire)	**LN Medium** (extraplanar, fire)	**LN Medium** (extraplanar, fire)	**LN Large** (extraplanar, fire)
HD / Type	Outsider 2	Outsider 6	Outsider 10	Outsider 14
Initiative	+1	+1	+3	+2
Senses	**Perception** +6 **Darkvision** 60'	**Perception** +10 **Darkvision** 60'	**Perception** +16 **Darkvision** 60'	**Perception** +20 **Darkvision** 60'
Defense				
AC	**18** **touch** 11; **ff** 17 +1 Dex; +2 Natural; +5 Armor	**18** **touch** 11; **ff** 17 +1 Dex; +2 Natural; +5 Armor	**22** **touch** 13; **ff** 19 +3 Dex; +4 Natural; +5 Armor	**23** **touch** 11; **ff** 21 -1 Size; +2 Dex; +7 Natural; +5 Armor
hp	**11** (2d10)+4	**49** (6d10)+12	**95** (10d10)+40	**185** (14d10)+98
Saves	**Fort** +5 **Ref** +1 **Will** +4	**Fort** +7 **Ref** +3 **Will** +6	**Fort** +11 **Ref** +6 **Will** +12	**Fort** +16 **Ref** +8 **Will** +14
Def Abilities	**Spell Resistance** 13; **Weaknesses** Vulnerability to Cold			
Offense				
Movement	20'			
Attacks	**Melee** light hammer +3 (1d4+1) or **Ranged** light hammer (thrown) +3 (1d4+1) or **Melee** masterwork warhammer +4 (1d8+1/x3)	**Melee** light hammer +7/+2 (1d4+1) or **Ranged** light hammer (thrown) +7/+2 (1d4+1) or **Melee** masterwork warhammer +8/+3 (1d8+1/x3)	**Melee** light hammer +14/+9 (1d4+4) or **Ranged** light hammer (thrown) +13/+8 (1d4+4) or **Melee** masterwork warhammer +15/+10 (1d8+4/x3)	**Melee** light hammer N/A (2H: N/A) or **Ranged** light hammer (thrown) +15/+10/+5 (1d4+6) or **Melee** masterwork warhammer +20/+15/+10 (1d8+6/x3)

Space / Reach	5’ / 5’	5’ / 5’	5’ / 5’	10’ / 10’
Special Atks	Heat (1d6 fire)			

Statistics

Ability Scores	**Str** 13 **Dex** 12 **Con** 15 **Int** 12 **Wis** 12 **Cha** 9	**Str** 13 **Dex** 12 **Con** 15 **Int** 12 **Wis** 12 **Cha** 9	**Str** 18 **Dex** 16 **Con** 19 **Int** 16 **Wis** 16 **Cha** 14	**Str** 22 **Dex** 14 **Con** 24 **Int** 16 **Wis** 16 **Cha** 14
Core Attack	**Base Atk** +2 **CMB** +3 **CMD** 14	**Base Atk** +6 **CMB** +7 +9 bullrush or overrun **CMD** 18 20 vs. bullrush or overrun	**Base Atk** +10 **CMB** +14 +16 bullrush or overrun **CMD** 27 29 vs. bullrush or overrun	**Base Atk** +14 **CMB** +21 +23 bullrush or overrun **CMD** 33 35 vs. bullrush or overrun
Feats	Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency	Improved Bull Rush, Improved Overrun, Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency	Cleave, Improved Bull Rush, Improved Overrun, Iron Will, Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency	Cleave, Combat Reflexes, Improved Bull Rush, Improved Overrun, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency
Skills	Acrobatics +3, Appraise +6, Artistry +1, Bluff -1, Climb +6, Craft (Armor) +6, Craft (Clothing) +6, Craft (Untrained) +1, Diplomacy -1, Disguise -1, Escape Artist +1, Fly +1, Heal +1, Intimidate -1, Knowledge (Nobility) +6, Perception +6, Perform (Untrained) -1, Ride +1, Sense Motive +1, Stealth +1, Survival +1, Swim +1	Acrobatics +3, Appraise +10, Artistry +1, Bluff +7, Climb +10, Craft (Armor) +10, Craft (Clothing) +10, Craft (Untrained) +1, Escape Artist +1, Fly +1, Heal +1, Knowledge (Nobility) +10, Perception +10, Ride +1, Sense Motive +1, Stealth +1, Survival +1, Swim +1	Acrobatics +5, Appraise +16, Artistry +3, Bluff +15, Climb +17, Craft (Armor) +16, Craft (Clothing) +16, Craft (Untrained) +3, Diplomacy +2, Disguise +2, Escape Artist +3, Fly +3, Heal +3, Intimidate +2, Knowledge (Nobility) +16, Perception +16, Perform (Untrained) +2, Ride +3, Sense Motive +16, Stealth +14, Survival +3, Swim +4	Acrobatics +4, Appraise +20, Artistry +3, Bluff +19, Climb +23, Craft (Armor) +20, Craft (Clothing) +20, Craft (Untrained) +3, Diplomacy +2, Disguise +2, Escape Artist +2, Heal +3, Intimidate +2, Knowledge (Nobility) +20, Perception +20, Perform (Untrained) +2, Ride +2, Sense Motive +20, Stealth +13, Survival +3, Swim +6
Languages	Common, Ignan			
Special	Darkvision, Outsider Traits, Vulnerability to Cold			
Treasure	Light hammer (4x); masterwork scale mail; masterwork warhammer			

Special Qualities & Abilities

Heat (Su) The creature generates so much heat that its mere touch deals additional fire damage. The creature’s metallic melee weapons also conduct this heat.

Vulnerability to Cold (Ex) You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Feats

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Combat Reflexes You can make additional attacks of opportunity. You may make 2 additional attacks of

opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Improved Bull Rush You are skilled at pushing your foes around. You do not provoke an attack of opportunity when performing a bull rush combat maneuver. In addition, you receive a +2 bonus on checks made to bull rush a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to bull rush you.

Improved Overrun You are skilled at running down your foes. You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrrun a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to overrun you. Targets of your overrun attempt may not chose to avoid you.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

5E

Azer

	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, Team (3-6x), Squad (11-20x plus others), or Clan (30-100x plus others)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	11	49	95	185
Speed	20 ft.			
Size, Type, Alignment	Medium monstrosity, lawful neutral	Medium monstrosity, lawful neutral	Medium monstrosity, lawful neutral	Large monstrosity, lawful neutral
Ability Scores / Saves	STR 11 (+0) DEX 10 (+0) CON 13 (+1) INT 10 (+0) WIS 10 (+0) CHA 7 (-2)	STR 11 (+0) DEX 10 (+0) CON 13 (+1) INT 10 (+0) WIS 10 (+0) CHA 8 (-1)	STR 16 (+3) DEX 14 (+2) CON 17 (+3) INT 14 (+2) WIS 14 (+2) CHA 12 (+1)	STR 18 (+4) DEX 12 (+1) CON 19 (+4) INT 14 (+2) WIS 14 (+2) CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Fire			
Vulnerabilities	Vulnerability to Cold			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	**Damage** 1d4	**Damage** 1d6	**Damage** 2d4	**Damage** 2d6
	Heated Body A creature that touches the azer or hits it with a melee attack while within 5' of it takes additional fire damage.			
Special Abilities & Qualities	**Damage** 1d4	**Damage** 1d6	**Damage** 2d4	**Damage** 2d6
	Heated Weapons When the azer hits with a metal melee weapon, it deals extra fire damage.			

	Low	Moderate	Advanced	Elite
Standard Actions	**Light Hammer** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage. **Light Hammer** Ranged weapon attack: +1 to hit, one target. Hit 1d4+1 (4) bludgeoning damage. **Warhammer** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8x3 (1) bludgeoning damage.	**Light Hammer** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage. **Light Hammer** Ranged weapon attack: +0 to hit, one target. Hit 1d4+1 (4) bludgeoning damage. **Warhammer** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8x3 (1) bludgeoning damage.	**Light Hammer** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage. **Light Hammer** Ranged weapon attack: +3 to hit, one target. Hit 1d4+4 (6) bludgeoning damage. **Warhammer** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8x3 (1) bludgeoning damage.	**Light Hammer** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit +X (0) bludgeoning damage. **Light Hammer** Ranged weapon attack: +1 to hit, one target. Hit 1d4+6 (8) bludgeoning damage. **Warhammer** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+6/x3 (10) bludgeoning damage.



Illustration 10: Azer

Azer

	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, Team (3-6x), Squad (11-20x plus others), or Clan (30-100x plus others)			
Treasure	Standard			

Level	CREATURE 2	CREATURE 6	CREATURE 10	CREATURE 14
Rarity	RARE	RARE	RARE	UNCOMMON
Alignment	LN	LN	LN	LN
Size	MEDIUM	MEDIUM	MEDIUM	LARGE
Other Traits	FIRE			
Perception	+7, darkvision	+11, darkvision	+19, darkvision	+23, darkvision
Languages	Common, Ignan			
Skills	Acrobatics +5, Athletics +6, Crafting +6, Diplomacy +3, Deception +3, Medicine +5, Intimidation +3, Society +6, Performance +3, Stealth +5, Survival +5	Acrobatics +9, Athletics +9, Crafting +9, Medicine +9, Society +9, Stealth +9, Survival +9	Acrobatics +15, Athletics +16, Crafting +15, Diplomacy +14, Deception +14, Medicine +15, Intimidation +14, Society +15, Performance +14, Stealth +15, Survival +15	Acrobatics +18, Athletics +22, Crafting +19, Diplomacy +18, Deception +18, Medicine +19, Intimidation +18, Society +19, Performance +18, Stealth +18, Survival +19
Ability Scores	Str +1, Dex +1, Con +2, Int +1, Wis +1, Cha -1	Str +1, Dex +1, Con +2, Int +1, Wis +1, Cha +0	Str +4, Dex +3, Con +4, Int +3, Wis +3, Cha +2	Str +6, Dex +2, Con +7, Int +3, Wis +3, Cha +2
Defense				
AC	18	18	24	25
Fort	+6	+10	+16	+23
Ref	+5	+9	+15	+18
Will	+5	+9	+15	+19
hp	17	51	105	189
Immune	Fire			

Offense & Actions

Speed 20 ft.

Melee	Melee Light Hammer +3 (agile, shove, reach 5 ft.), Damage 1d4+1 bludgeoning Ranged Light Hammer +3 (thrown, agile, shove), Damage 1d4+1 bludgeoning Melee Warhammer +3 (shove, reach 5 ft.), Damage 1d8x3 bludgeoning	Melee Light Hammer +11 (agile, shove, reach 5 ft.), Damage 1d4+1 bludgeoning Ranged Light Hammer +11 (thrown, agile, shove), Damage 1d4+1 bludgeoning Melee Warhammer +11 (shove, reach 5 ft.), Damage 1d8x3 bludgeoning	Melee Light Hammer +19 (agile, shove, reach 5 ft.), Damage 1d4+4 bludgeoning Ranged Light Hammer +17 (thrown, agile, shove), Damage 1d4+4 bludgeoning Melee Warhammer +19 (shove, reach 5 ft.), Damage 1d8x3 bludgeoning	Melee Light Hammer +29 (two-hand, agile, shove, reach 10 ft.), Damage +1 bludgeoning Ranged Light Hammer +23 (thrown, agile, shove), Damage 1d4+6 bludgeoning Melee Warhammer +29 (shove, reach 10 ft.), Damage 1d8+6/x3 bludgeoning
Heated Body	**Damage** 1d6	**Damage** 2d6	**Damage** 3d6	**Damage** 4d6
	Heated Body A creature that touches the azer or hits it with a melee attack while within 5’ of it takes additional fire damage.			
Heated Weapons	**Damage** 1d6	**Damage** 2d6	**Damage** 4d6	**Damage** 6d6
	Heated Weapons When the azer hits with a metal melee weapon, it deals extra fire damage.			

Azer

	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, Team (3-6x), Squad (11-20x plus others), or Clan (30-100x plus others)			
Treasure	Standard			

AC	Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	1	3	3	5
ATT	Attacks	Light Hammer 1d4 or Warhammer 1d8x3	Light Hammer 1d6 or Warhammer 1d10x3	Light Hammer 1d8 or Warhammer 2d6x3	Light Hammer 1d10 or Warhammer 3d6x3
THACO		19 [0]	17 [+2]	17 [+2]	15 [+4]
MV	Move	60' (20')			
SV	Saves				
	D Death	**12**	**12**	**10**	**10**
	W Wand	**13**	**13**	**11**	**11**
	P Paralysis	**14**	**14**	**12**	**12**
	B Breath	**15**	**15**	**13**	**13**
	S Spell	**16**	**16**	**14**	**14**
	U ***Unified***	**14**	**14**	**12**	**12**
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	10	30	175	275

Special Abilities

Heat The creature generates so much heat that its mere touch deals 1d6 additional fire damage. The creature's metallic melee weapons also conduct this heat.

Azer

	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, Team (3-6x), Squad (11-20x plus others), or Clan (30-100x plus others)			
Treasure	Standard			

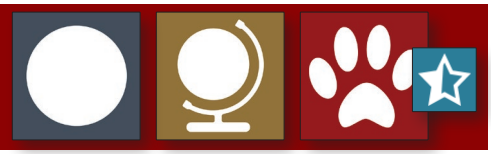
Init	Initiative	+2	+2	+2	+1
Atk	Attacks	Light Hammer +1 melee (1d4) or Light Hammer +1 ranged (1d4) or Warhammer +1 melee (1d8)	Light Hammer melee (1d4) or Light Hammer ranged (1d4) or Warhammer melee (1d8)	Light Hammer +4 melee (1d4+1) or Light Hammer +3 ranged (1d4+1) or Warhammer +4 melee (1d8)	Light Hammer +5 melee (+X) or Light Hammer +1 ranged (1d4+2) or Warhammer +5 melee (1d8+6)
Crit	Critical Hits	20+:M/d6	20+:M/d6	20+:M/d8	20+:M/d8
AC	Armor Class	11	11	12	13
HD	Hit Dice	1d8	1d8	2d8	3d8
MV	Move	20′			
ACT	Action Dice	1d20	1d24	2d24	1d24+2d20
SV	Saves				
	Fort	+3	+5	+7	+11
	Ref	+1	+2	+4	+5
	Will	+3	+4	+8	+9
AL	Alignment	L			

Special Abilities

Heat The creature generates so much heat that its mere touch deals 1d6 additional fire damage. The creature's metallic melee weapons also conduct this heat.

Pathfinder

Barghest



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary or Cult (1 plus others)			
Treasure	Standard			

CR	**6**	**10**	**14**	**18**
Align / Size	**LE Medium** (evil, extraplanar, lawful, shapechanger)	**LE Medium** (evil, extraplanar, lawful, shapechanger)	**LE Medium** (evil, extraplanar, lawful, shapechanger)	**LE Large** (evil, extraplanar, lawful, shapechanger)
HD / Type	Outsider 6	Outsider 10	Outsider 14	Outsider 18
Initiative	+6	+6	+8	+7
Senses	**Perception** +11 **Darkvision** 60' **Scent**	**Perception** +15 **Darkvision** 60' **Scent**	**Perception** +21 **Darkvision** 60' **Scent**	**Perception** +25 **Darkvision** 60' **Scent**
Defense				
AC	**17** **touch** 12; **ff** 15 +2 Dex; +5 Natural	**17** **touch** 12; **ff** 15 +2 Dex; +5 Natural	**22** **touch** 14; **ff** 18 +4 Dex; +8 Natural	**23** **touch** 12; **ff** 20 -1 Size; +3 Dex; +11 Natural
hp	**48** (6d10)+12	**83** (10d10)+20	**142** (14d10)+56	**226** (18d10)+108
Saves	**Fort** +6 **Ref** +7 **Will** +7	**Fort** +7 **Ref** +9 **Will** +9	**Fort** +10 **Ref** +13 **Will** +13	**Fort** +14 **Ref** +14 **Will** +15
Def Abilities	**DR** 5/magic			
Offense				
Movement	30'	30'	35'	35'
Attacks	**Melee** bite +10 (1d6+4) or **Melee** claw +10/+10 (1d4+4)	**Melee** bite +15 (1d8+5) or **Melee** claw +15/+15 (1d6+5)	**Melee** bite +21 (1d8+7) or **Melee** claw +21/+21 (1d6+7)	**Melee** bite +28 (2d6+10) or **Melee** claw +28/+28 (1d8+10)
Space / Reach	5' / 5'	5' / 5'	5' / 5'	10' / 5'
Special Atks	Feed			

Spellcasting	***Innate:*** *blink* **(at will);** *charm monster* **(1x/day);** *crushing depsair* **(1x/day);** *dimension door* **(1x/day);** *levitate* **(at will);** *misdirection* **(at will)**			
Statistics				
Ability Scores	**Str** 19, **Dex** 15, **Con** 15, **Int** 14, **Wis** 14, **Cha** 14	**Str** 20, **Dex** 15, **Con** 15, **Int** 14, **Wis** 14, **Cha** 14	**Str** 25, **Dex** 19, **Con** 19, **Int** 18, **Wis** 18, **Cha** 18	**Str** 30, **Dex** 17, **Con** 23, **Int** 18, **Wis** 18, **Cha** 18
Core Attack	**Base Atk** +6 **CMB** +10 **CMD** 22 26 vs. trip	**Base Atk** +10 **CMB** +15 **CMD** 27 31 vs. trip	**Base Atk** +14 **CMB** +21 **CMD** 35 39 vs. trip	**Base Atk** +18 **CMB** +29 **CMD** 42 46 vs. trip
Feats	Combat Reflexes, Great Fortitude, Improved Initiative, Martial Weapon Proficiency, Simple Weapon Proficiency	Combat Reflexes, Great Fortitude, Improved Initiative, Improved Natural Attack (Bite, Claw), Martial Weapon Proficiency, Simple Weapon Proficiency	Combat Reflexes, Fleet, Great Fortitude, Improved Initiative, Improved Natural Armor, Improved Natural Attack (Bite, Claw), Martial Weapon Proficiency, Simple Weapon Proficiency	Combat Reflexes, Fleet, Great Fortitude, Improved Initiative, Improved Natural Armor, Improved Natural Attack (Bite, Claw), Martial Weapon Proficiency, Simple Weapon Proficiency, Weapon Focus (Bite, Claw)
Skills	Acrobatics +11, Appraise +2, Bluff +11, Climb +4, Craft (Untrained) +2, Diplomacy +11, Disguise +2, Escape Artist +2, Fly +2, Heal +2, Intimidate +11, Perception +11, Perform (Untrained) +2, Ride +2, Sense Motive +11, Stealth +11, Survival +11, Swim +4,	Acrobatics +15, Appraise +2, Bluff +15, Climb +5, Craft (Untrained) +2, Diplomacy +15, Disguise +2, Escape Artist +2, Fly +2, Heal +2, Intimidate +15, Perception +15, Perform (Untrained) +2, Ride +2, Sense Motive +15, Stealth +15, Survival +15, Swim +5	Acrobatics +21, Appraise +4, Bluff +21, Climb +7, Craft (Untrained) +4, Diplomacy +21, Disguise +4, Escape Artist +4, Fly +4, Heal +4, Intimidate +21, Knowledge (Planes) +19, Perception +21, Perform (Untrained) +4, Ride +4, Sense Motive +21, Stealth +21, Survival +21, Swim +7	Acrobatics +24, Appraise +4, Bluff +25, Climb +10, Craft (Untrained) +4, Diplomacy +25, Disguise +4, Escape Artist +3, Fly +1, Heal +4, Intimidate +25, Knowledge (Planes) +25, Perception +25, Perform (Untrained) +4, Ride +3, Sense Motive +25, Stealth +20, Survival +25, Swim +10
Languages	Goblin, Infernal, Worg			
Special	Aligned (Evil, Lawful), Change Shape (goblin or wolf, polymorph), Darkvision, Scent			

Special Qualities & Abilities

Aligned (Evil, Lawful) Your natural weapons, as well as any weapons you wield, are treated as Evil and Lawful for the purpose of resolving damage reduction.

Change Shape (Su) A Barghest has the ability to assume the appearance of a goblin or wolf, but retains most of its own physical qualities. This ability functions as a polymorph spell, but the Barghest does not adjust its ability scores (although it gains any other abilities of the creature it mimics).

Feed (Su) Once per month, a barghest can devour a nonevil humanoid's corpse as a full-round action to gain a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, and skill checks. Its maximum hit points increase by 5 for each growth point it gains. For every 2 growth points, a barghest's caster level for its spell-like abilities and its CR increase by +1. When a barghest reaches 4 growth points, it sheds its skin and becomes a greater barghest, losing all of its growth points (and bonuses) but gaining the stats presented on this page for a greater barghest.

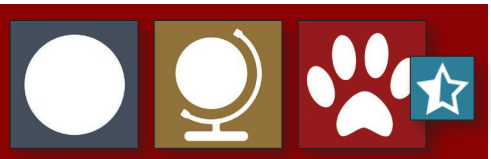
Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

Feats

Combat Reflexes You can make additional attacks of opportunity. You may make 3 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Barghest



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary or Cult (1 plus others)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	48	83	142	226
Speed	30 ft.	30 ft.	30 ft.	35 ft.
Size, Type, Alignment	Medium fiend, lawful evil	Medium fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil
Ability Scores / Saves	STR 17 (+3) DEX 13 (+1) CON 13 (+1) INT 12 (+1) WIS 12 (+1) CHA 12 (+1)	STR 17 (+3) DEX 13 (+1) CON 13 (+1) INT 12 (+1) WIS 12 (+1) CHA 12 (+1)	STR 20 (+5) DEX 17 (+3) CON 17 (+3) INT 16 (+3) WIS 16 (+3) CHA 16 (+3)	STR 22 (+6) DEX 15 (+2) CON 18 (+4) INT 16 (+3) WIS 16 (+3) CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Goblin, Infernal, Worg			
Challenge	6	10	14	18
Special Abilities & Qualities	**Change Shape** A Barghest has the ability to assume the appearance of a goblin or wolf, but retains most of its own physical qualities. This ability functions as a polymorph spell, but the Barghest does not adjust its ability scores (although it gains any other abilities of the creature it mimics).			
Special Abilities & Qualities	**Feed** Once per month, a barghest can devour a nonevil humanoid's corpse as a full-round action to gain a growth point. It gains a bonus equal to its growth point total on attack rolls, saving throws, and skill checks. Its maximum hit points increase by 5 for each growth point it gains. When a barghest reaches 4 growth points, it sheds its skin and becomes a greater barghest, losing all of its growth points (and bonuses) but gaining the stats presented on this page for a greater barghest.			

	Low	Moderate	Advanced	Elite
Standard Actions	**Bite** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage. **Claw** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.	**Bite** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage. **Claw** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.	**Bite** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7 (12) piercing damage. **Claw** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7 (10) slashing damage.	**Bite** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+10 (17) piercing damage. **Claw** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+10 (14) slashing damage.
Legendary Actions	-			
Innate Spellcasting	*blink (3/day); charm monster (1/day); dimension door (1/day); levitate (3/day)*	*blink (5/day); charm monster (1/day); dimension door (2/day); levitate (5/day)*	*blink (at will); charm monster (1/day); dimension door (3/day); levitate (at will)*	*blink (at will); charm monster (3/day); dimension door (5/day); levitate (at will)*



Illustration 11: Barghest

Barghest

	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary or Cult (1 plus others)			
Treasure	Standard			

Level	CREATURE 6	CREATURE 10	CREATURE 14	CREATURE 18
Rarity	RARE	RARE	RARE	UNCOMMON
Alignment	LE	LE	LE	LE
Size	MEDIUM	MEDIUM	MEDIUM	LARGE
Other Traits	EVIL, LAWFUL			
Perception	+14, darkvision	+18, darkvision	+26, darkvision	+30, darkvision
Languages	Goblin, Infernal, Worg			
Skills	Acrobatics +10, Athletics +12, Crafting +10, Diplomacy +10, Deception +10, Medicine +10, Intimidation +10, Performance +10, Stealth +10, Survival +10	Acrobatics +14, Athletics +17, Crafting +14, Diplomacy +14, Deception +14, Medicine +14, Intimidation +14, Performance +14, Stealth +14, Survival +14	Acrobatics +20, Athletics +23, Crafting +20, Diplomacy +20, Deception +20, Medicine +20, Intimidation +20, Occultism +20, Performance +20, Stealth +20, Survival +20	Acrobatics +23, Athletics +30, Crafting +24, Diplomacy +24, Deception +24, Medicine +24, Intimidation +24, Occultism +24, Performance +24, Stealth +23, Survival +24
Ability Scores	Str +4 Dex +2 Con +2 Int +2 Wis +2 Cha +2	Str +5 Dex +2 Con +2 Int +2 Wis +2 Cha +2	Str +7 Dex +4 Con +4 Int +4 Wis +4 Cha +4	Str +10 Dex +3 Con +6 Int +4 Wis +4 Cha +4
Defense				
AC	19	21	27	28
Fort	+10	+14	+20	+26
Ref	+10	+14	+20	+23
Will	+10	+14	+20	+24
hp	51	85	147	226
Immune	-			

Resists	all physical attacks except magic			
Offense & Actions				
Speed	30 ft.			
Melee	Melee Bite +15 (unarmed, reach 5 ft.), Damage 1d6+4 piercing	Melee Bite +21 (unarmed, reach 5 ft.), Damage 1d8+5 piercing	Melee Bite +30 (unarmed, reach 5 ft.), Damage 1d8+7 piercing	Melee Bite +39 (unarmed, reach 5 ft.), Damage 2d6+10 piercing
	Melee Claw +15 (unarmed, reach 5 ft.), Damage 1d4+4 slashing	Melee Claw +21 (unarmed, reach 5 ft.), Damage 1d6+5 slashing	Melee Claw +30 (unarmed, reach 5 ft.), Damage 1d6+7 slashing	Melee Claw +39 (unarmed, reach 5 ft.), Damage 1d8+10 slashing
Change Shape	A Barghest has the ability to assume the appearance of a goblin or wolf, but retains most of its own physical qualities. This ability functions as a polymorph spell, but the Barghest does not adjust its ability scores (although it gains any other abilities of the creature it mimics).			
Feed	**Feed** Once per month, a barghest can devour a nonevil humanoid's corpse as a full-round action to gain a growth point. It gains a bonus equal to its growth point total on attack rolls, saving throws, and skill checks. Its maximum hit points increase by 5 for each growth point it gains. When a barghest reaches 4 growth points, it sheds its skin and becomes a greater barghest, losing all of its growth points (and bonuses) but gaining the stats presented on this page for a greater barghest.			
Other Abilities				
Innate Spells	*blink (3/day); crushing despair (1/day); dimension door (1/day); levitate (3/day); misdirection (3/day)*	*blink (5/day); crushing despair (1/day); dimension door (2/day); levitate (5/day); misdirection (5/day)*	*blink (at will); crushing despair (1/day); dimension door (3/day); levitate (at will); misdirection (at will)*	*blink (at will); crushing despair (3/day); dimension door (5/day); levitate (at will); misdirection (at will)*

Barghest

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary or Cult (1 plus others)			
Treasure	Standard			

AC	Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	3	3	5	5
ATT	Attacks	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 1d10 or Claw 1d8	Bite 2d6 or Claw 1d10
THACO		17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV	Move	90' (30')			
SV	Saves				
	D Death	**12**	**10**	**10**	**8**
	W Wand	**13**	**11**	**11**	**9**
	P Paralysis	**14**	**12**	**12**	**10**
	B Breath	**15**	**13**	**13**	**10**
	S Spell	**16**	**14**	**14**	**12**
	U ***Unified***	**14**	**12**	**12**	**10**
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	30	175	275	450

Special Abilities

Change Shape A Barghest has the ability to assume the appearance of a goblin or wolf, but retains most of its own physical qualities. This ability functions as a polymorph spell, but the Barghest does not adjust its ability scores (although it gains any other abilities of the creature it mimics).

Feed Once per month, a barghest can devour a nonevil humanoid's corpse as a full-round action to gain a growth point. It gains a bonus equal to its growth point total on attack rolls, saving throws, and skill checks. Its maximum hit points increase by 5 for each growth point it gains. When a barghest reaches 4 growth points, it sheds its skin and becomes a greater barghest, losing all of its growth points (and bonuses) but gaining the stats presented on this page for a greater barghest.

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Barghest

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary or Cult (1 plus others)			
Treasure	Standard			

Init	Initiative	+0	+0	+0	+0
Atk	Attacks	Bite +5 melee (1d6+1) or Claw +5 melee (1d4+1)	Bite +4 melee (1d8+2) or Claw +4 melee (1d6+2)	Bite +5 melee (1d8+2) or Claw +5 melee (1d6+2)	Bite +6 melee (1d6+3) or Claw +6 melee (1d8+3)
Crit	Critical Hits	20+:M/d6	20+:M/d8	20+:M/d8	20+:M/d10
AC	Armor Class	11	11	12	13
HD	Hit Dice	1d8	2d8	3d8	4d8
MV	Move	30′			
ACT	Action Dice	1d24+1d20	2d24	2d24+1d20	3d24
SV	Saves				
	Fort	+4	+5	+7	+9
	Ref	+5	+6	+9	+9
	Will	+5	+6	+9	+10
AL	Alignment	L			

Special Abilities

Change Shape A Barghest has the ability to assume the appearance of a goblin or wolf, but retains most of its own physical qualities. This ability functions as a polymorph spell, but the Barghest does not adjust its ability scores (although it gains any other abilities of the creature it mimics).

Feed Once per month, a barghest can devour a nonevil humanoid's corpse as a full-round action to gain a growth point. It gains a bonus equal to its growth point total on attack rolls, saving throws, and skill checks. Its maximum hit points increase by 5 for each growth point it gains. When a barghest reaches 4 growth points, it sheds its skin and becomes a greater barghest, losing all of its growth points (and bonuses) but gaining the stats presented on this page for a greater barghest.

Elemental (Fire/Elder)

	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Solo			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

CR	**8**	**12**	**16**	**20**
Align / Size	**TN Large** (elemental, extraplanar, fire)	**TN Large** (elemental, extraplanar, fire)	**TN Huge** (elemental, extraplanar, fire)	**TN Gargantuan** (elemental, extraplanar, fire)
HD / Type	Outsider 8	Outsider 12	Outsider 16	Outsider 20
Initiative	+13	+13	+13	+15
Senses	**Perception** +11 **Darkvision** 60’	**Perception** +15 **Darkvision** 60’	**Perception** +19 **Darkvision** 60’	**Perception** +25 **Darkvision** 60’
Defense				
AC	**25** **touch** 19; **ff** 15 -1 Size; +9 Dex; +6 Natural; +1 Dodge	**25** **touch** 19; **ff** 15 -1 Size; +9 Dex; +6 Natural; +1 Dodge	**26** **touch** 18; **ff** 16 -2 Size; +9 Dex; +8 Natural; +1 Dodge	**31** **touch** 18; **ff** 19 -4 Size; +11 Dex; +13 Natural; +1 Dodge
hp	**49** (8d10)+16	**76** (12d10)+24	**137** (16d10)+64	**256** (20d10)+160
Saves	**Fort** +8 **Ref** +15 **Will** +4	**Fort** +10 **Ref** +17 **Will** +6	**Fort** +14 **Ref** +19 **Will** +7	**Fort** +20 **Ref** +23 **Will** +10
Def Abilities	**DR** 10/-; **Immunities** Critical Hits, Fire, Flanking, Paralysis, Poison, Sleep, Sneak Attacks, Stunning; **Weaknesses** Vulnerability to Cold			
Offense				
Movement	60’			
Attacks	**Melee** slam +16/+16 (2H: 2d6+9)	**Melee** slam +20/+20 (2H: 2d6+9)	**Melee** slam +23/+23 (2d8+8)	**Melee** slam +28/+28 (4d8+12)
Space / Reach	10’ / 10’	10’ / 10’	15’ / 15’	20’ / 20’
Special Atks	Burn (2d10, DC 16)	Burn (2d10, DC 18)	Burn (2d10, DC 22)	Burn (2d10, DC 30)
Statistics				

Ability Scores	**Str** 22 **Dex** 28 **Con** 14 **Int** 10 **Wis** 11 **Cha** 11	**Str** 22 **Dex** 28 **Con** 14 **Int** 10 **Wis** 11 **Cha** 11	**Str** 26 **Dex** 29 **Con** 18 **Int** 10 **Wis** 11 **Cha** 11	**Str** 34 **Dex** 32 **Con** 26 **Int** 14 **Wis** 15 **Cha** 15
Core Attack	**Base Atk** +8 **CMB** +15 **CMD** 35	**Base Atk** +12 **CMB** +19 **CMD** 39	**Base Atk** +16 **CMB** +26 **CMD** 46	**Base Atk** +20 **CMB** +36 **CMD** 58
Feats	Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Martial Weapon Proficiency, Simple Weapon Proficiency, Weapon Finesse	Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Martial Weapon Proficiency, Mobility, Simple Weapon Proficiency, Weapon Finesse, Wind Stance	Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Stance, Martial Weapon Proficiency, Mobility, Simple Weapon Proficiency, Spring Attack, Weapon Finesse, Wind Stance	Ability Focus (Burn), Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (Slam), Iron Will, Lightning Stance, Martial Weapon Proficiency, Mobility, Simple Weapon Proficiency, Spring Attack, Weapon Finesse, Wind Stance
Skills	Acrobatics +20, Climb +17, Escape Artist +20, Fly +7, Intimidate +11, Knowledge (Planes) +11, Perception +11, Ride +9, Stealth +5, Swim +6	Acrobatics +24, Climb +21, Escape Artist +24, Fly +7, Intimidate +15, Knowledge (Planes) +15, Perception +15, Ride +9, Stealth +5, Swim +6	Acrobatics +28, Climb +27, Escape Artist +28, Fly +5, Intimidate +19, Knowledge (Planes) +19, Perception +19, Ride +9, Stealth +1, Swim +8	Acrobatics +34, Appraise +2, Artistry +2, Bluff +25, Climb +35, Craft (Untrained) +2, Diplomacy +2, Disguise +2, Escape Artist +34, Fly +5, Heal +2, Intimidate +25, Knowledge (Planes) +25, Perception +25, Perform (Untrained) +2, Ride +11, Sense Motive +25, Stealth -1, Survival +2, Swim +12

Languages

Ignan

Special Qualities & Abilities

Burn (Ex) You deal fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex (DC 30) save or catch fire, taking 2d10 damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Feats

Blind-Fight You are skillled at attacking opponents that you cannot clearly perceive. In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Combat Reflexes You can make additional attacks of opportunity. You may make 11 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Lightning Stance The speed at which you move makes it nearly impossible for opponents to strike you. If you take two actions to move or a withdraw action in a turn, you gain 50% concealment for 1 round.

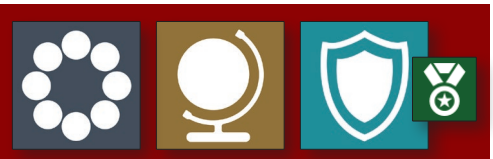
Mobility You can easily move through a dangerous melee. You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Spring Attack You can deftly move up to a foe, strike, and withdraw before he can react. As a full round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Wind Stance Your erratic movements make it difficult for enemies to pinpoint your location. If you move more than 5 feet this turn, you gain 20% concealment for 1 round against ranged attacks.

Elemental (Fire, Elder)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Solo			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	49	76	137	256
Speed	60 ft.			
Size, Type, Alignment	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
Ability Scores / Saves	STR 18 (+4) DEX 21 (+5) CON 12 (+1) INT 8 (-1) WIS 9 (-1) CHA 9 (-1)	STR 18 (+4) DEX 21 (+5) CON 12 (+1) INT 8 (-1) WIS 9 (-1) CHA 9 (-1)	STR 20 (+5) DEX 22 (+6) CON 16 (+3) INT 8 (-1) WIS 9 (-1) CHA 9 (-1)	STR 24 (+7) DEX 23 (+6) CON 20 (+5) INT 12 (+1) WIS 13 (+1) CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	Vulnerability to Cold			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Ignan			
Challenge	8	12	16	20
Special Abilities & Qualities	**Saving Throw** Dexterity DC 14 **Damage** 2d8	**Saving Throw** Dexterity DC 15 **Damage** 2d10	**Saving Throw** Dexterity DC 18 **Damage** 2d12	**Saving Throw** Dexterity DC 21 **Damage** 3d10

Burn You deal fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Dexterity save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants advantage on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Dexterity save to avoid catching on fire.

	Low	Moderate	Advanced	Elite
Special Abilities & Qualities	**Vulnerability to Cold** You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Standard Actions	**Slam** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9 (16) bludgeoning damage.	**Slam** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9 (16) bludgeoning damage.	**Slam** Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d8+8 (17) bludgeoning damage.	**Slam** Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d8+12 (30) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

Elemental (Fire, Elder)

	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Solo			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

Level	CREATURE 8	CREATURE 12	CREATURE 16	CREATURE 20
Rarity	RARE	RARE	RARE	UNCOMMON
Alignment	TN	TN	TN	TN
Size	LARGE	LARGE	HUGE	GARGANTUAN
Other Traits	FIRE			
Perception	+14, darkvision	+18, darkvision	+22, darkvision	+30, darkvision
Languages	Ignan			
Skills	Acrobatics +19, Athletics +16, Intimidation +10, Occultism +10, Stealth +19	Acrobatics +23, Athletics +20, Intimidation +14, Occultism +14, Stealth +23	Acrobatics +27, Athletics +26, Intimidation +18, Occultism +18, Stealth +27	Acrobatics +33, Athletics +34, Crafting +24, Diplomacy +24, Deception +24, Medicine +24, Intimidation +24, Occultism +24, Performance +24, Stealth +33, Survival +24
Ability Scores	Str +6 Dex +9 Con +2 Int +0 Wis +0 Cha +0	Str +6 Dex +9 Con +2 Int +0 Wis +0 Cha +0	Str +8 Dex +9 Con +4 Int +0 Wis +0 Cha +0	Str +12 Dex +11 Con +8 Int +2 Wis +2 Cha +2
Items	-	-	-	-
Defense				
AC	29	31	35	39
Fort	+12	+16	+22	+30
Ref	+19	+23	+27	+33
Will	+10	+14	+18	+24

hp	**68**	**102**	**16**	**19**
Immune	Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Resists/ Vulnerable	all physical attacks **Vulnerability to Cold** You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure			

Offense & Actions

Speed	60 ft.			
Melee	Melee Slam +20 (two-hand, unarmed, reach 10 ft.), Damage 2d6+9 bludgeoning	Melee Slam +27 (two-hand, unarmed, reach 10 ft.), Damage 2d6+9 bludgeoning	Melee Slam +33 (unarmed, reach 15 ft.), Damage 2d8+8 bludgeoning	Melee Slam +43 (unarmed, reach 20 ft.), Damage 4d8+12 bludgeoning
Burn	**Saving Throw** Reflex 16 **Damage** 2d8	**Saving Throw** Reflex 18 **Damage** 2d10	**Saving Throw** Reflex 22 **Damage** 2d12	**Saving Throw** Reflex 26 **Damage** 3d10

Burn You deal fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Other Abilities

Innate Spells	-
Spellcasting	-

Elemental (Fire, Elder)

	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Solo			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

AC	Armor Class	6 [13]	6 [13]	5 [14]	4 [15]
HD	Hit Dice	3	4	5	6
ATT	Attacks	Slam 2d6	Slam 2d6	Slam 2d8	Slam 4d8
THACO		17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV	Move	180' (60')			
SV	Saves				
	D Death	**10**	**10**	**8**	**8**
	W Wand	**11**	**11**	**9**	**9**
	P Paralysis	**12**	**12**	**10**	**10**
	B Breath	**13**	**13**	**10**	**10**
	S Spell	**14**	**14**	**12**	**12**
	U ***Unified***	**12**	**12**	**10**	**10**
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	275	650	1,100	1,350

Special Abilities

Burn — You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Breath save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a save to avoid catching on fire.

Vulnerability to Cold — You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Elemental (Fire, Elder)

	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Solo			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

Init	Initiative	+3	+3	+3	+3
Atk	Attacks	Slam +5 melee (1d6+3)	Slam +5 melee (1d6+3)	Slam +4 melee (1d8+3)	Slam +5 melee (3d8+4)
Crit	Critical Hits	20+:M/d8	20+:M/d8	20+:M/d8	20+:M/d10
AC	Armor Class	13	13	14	15
HD	Hit Dice	2d8	3d8	3d8	5d8
MV	Move	60′			
ACT	Action Dice	1d24+2d20	1d24+2d20	2d24+1d20	3d24
SV	Saves				
	Fort	+5	+7	+9	+13
	Ref	+10	+11	+13	+15
	Will	+3	+4	+5	+7
AL	Alignment	N			

Special Abilities

Burn — You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a save to avoid catching on fire.

Vulnerability to Cold — You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Elemental (Fire/Huge)

	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
CR	**6**	**10**	**14**	**18**
Align / Size	**TN Large** (elemental, extraplanar, fire)	**TN Huge** (elemental, extraplanar, fire)	**TN Huge** (elemental, extraplanar, fire)	**TN Gargantuan** (elemental, extraplanar, fire)
HD / Type	Outsider 6	Outsider 10	Outsider 14	Outsider 18
Initiative	+13	+11	+14	+13
Senses	**Perception** +7 **Darkvision** 60'	**Perception** +13 **Darkvision** 60'	**Perception** +19 **Darkvision** 60'	**Perception** +23 **Darkvision** 60'
Defense				
AC	**22** **touch** 19; **ff** 12 -1 Size; +9 Dex; +3 Natural; +1 Dodge	**21** **touch** 16; **ff** 13 -2 Size; +7 Dex; +5 Natural; +1 Dodge	**26** **touch** 19; **ff** 15 -2 Size; +10 Dex; +7 Natural; +1 Dodge	**26** **touch** 16; **ff** 16 -4 Size; +9 Dex; +10 Natural; +1 Dodge
hp	**30** (6d10)+6	**67** (10d10)+30	**122** (14d10)+70	**203** (18d10)+126
Saves	**Fort** +6 **Ref** +14 **Will** +4	**Fort** +10 **Ref** +14 **Will** +5	**Fort** +14 **Ref** +19 **Will** +8	**Fort** +18 **Ref** +20 **Will** +10
Def Abilities	**DR** 5/-; **Immunities** Critical Hits, Fire, Flanking, Paralysis, Poison, Sleep, Sneak Attacks, Stunning; **Weaknesses** Vulnerability to Cold			
Offense				
Movement	60'			
Attacks	**Melee** slam +14/+14 (2H: 1d10+3)	**Melee** slam +15/+15 (2d6+4)	**Melee** slam +22/+22 (3d6+6)	**Melee** slam +23/+23 (4d6+8)
Space / Reach	10' / 10'	15' / 15'	15' / 15'	20' / 20'
Special Atks	Burn (2d6, DC 14)	Burn (2d6, DC 18)	Burn (2d6, DC 24)	Burn (2d6, DC 28)
Statistics				

Ability Scores	**Str** 14 **Dex** 29 **Con** 12 **Int** 6 **Wis** 11 **Cha** 11	**Str** 18 **Dex** 25 **Con** 16 **Int** 6 **Wis** 11 **Cha** 11	**Str** 22 **Dex** 30 **Con** 20 **Int** 10 **Wis** 15 **Cha** 15	**Str** 27 **Dex** 28 **Con** 24 **Int** 10 **Wis** 15 **Cha** 15
Core Attack	**Base Atk** +6 **CMB** +9 **CMD** 29	**Base Atk** +10 **CMB** +16 **CMD** 34	**Base Atk** +14 **CMB** +22 **CMD** 43	**Base Atk** +18 **CMB** +30 **CMD** 50
Feats	Dodge, Improved Initiative, Iron Will, Martial Weapon Proficiency, Simple Weapon Proficiency, Spring Attack, Weapon Finesse	Combat Reflexes, Dodge, Improved Initiative, Iron Will, Martial Weapon Proficiency, Mobility, Simple Weapon Proficiency, Spring Attack, Weapon Finesse	Ability Focus (Burn), Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (Slam), Iron Will, Martial Weapon Proficiency, Mobility, Simple Weapon Proficiency, Spring Attack, Weapon Finesse	Ability Focus (Burn), Combat Reflexes, Devastating Assault, Dodge, Improved Initiative, Improved Natural Attack (Slam), Iron Will, Martial Weapon Proficiency, Mobility, Simple Weapon Proficiency, Spring Attack, Vital Strike, Weapon Finesse
Skills	Acrobatics +16, Appraise -2, Artistry -2, Climb +9, Craft (Untrained) -2, Escape Artist +16, Fly +7, Intimidate +7, Knowledge (Planes) +5, Perception +7, Ride +9, Stealth +5, Swim +2	Acrobatics +16, Appraise -2, Artistry -2, Climb +13, Craft (Untrained) -2, Escape Artist +16, Fly +3, Intimidate +9, Knowledge (Planes) +7, Perception +13, Ride +7, Stealth -1, Swim +4	Acrobatics +23, Bluff +2, Climb +19, Diplomacy +2, Disguise +2, Escape Artist +23, Fly +6, Heal +2, Intimidate +19, Knowledge (Arcana) +6, Knowledge (Planes) +17, Perception +19, Perform (Untrained) +2, Ride +10, Sense Motive +2, Sleight of Hand +16, Stealth +2, Survival +2, Swim +6	Acrobatics +26, Bluff +2, Climb +25, Diplomacy +2, Disguise +2, Escape Artist +26, Fly +3, Heal +2, Intimidate +23, Knowledge (Arcana) +6, Knowledge (Planes) +21, Perception +23, Perform (Untrained) +2, Ride +9, Sense Motive +2, Sleight of Hand +15, Stealth -3, Survival +2, Swim +8
Languages	Ignan			

Special Qualities & Abilities

Burn (Ex) You deal fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex (DC 30) save or catch fire, taking 2d10 damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Feats

Combat Reflexes You can make additional attacks of opportunity. You may make 9 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Devastating Assault You can hammer at a foe to smash through its defenses. As a full-round action, you can bat aside all of your foe's defenses to ensure you make a single, especially effective melee attack. You make a single melee attack using an appropriate weapon against a single target, but make as many attack rolls as you could in a full-attack action using that weapon. You make the attack rolls in order from highest bonus to lowest, as if you were making a full attack. If any of the attack rolls hit the target, your single attack is considered to have hit and you roll damage normally. If one or more rolls are critical threats, you confirm the critical hit only once using your highest base attack bonus. If you hit with two or more attacks, the target must succeed at a Fortitude save (DC = 10 + 1/2 your base attack bonus + your Strength modifier) or suffer a condition for 1d4 rounds. If at least two attacks hit, you can choose from deafened, entangled, or shaken. If at least three attacks hit, you can also choose from blinded or staggered. If at least four attacks hit, you can also choose the dazed condition. Once you have forced a foe to attempt a saving throw to avoid suffering a condition via this feat, you cannot attempt to inf lict that condition on it again with Devastating Assault for 24 hours.

Mobility You can easily move through a dangerous melee. You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your

Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Spring Attack You can deftly move up to a foe, strike, and withdraw before he can react. As a full round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Vital Strike You make a single attack that deals significantly more damage than normal. When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra damage dice are not multiplied on a critical hit, but are added to the total.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Elemental (Fire, Huge)

	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	30	67	122	203
Speed	60 ft.			
Size, Type, Alignment	Large elemental, unaligned	Huge elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
Ability Scores / Saves	STR 12 (+1) DEX 22 (+6) CON 10 (+0) INT 4 (-3) WIS 9 (-1) CHA 9 (-1)	STR 16 (+3) DEX 20 (+5) CON 14 (+2) INT 4 (-3) WIS 9 (-1) CHA 9 (-1)	STR 18 (+4) DEX 22 (+6) CON 17 (+3) INT 8 (-1) WIS 13 (+1) CHA 13 (+1)	STR 20 (+5) DEX 21 (+5) CON 19 (+4) INT 8 (-1) WIS 13 (+1) CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	Vulnerability to Cold			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Ignan			
Challenge	6	10	14	18
Special Abilities & Qualities	**Saving Throw** Dexterity DC 13 **Damage** 2d4	**Saving Throw** Dexterity DC 16 **Damage** 2d6	**Saving Throw** Dexterity DC 18 **Damage** 2d8	**Saving Throw** Dexterity DC 20 **Damage** 2d10

Burn You deal fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Dexterity save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants advantage on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Dexterity save to avoid catching on fire.

	Low	Moderate	Advanced	Elite
Special Abilities & Qualities	**Vulnerability to Cold** You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Standard Actions	**Slam** Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d10+3 (8) bludgeoning damage.	**Slam** Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+4 (11) bludgeoning damage.	**Slam** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+6 (16) bludgeoning damage.	**Slam** Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d6+8 (22) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

Elemental (Fire, Huge)

	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

Level	CREATURE 6	CREATURE 10	CREATURE 14	CREATURE 18
Rarity	RARE	RARE	RARE	UNCOMMON
Alignment	TN	TN	TN	TN
Size	LARGE	HUGE	HUGE	GARGANTUAN
Other Traits	FIRE			
Perception	+10, darkvision	+16, darkvision	+22, darkvision	+28, darkvision
Languages	Ignan			
Skills	Acrobatics +17, Athletics +9, Crafting +6, Intimidation +7, Occultism +8, Stealth +17	Acrobatics +19, Athletics +16, Crafting +10, Intimidation +9, Occultism +12, Stealth +19	Acrobatics +26, Athletics +22, Diplomacy +18, Deception +18, Medicine +18, Intimidation +18, Arcana +16, Occultism +18, Performance +18, Thievery +26, Stealth +26, Survival +18	Acrobatics +29, Athletics +28, Diplomacy +22, Deception +22, Medicine +22, Intimidation +22, Arcana +20, Occultism +22, Performance +22, Thievery +29, Stealth +29, Survival +22
Ability Scores	Str +2 Dex +9 Con +1 Int -2 Wis +0 Cha +0	Str +4 Dex +7 Con +3 Int -2 Wis +0 Cha +0	Str +6 Dex +10 Con +5 Int +0 Wis +2 Cha +2	Str +8 Dex +9 Con +7 Int +0 Wis +2 Cha +2
Items	-	-	-	-

Defense

AC	28	28	35	36
Fort	+9	+15	+21	+27
Ref	+17	+19	+26	+29
Will	+8	+12	+18	+22

hp	**45**	**95**	**161**	**243**
Immune	Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Resists/ Vulnerable	all physical attacks **Vulnerability to Cold** You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure			

Offense & Actions

Speed	60 ft.			
Melee	Melee Slam +12 (two-hand, unarmed, reach 10 ft.), Damage 1d10+3 bludgeoning	Melee Slam +19 (unarmed, reach 15 ft.), Damage 2d6+4 bludgeoning	Melee Slam +29 (unarmed, reach 15 ft.), Damage 3d6+6 bludgeoning	Melee Slam +37 (unarmed, reach 20 ft.), Damage 4d6+8 bludgeoning
Burn	**Saving Throw** Reflex 13 **Damage** 2d4	**Saving Throw** Reflex 17 **Damage** 2d6	**Saving Throw** Reflex 21 **Damage** 2d8	**Saving Throw** Reflex 25 **Damage** 2d10

Burn You deal fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Other Abilities

Innate Spells	-
Spellcasting	-

Elemental (Fire, Huge)

	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

		Low	Moderate	Advanced	Elite
AC	Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD	Hit Dice	3	3	5	5
ATT	Attacks	Slam 1d10	Slam 2d6	Slam 3d6	Slam 4d6
THACO		17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV	Move	180' (60')			
SV	Saves				
	D Death	**12**	**10**	**10**	**8**
	W Wand	**13**	**11**	**11**	**9**
	P Paralysis	**14**	**12**	**12**	**10**
	B Breath	**15**	**13**	**13**	**10**
	S Spell	**16**	**14**	**14**	**12**
	U ***Unified***	**14**	**12**	**12**	**10**
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	125	350	550	650

Special Abilities

Burn — You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Breath save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a save to avoid catching on fire.

Vulnerability to Cold — You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

DCC

Elemental (Fire, Huge)

	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

Init	Initiative	+2	+3	+3	+3
Atk	Attacks	Slam +1 melee (1d10+1)	Slam +4 melee (2d6+1)	Slam +5 melee (2d6+2)	Slam +5 melee (3d6+3)
Crit	Critical Hits	20+:M/d6	20+:M/d8	20+:M/d8	20+:M/d10
AC	Armor Class	12	12	14	14
HD	Hit Dice	1d8	2d8	3d8	4d8
MV	Move	60′			
ACT	Action Dice	2d24	2d24	2d24+1d20	2d24+1d20
SV	Saves				
	Fort	+4	+7	+9	+12
	Ref	+9	+9	+13	+13
	Will	+3	+3	+5	+7
AL	Alignment	N			

Special Abilities

Burn — You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a save to avoid catching on fire.

Vulnerability to Cold — You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Pathfinder

Elemental (Fire/Medium)

	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			
CR	**4**	**8**	**12**	**16**
Align / Size	**TN Medium** (elemental, extraplanar, fire)	**TN Medium** (elemental, extraplanar, fire)	**TN Medium** (elemental, extraplanar, fire)	**TN Large** (elemental, extraplanar, fire)
HD / Type	Outsider 4	Outsider 18	Outsider 12	Outsider 16
Initiative	+7	+8	+10	+10
Senses	**Perception** +7 **Darkvision** 60'	**Perception** +11 **Darkvision** 60'	**Perception** +17 **Darkvision** 60'	**Perception** +21 **Darkvision** 60'
Defense				
AC	**17** **touch** 14; **ff** 13 +3 Dex; +3 Natural; +1 Dodge	**18** **touch** 15; **ff** 13 +4 Dex; +3 Natural; +1 Dodge	**22** **touch** 17; **ff** 15 +6 Dex; +5 Natural; +1 Dodge	**24** **touch** 16; **ff** 17 -1 Size; +6 Dex; +8 Natural; +1 Dodge
hp	**23** (4d10)+8	**54** (8d10)+16	**107** (12d10)+48	**186** (16d10)+96
Saves	**Fort** +6 **Ref** +7 **Will** +1	**Fort** +8 **Ref** +10 **Will** +2	**Fort** +12 **Ref** +14 **Will** +6	**Fort** +16 **Ref** +16 **Will** +7
Def Abilities	**Immunities** Critical Hits, Fire, Flanking, Paralysis, Poison, Sleep, Sneak Attacks, Stunning; **Weaknesses** Vulnerability to Cold			
Offense				
Movement	50'			
Attacks	**Melee** slam +7 (1d6+1)	**Melee** slam +12 (1d8+1)	**Melee** slam +18 (1d8+4)	**Melee** slam +21 (2d6+7)
Space / Reach	5' / 5'	5' / 5'	5' / 5'	10' / 10'
Special Atks	Burn (1d6, DC 14)	Burn (1d6, DC 18)	Burn (1d6, DC 22)	Burn (1d6, DC 26)
Statistics				

Ability Scores	**Str** 12 **Dex** 17 **Con** 14 **Int** 4 **Wis** 11 **Cha** 11	**Str** 12 **Dex** 18 **Con** 14 **Int** 4 **Wis** 11 **Cha** 11	**Str** 16 **Dex** 23 **Con** 18 **Int** 8 **Wis** 15 **Cha** 15	**Str** 20 **Dex** 22 **Con** 22 **Int** 8 **Wis** 15 **Cha** 15
Core Attack	**Base Atk** +4 **CMB** +5 **CMD** 19	**Base Atk** +8 **CMB** +9 **CMD** 24	**Base Atk** +12 **CMB** +15 **CMD** 32	**Base Atk** +16 **CMB** +22 **CMD** 39
Feats	Dodge, Improved Initiative, Martial Weapon Proficiency, Mobility, Simple Weapon Proficiency, Weapon Finesse	Ability Focus (Burn), Dodge, Improved Initiative, Improved Natural Attack (Slam), Martial Weapon Proficiency, Mobility, Simple Weapon Proficiency, Weapon Finesse	Ability Focus (Burn), Dodge, Improved Initiative, Improved Natural Attack (Slam), Martial Weapon Proficiency, Mobility, Power Attack, Simple Weapon Proficiency, Vital Strike, Weapon Finesse	Ability Focus (Burn), Crippling Critical, Critical Focus, Dodge, Improved Initiative, Improved Natural Attack (Slam), Martial Weapon Proficiency, Mobility, Power Attack, Simple Weapon Proficiency, Vital Strike, Weapon Finesse
Skills	Acrobatics +8, Appraise -3, Artistry -3, Climb +5, Craft (Untrained) -3, Escape Artist +8, Fly +3, Intimidate +5, Knowledge (Planes) +1, Perception +7, Ride +3, Stealth +3, Swim +1	Acrobatics +13, Appraise -3, Artistry -3, Climb +5, Craft (Untrained) -3, Escape Artist +13, Fly +4, Intimidate +5, Knowledge (Planes) +1, Perception +11, Ride +4, Stealth +4, Swim +1	Acrobatics +21, Appraise -1, Artistry -1, Bluff +6, Climb +18, Craft (Untrained) -1, Diplomacy +2, Disguise +2, Escape Artist +19, Fly +6, Heal +2, Intimidate +15, Knowledge (Planes) +4, Perception +17, Perform (Untrained) +2, Ride +6, Sense Motive +2, Stealth +6, Survival +2, Swim +3	Acrobatics +25, Appraise -1, Artistry -1, Bluff +6, Climb +24, Craft (Untrained) -1, Diplomacy +2, Disguise +2, Escape Artist +23, Fly +4, Heal +2, Intimidate +19, Knowledge (Planes) +4, Perception +21, Perform (Untrained) +2, Ride +6, Sense Motive +2, Stealth +2, Survival +2, Swim +5
Languages	Ignan			

Special Qualities & Abilities

Burn (Ex) You deal fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex (DC 30) save or catch fire, taking 2d10 damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Feats

Crippling Critical You are able to maim a target and hinder its movement. Whenever you score a critical hit against an opponent, its speed is halved for 1 minute. A successful Fortitude save reduces this duration to 1d4 rounds. The DC of this save is equal to 10 + your base attack bonus. Against creatures with multiple types of movement, you must choose which movement type to affect. A flying creature hit by this attack must make a DC 10 Fly check to remain airborne, and has its maneuverability reduced by one step.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Mobility You can easily move through a dangerous melee. You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Vital Strike You make a single attack that deals significantly more damage than normal. When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra damage dice are not multiplied on a critical hit, but are added to the total.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Elemental (Fire, Medium)

	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	23	54	107	186
Speed	50 ft.			
Size, Type, Alignment	Medium elemental, unaligned	Medium elemental, unaligned	Medium elemental, unaligned	Large elemental, unaligned
Ability Scores / Saves	STR 10 (+0) DEX 15 (+2) CON 12 (+1) INT 2 (-4) WIS 9 (-1) CHA 9 (-1)	STR 10 (+0) DEX 16 (+3) CON 12 (+1) INT 2 (-4) WIS 9 (-1) CHA 9 (-1)	STR 14 (+2) DEX 18 (+4) CON 16 (+3) INT 6 (-2) WIS 13 (+1) CHA 13 (+1)	STR 17 (+3) DEX 18 (+4) CON 18 (+4) INT 6 (-2) WIS 13 (+1) CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	Vulnerability to Cold			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Ignan			
Challenge	4	8	12	16
Special Abilities & Qualities	**Saving Throw** Dexterity DC 13 **Damage** 1d4	**Saving Throw** Dexterity DC 14 **Damage** 1d6	**Saving Throw** Dexterity DC 17 **Damage** 2d4	**Saving Throw** Dexterity DC 19 **Damage** 2d6

Burn You deal fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Dexterity save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants advantage on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Dexterity save to avoid catching on fire.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	**Vulnerability to Cold** You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Standard Actions	**Slam** Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.	**Slam** Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8+1 (6) bludgeoning damage.	**Slam** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	**Slam** Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+7 (14) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

Elemental (Fire, Medium)

	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

Level	CREATURE 4	CREATURE 8	CREATURE 12	CREATURE 16
Rarity	RARE	RARE	RARE	UNCOMMON
Alignment	TN	TN	TN	TN
Size	MEDIUM	MEDIUM	MEDIUM	LARGE
Other Traits	FIRE			
Perception	+8, darkvision	+14, darkvision	+20, darkvision	+26, darkvision
Languages	Ignan			
Skills	Acrobatics +8, Athletics +7, Crafting +3, Intimidation +5, Occultism +6, Stealth +9	Acrobatics +14, Athletics +11, Crafting +7, Intimidation +10, Occultism +10, Stealth +14	Acrobatics +20, Athletics +17, Crafting +13, Diplomacy +16, Deception +16, Medicine +16, Intimidation +16, Occultism +16, Performance +16, Stealth +20, Survival +16	Acrobatics +24, Athletics +23, Crafting +17, Diplomacy +20, Deception +20, Medicine +20, Intimidation +20, Occultism +20, Performance +20, Stealth +24, Survival +20
Ability Scores	Str +1 Dex +3 Con +2 Int -3 Wis +0 Cha +0	Str +1 Dex +4 Con +2 Int -3 Wis +0 Cha +0	Str +3 Dex +6 Con +4 Int -1 Wis +2 Cha +2	Str +5 Dex +6 Con +6 Int -1 Wis +2 Cha +2
Items	-	-	-	-

Defense

AC	19	22	28	30
Fort	+8	+12	+18	+24
Ref	+9	+14	+20	+24
Will	+6	+10	+16	+20

hp	**34**	**68**	**126**	**200**
Immune	Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Resists/ Vulnerable	all physical attacks **Vulnerability to Cold** You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure			

Offense & Actions

Speed	50 ft.			
Melee	Melee Slam +5 (unarmed, reach 5 ft.), Damage 1d6+1 bludgeoning	Melee Slam +13 (unarmed, reach 5 ft.), Damage 1d8+1 bludgeoning	Melee Slam +23 (unarmed, reach 5 ft.), Damage 1d8+4 bludgeoning	Melee Slam +29 (unarmed, reach 10 ft.), Damage 2d6+7 bludgeoning
Burn	**Saving Throw** Reflex 14 **Damage** 1d4	**Saving Throw** Reflex 16 **Damage** 1d6	**Saving Throw** Reflex 20 **Damage** 2d4	**Saving Throw** Reflex 24 **Damage** 2d6

Burn You deal fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Other Abilities

Innate Spells -

Spellcasting -

OSR

Elemental (Fire, Medium)

	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

AC	Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	2	3	4	5
ATT	Attacks	Slam 1d6	Slam 1d8	Slam 1d10	Slam 2d6
THACO		18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV	Move	150' (50')			
SV	Saves				
	D Death	**12**	**10**	**10**	**8**
	W Wand	**13**	**11**	**11**	**9**
	P Paralysis	**14**	**12**	**12**	**10**
	B Breath	**15**	**13**	**13**	**10**
	S Spell	**16**	**14**	**14**	**12**
	***U* Unified**	**14**	**12**	**12**	**10**
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	30	75	175	275

Special Abilities

Burn — You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Breath save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a save to avoid catching on fire.

Vulnerability to Cold — You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Elemental (Fire, Medium)

	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

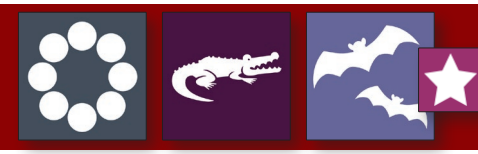
Init	Initiative	+0	+0	+1	+1
Atk	Attacks	Slam -1 melee (1d6)	Slam -1 melee (1d8)	Slam +1 melee (1d8+1)	Slam +3 melee (2d6+2)
Crit	Critical Hits	20+:M/d6	20+:M/d8	20+:M/d8	20+:M/d8
AC	Armor Class	11	11	12	13
HD	Hit Dice	1d8	2d8	3d8	3d8
MV	Move	50′			
ACT	Action Dice	1d24	1d24+1d20	1d24+2d20	2d24+1d20
SV	Saves				
	Fort	+4	+5	+8	+11
	Ref	+5	+7	+9	+11
	Will	+1	+1	+4	+5
AL	Alignment	N			

Special Abilities

Burn — You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a save to avoid catching on fire.

Vulnerability to Cold — You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Flytrap (Giant)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Swamps			
Rarity	Uncommon			
Role	Lurker / Elite			
Organization	Solitary, Pair, or Grove (3-6x)			
Treasure	Incidental			
CR	9	13	17	21
Align / Size	TN Large	TN Huge	TN Huge	TN Gargantuan
HD / Type	Plant 9	Plant 13	Plant 17	Plant 21
Initiative	+10	+8	+10	+9
Senses	**Perception** +8 **Tremorsense** 60' **Low-Light Vision**	**Perception** +10 **Tremorsense** 60' **Low-Light Vision**	**Perception** +16 **Tremorsense** 60' **Low-Light Vision**	**Perception** +16 **Tremorsense** 60' **Low-Light Vision**
Defense				
AC	23 **touch** 15; **ff** 17 -1 Size; +6 Dex; +8 Natural	22 **touch** 12; **ff** 18 -2 Size; +4 Dex; +10 Natural	26 **touch** 14; **ff** 20 -2 Size; +6 Dex; +12 Natural	26 **touch** 11; **ff** 21 -4 Size; +5 Dex; +15 Natural
hp	76 (9d8)+45	144 (13d8)+91	228 (17d8)+153	328 (21d8)+231
Saves	**Fort** +11 **Ref** +9 **Will** +4	**Fort** +17 **Ref** +8 **Will** +5	**Fort** +21 **Ref** +11 **Will** +8	**Fort** +25 **Ref** +12 **Will** +10
Def Abilities	**Immunities** Mind-Affecting Effects, Paralysis, Poison, Polymorph, Sleep, Stunning; **Resistances** Acid 20			
Offense				
Movement	10'			
Attacks	**Melee** bite +11/+11/+11/+11 (2H: 1d6+7)	**Melee** bite +15/+15/+15/+15 (1d8+7)	**Melee** bite +21/+21/+21/+21 (2d6+10)	**Melee** bite +24/+24/+24/+24 (3d6+12)
Space / Reach	10' / 10'	15' / 15'	15' / 15'	20' / 20'
Special Atks	Engulf, Grab			
Statistics				

Ability Scores	**Str** 21 **Dex** 22 **Con** 21 **Int** 1 **Wis** 12 **Cha** 6	**Str** 25 **Dex** 18 **Con** 25 **Int** 1 **Wis** 12 **Cha** 6	**Str** 30 **Dex** 22 **Con** 29 **Int** 1 **Wis** 16 **Cha** 10	**Str** 35 **Dex** 20 **Con** 33 **Int** 1 **Wis** 16 **Cha** 10
Core Attack	**Base Atk** +6 **CMB** +12 +16 grapple **CMD** 28 can't be tripped	**Base Atk** +9 **CMB** +18 +22 grapple **CMD** 32 can't be tripped	**Base Atk** +12 **CMB** +24 +28 grapple **CMD** 40 can't be tripped	**Base Atk** +15 **CMB** +31 +35 grapple **CMD** 46 can't be tripped
Feats	Cleave, Improved Initiative, Power Attack, Skill Focus (Stealth), Weapon Focus (Bite)	Cleave, Great Fortitude, Improved Initiative, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (Bite)	Cleave, Critical Focus, Great Fortitude, Improved Initiative, Improved Natural Attack (Bite), Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (Bite)	Cleave, Critical Focus, Devastating Strike, Great Fortitude, Improved Initiative, Improved Natural Attack (Bite), Improved Vital Strike, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (Bite)
Skills	Acrobatics +6, Appraise -5, Artistry -5, Bluff -2, Climb +5, Craft (Untrained) -5, Diplomacy -2, Disguise -2, Escape Artist +6, Fly +4, Heal +1, Intimidate -2, Perception +8, Perform (Untrained) -2, Ride +6, Sense Motive +1, Stealth +13, Survival +1, Swim +5	Acrobatics +4, Appraise -5, Artistry -5, Bluff -2, Climb +7, Craft (Untrained) -5, Diplomacy -2, Disguise -2, Escape Artist +4, Heal +1, Intimidate -2, Perception +10, Perform (Untrained) -2, Ride +4, Sense Motive +1, Stealth +9, Survival +1, Swim +7	Acrobatics +6, Appraise -5, Artistry -5, Climb +10, Craft (Untrained) -5, Escape Artist +6, Fly +2, Heal +3, Perception +16, Ride +6, Sense Motive +3, Stealth +11, Survival +3, Swim +10	Acrobatics +5, Appraise -5, Artistry -5, Climb +12, Craft (Untrained) -5, Escape Artist +5, Fly -1, Heal +3, Perception +16, Ride +5, Sense Motive +3, Stealth +13, Survival +3, Swim +12

Special Qualities & Abilities

Engulf (Ex) If a giant flytrap begins its turn with an opponent at least two size categories smaller than itself grappled in one of its mouths, it can close its jaws completely around the foe by making a new combat maneuver check (as though attempting to pin the foe). If it succeeds, it engulfs the prey and inflicts 1d8+7 points of damage and 2d6 acid damage as the cavity floods with digestive enzymes. The seal formed is airtight, so an engulfed creature risks suffocation. Engulf is a special form of pinning, and an engulfed creature can escape in the same way as he can from being pinned, but since an engulfed creature is contained wholly inside the plant's jaws, the flytrap's victim cannot be targeted by effects or attacks that require line of sight or line of effect. A giant flytrap that is grappling or pinning a foe cannot attack other targets with that bite, but is not otherwise hindered.

Feats

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

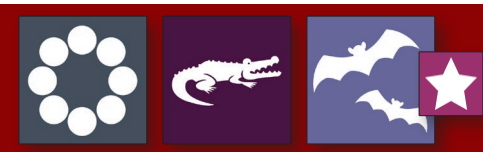
Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Devastating Strike Pitting all of your strength and resolve against your enemy, you deliver a strike that is impossible to ignore. Whenever you use Vital Strike, Improved Vital Strike, or Greater Vital Strike, you gain a +2 bonus on each extra weapon damage dice roll those feats grant (+6 maximum). This bonus damage is multiplied on a critical hit.

Improved Vital Strike You can make a single attack that deals a large amount of damage. When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack three times and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra damage dice are not multiplied on a critical hit, but are added to the total.

Vital Strike You make a single attack that deals significantly more damage than normal. When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra damage dice are not multiplied on a critical hit, but are added to the total.

Flytrap (Giant)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Swamps			
Rarity	Uncommon			
Role	Lurker / Elite			
Organization	Solitary, Pair, or Grove (3-6x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	18 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	76	144	228	328
Speed	10 ft.			
Size, Type, Alignment	Large plant, unaligned	Huge plant, unaligned	Huge plant, unaligned	Gargantuan plant, unaligned
Ability Scores / Saves	STR 18 (+4) DEX 18 (+4) CON 18 (+4) INT 1 (-5) WIS 10 (+0) CHA 4 (-3)	STR 22 (+6) DEX 18 (+4) CON 22 (+6) INT 1 (-5) WIS 14 (+2) CHA 8 (-1)	STR 24 (+7) DEX 17 (+3) CON 24 (+7) INT 1 (-5) WIS 14 (+2) CHA 8 (-1)	Acid
Saving Throws	-	-	-	-
Resistances	Acid			
Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +10, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +18, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +19, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	9	13	17	21
Special Abilities & Qualities	**Damage** 2d6 bludgeoning + 1d6 acid	**Damage** 3d6 bludgeoning + 2d4 acid	**Damage** 4d6 bludgeoning + 2d6 acid	**Damage** 5d6 bludgeoning + 3d6 acid

Engulf If a giant flytrap begins its turn with an opponent at least two size categories smaller than itself grappled in one of its mouths, it can close its jaws completely around the foe by making a new grapple check. If it succeeds, it engulfs the prey and inflicts bludgeoning and acid damage as the cavity floods with digestive enzymes. The seal formed is airtight, so an engulfed creature risks suffocation. Engulf is a special form of pinning, and an engulfed creature can escape in the same way as he can from being pinned, but since an engulfed creature is contained wholly inside the plant's jaws, the flytrap's victim cannot be targeted by effects or attacks that require line of sight or line of effect. A giant flytrap that is grappling or pinning a foe cannot attack other targets with that bite, but is not otherwise hindered.

	Low	Moderate	Advanced	Elite
Standard Actions	**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+7 (10) piercing damage.	**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+7 (12) piercing damage.	**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+10 (17) piercing damage.	**Bite** Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 3d6+12 (22) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

P2E

Flytrap (Giant)

	Low	Moderate	Advanced	Elite
Terrain	Temperate Swamps			
Rarity	Uncommon			
Role	Lurker / Elite			
Organization	Solitary, Pair, or Grove (3-6x)			
Treasure	Incidental			

Level	CREATURE 9	CREATURE 13	CREATURE 17	CREATURE 21
Rarity	RARE	RARE	RARE	UNCOMMON
Alignment	TN	TN	TN	TN
Size	LARGE	HUGE	HUGE	GARGANTUAN
Other Traits	PLANT			
Perception	+14, low-light vision, tremorsense (imprecise) 60 feet	+18, low-light vision, tremorsense (imprecise) 60 feet	+26, low-light vision, tremorsense (imprecise) 60 feet	+30, low-light vision, tremorsense (imprecise) 60 feet
Languages	-			
Skills	Acrobatics +17, Athletics +16, Crafting +6, Diplomacy +9, Deception +9, Medicine +12, Intimidation +9, Performance +9, Stealth +17, Survival +12	Acrobatics +19, Athletics +22, Crafting +10, Diplomacy +13, Deception +13, Medicine +16, Intimidation +13, Performance +13, Stealth +19, Survival +16	Acrobatics +25, Athletics +29, Crafting +14, Medicine +22, Stealth +25, Survival +22	Acrobatics +28, Athletics +35, Crafting +18, Medicine +26, Stealth +28, Survival +26
Ability Scores	Str +5 Dex +6 Con +5 Int -5 Wis +1 Cha -2	Str +7 Dex +4 Con +7 Int -5 Wis +1 Cha -2	Str +10 Dex +6 Con +9 Int -5 Wis +3 Cha +0	Str +12 Dex +5 Con +11 Int -5 Wis +3 Cha +0
Items	-	-	-	-
Defense				
AC	26	26	32	34

Plants

Fort	**+16**	**+22**	**+28**	**+34**
Ref	**+17**	**+19**	**+25**	**+28**
Will	**+12**	**+16**	**+22**	**+26**
hp	**104**	**176**	**264**	**368**
Immune	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Resists	Acid			

Offense & Actions

Speed	10 ft.			
Melee	Melee Bite +20 (two-hand, grapple, unarmed, reach 10 ft.), Damage 1d6+7 piercing	Melee Bite +29 (grapple, unarmed, reach 15 ft.), Damage 1d8+7 piercing	Melee Bite +38 (grapple, unarmed, reach 15 ft.), Damage 2d6+10 piercing	Melee Bite +46 (grapple, unarmed, reach 20 ft.), Damage 3d6+12 piercing
Engulf	**Damage** 2d6 + 1d6 acid	**Damage** 3d6 + 2d6 acid	**Damage** 5d6 + 3d6 acid	**Damage** 8d6 + 4d6 acid

If a giant flytrap begins its turn with an opponent at least two size categories smaller than itself grappled in one of its mouths, it can close its jaws completely around the foe by making a new grapple check. If it succeeds, it engulfs the prey and inflicts bludgeoning and acid damage as the cavity floods with digestive enzymes. The seal formed is airtight, so an engulfed creature risks suffocation. Engulf is a special form of pinning, and an engulfed creature can escape in the same way as he can from being pinned, but since an engulfed creature is contained wholly inside the plant's jaws, the flytrap's victim cannot be targeted by effects or attacks that require line of sight or line of effect. A giant flytrap that is grappling or pinning a foe cannot attack other targets with that bite, but is not otherwise hindered.

Other Abilities

Innate Spells	-
Spellcasting	-

OSR

Flytrap (Giant)

	Low	Moderate	Advanced	Elite
Environment	Temperate Swamps			
Rarity	Uncommon			
Role	Lurker / Elite			
# Encountered	Solitary, Pair, or Grove (3-6x)			
Treasure	Incidental			

		Low	Moderate	Advanced	Elite
AC	Armor Class	7 [12]	6 [13]	5 [14]	5 [14]
HD	Hit Dice	5	6	8	9
ATT	Attacks	Bite 1d6	Bite 1d8	Bite 2d6	Bite 3d6
THACO		15 [+4]	14 [+5]	12 [+7]	12 [+7]
MV	Move	30' (10')			
SV	Saves				
	D Death	**10**	**8**	**6**	**6**
	W Wand	**11**	**9**	**7**	**7**
	P Paralysis	**12**	**10**	**8**	**8**
	B Breath	**13**	**10**	**8**	**8**
	S Spell	**14**	**12**	**10**	**10**
	U ***Unified***	**12**	**10**	**8**	**8**
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	275	650	900	1,100

Special Abilities

Engulf The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Each victim may attempt a Breath save to avoid being engulfed - on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents cannot move, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature.

Flytrap (Giant)

	Low	Moderate	Advanced	Elite
Environment	Temperate Swamps			
Rarity	Uncommon			
Role	Lurker / Elite			
# Encountered	Solitary, Pair, or Grove (3-6x)			
Treasure	Incidental			

Init	Initiative	+0	+1	+1	+1
Atk	Attacks	Bite +6 melee (1d6+2)	Bite +6 melee (1d8+2)	Bite +6 melee (2d6+3)	Bite +6 melee (2d6+4)
Crit	Critical Hits	20+:M/d8	20+:M/d10	20+:M/d12	20+:M/d12
AC	Armor Class	12	13	14	14
HD	Hit Dice	3d8 + 3	4d8 + 4	6d8 + 6	7d8 + 7
MV	Move	10′			
ACT	Action Dice	1d24+1d20	2d24	2d24+1d20	2d24+1d20
SV	Saves				
	Fort	+7	+11	+14	+17
	Ref	+6	+5	+7	+8
	Will	+3	+3	+5	+7
AL	Alignment	N			

Special Abilities

Engulf The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Each victim may attempt a Reflex save to avoid being engulfed - on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents cannot move, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature.

Fungal Crawler

	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Swarm (3-12x)			
Treasure	None			

CR	**4**	**8**	**12**	**17**
Align / Size	**TN Small**	**TN Small**	**TN Small**	**TN Small**
HD / Type	Aberration 4	Aberration 8	Aberration 12	Aberration 17
Initiative	+9	+9	+9	+9
Senses	**Perception** +6 **Darkvision** 60’	**Perception** +9 **Darkvision** 60’	**Perception** +12 **Darkvision** 60’	**Perception** +16 **Darkvision** 60’
Defense				
AC	**16** **touch** 16; **ff** 11 +1 Size; +5 Dex	**16** **touch** 16; **ff** 11 +1 Size; +5 Dex	**16** **touch** 16; **ff** 11 +1 Size; +5 Dex	**16** **touch** 16; **ff** 11 +1 Size; +5 Dex
hp	**29** (4d8)+8	**58** (8d8)+16	**86** (1d10)	**125** (17d8)+34
Saves	**Fort** +3 **Ref** +6 **Will** +5	**Fort** +4 **Ref** +7 **Will** +7	**Fort** +6 **Ref** +9 **Will** +9	**Fort** +9 **Ref** +12 **Will** +11
Def Abilities	**Defensive** Abilities Plant Defenses; **Immunities** Mind-Affecting Effects, Paralysis, Poison, Polymorph, Sleep, Stunning			
Offense				
Movement	20’; Climb 40’			
Attacks	**Melee** bite +6 (1d6+2) or **Melee** claw +6/+6 (1d4+2)	**Melee** bite +9 (1d8+2) or **Melee** claw +9/+9 (1d6+2)	**Melee** bite +14 (1d8+3) or **Melee** claw +14/+14 (1d6+3)	**Melee** bite +17 (1d8+3) or **Melee** claw +17/+17 (1d6+3)
Space / Reach	5’ / 5’	5’ / 5’	5’ / 5’	5’ / 5’
Special Atks	Leap, Poison (bite, DC 14)	Leap, Poison (bite, DC 16)	Leap, Poison (bite, DC 18)	Leap, Poison (bite, DC 20)
Statistics				

Ability Scores	**Str** 14 **Dex** 20 **Con** 15 **Int** 2 **Wis** 13 **Cha** 7	**Str** 15 **Dex** 20 **Con** 15 **Int** 2 **Wis** 13 **Cha** 7	**Str** 16 **Dex** 20 **Con** 15 **Int** 2 **Wis** 13 **Cha** 7	**Str** 17 **Dex** 20 **Con** 15 **Int** 2 **Wis** 13 **Cha** 7
Core Attack	**Base Atk** +3 **CMB** +4 **CMD** 19 23 vs. trip	**Base Atk** +6 **CMB** +7 **CMD** 22 26 vs. trip	**Base Atk** +9 **CMB** +11 **CMD** 26 30 vs. trip	**Base Atk** +12 **CMB** +14 **CMD** 29 33 vs. trip
Feats	Improved Initiative, Step Up	Improved Initiative, Improved Natural Attack (Bite, Claw), Step Up	Improved Initiative, Improved Natural Attack (Bite, Claw), Step Up, Weapon Focus (Bite, Claw)	Combat Reflexes, Great Fortitude, Improved Initiative, Improved Natural Attack (Bite, Claw), Lightning Reflexes, Step Up, Weapon Focus (Bite, Claw)
Skills	Acrobatics +10, Appraise -4, Artistry -4, Bluff -2, Climb +10, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +7, Heal +1, Intimidate -2, Perception +6, Perform (Untrained) -2, Ride +5, Sense Motive +1, Stealth +9, Survival +1, Swim +2	Acrobatics +11, Appraise -4, Artistry -4, Bluff -2, Climb +10, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +7, Heal +1, Intimidate -2, Perception +9, Perform (Untrained) -2, Ride +5, Sense Motive +1, Stealth +9, Survival +1, Swim +2	Acrobatics +12, Appraise -4, Artistry -4, Bluff -2, Climb +11, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +7, Heal +1, Intimidate -2, Perception +12, Perform (Untrained) -2, Ride +5, Sense Motive +1, Stealth +9, Survival +1, Swim +3	Acrobatics +13, Appraise -4, Artistry -4, Bluff -2, Climb +11, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +7, Heal +1, Intimidate -2, Perception +16, Perform (Untrained) -2, Ride +5, Sense Motive +1, Stealth +9, Survival +1, Swim +3

Special Qualities & Abilities

Leap (Ex) A fungal crawler can perform a special kind of pounce attack by jumping into combat. When a fungal crawler charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but it cannot make a bite attack.

Plant Defenses (Ex) A fungal crawler is part plant and shares many of the immunities that plant creatures possess. A fungal crawler is immune to mind-affecting effects, paralysis, poison, polymorph, sleep, and stunning.

Poison (Ex) Bite - injury; save Fort DC 20; frequency 1/round for 4 rounds; effect 1d2 Str and 1d2 Con; cure 1 save.

Fungal Crawler



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Swarm (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	15 (natural armor)	15 (natural armor)
Hit Points	29	58	86	125
Speed	20 ft. Climb 40 ft.			
Size, Type, Alignment	Small aberration, unaligned	Small aberration, unaligned	Small aberration, unaligned	Small aberration, unaligned
Ability Scores / Saves	STR 12 (+1) DEX 17 (+3) CON 13 (+1) INT 1 (-5) WIS 11 (+0) CHA 5 (-3)	STR 13 (+1) DEX 17 (+3) CON 13 (+1) INT 1 (-5) WIS 11 (+0) CHA 5 (-3)	STR 14 (+2) DEX 17 (+3) CON 13 (+1) INT 1 (-5) WIS 11 (+0) CHA 5 (-3)	STR 15 (+2) DEX 17 (+3) CON 13 (+1) INT 1 (-5) WIS 11 (+0) CHA 5 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	**Saving Throw** Constitution DC 13	**Saving Throw** Constitution DC 14	**Saving Throw** Constitution DC 15	**Saving Throw** Constitution DC 17
	Poison Bite - injury; save Constitution; frequency 1/round for 4 rounds; effect 1d2 Strength and 1d2 Constitution damage; cure 1 save. Ability damage suffered from this effect may be restored with a long rest or any magical healing.			

	Low	Moderate	Advanced	Elite
Standard Actions	**Bite** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage. **Claw** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.	**Bite** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage. **Claw** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) slashing damage.	**Bite** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage. **Claw** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.	**Bite** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage. **Claw** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

P2E

Fungal Crawler

	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Swarm (3-12x)			
Treasure	None			

Level	CREATURE 4	CREATURE 8	CREATURE 12	CREATURE 16
Rarity	UNCOMMON	UNCOMMON	UNCOMMON	UNCOMMON
Alignment	TN	TN	TN	TN
Size	SMALL	SMALL	SMALL	SMALL
Other Traits	ABERRATION			
Perception	+9, darkvision	+13, darkvision	+19, darkvision	+24, darkvision
Languages	-			
Skills	Acrobatics +11, Athletics +8, Crafting +2, Diplomacy +4, Deception +4, Medicine +7, Intimidation +4, Performance +4, Stealth +11, Survival +7	Acrobatics +15, Athletics +12, Crafting +6, Diplomacy +8, Deception +8, Medicine +11, Intimidation +8, Performance +8, Stealth +15, Survival +11	Acrobatics +19, Athletics +17, Crafting +10, Diplomacy +12, Deception +12, Medicine +15, Intimidation +12, Performance +12, Stealth +19, Survival +15	Acrobatics +24, Athletics +22, Crafting +15, Diplomacy +17, Deception +17, Medicine +20, Intimidation +17, Performance +17, Stealth +24, Survival +20
Ability Scores	Str +2, Dex +5, Con +2, Int -4, Wis +1, Cha -2	Str +2, Dex +5, Con +2, Int -4, Wis +1, Cha -2	Str +3, Dex +5, Con +2, Int -4, Wis +1, Cha -2	Str +3, Dex +5, Con +2, Int -4, Wis +1, Cha -2
Items	-	-	-	-
Defense				
AC	21	23	25	28
Fort	+8	+12	+16	+21
Ref	+11	+15	+19	+24
Will	+7	+11	+15	+20
hp	34	68	102	144

Immune	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Resists	-			

Offense & Actions

Speed	20 ft. Climb 40 ft.			
Melee	Melee Bite +7 (unarmed, reach 5 ft.), Damage 1d6+2 piercing	Melee Bite +14 (unarmed, reach 5 ft.), Damage 1d8+2 piercing	Melee Bite +23 (unarmed, reach 5 ft.), Damage 1d8+3 piercing	Melee Bite +30 (unarmed, reach 5 ft.), Damage 1d8+3 piercing
	Melee Claw +7 (unarmed, reach 5 ft.), Damage 1d4+2 slashing	Melee Claw +14 (unarmed, reach 5 ft.), Damage 1d6+2 slashing	Melee Claw +23 (unarmed, reach 5 ft.), Damage 1d6+3 slashing	Melee Claw +30 (unarmed, reach 5 ft.), Damage 1d6+3 slashing
Poison	**Saving Throw** Fortitude 14	**Saving Throw** Fortitude 16	**Saving Throw** Fortitude 18	**Saving Throw** Fortitude 20

Poison Bite - injury; save Fortitude; frequency 1/round for 4 rounds; effect 50% chance of +1 level of Enfeebled condition and 50% chance of +1 level of Drained condition; cure 1 save.

Other Abilities

Innate Spells	-
Spellcasting	-

Fungal Crawler

	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Swarm (3-12x)			
Treasure	None			

		Low	Moderate	Advanced	Elite
AC	Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD	Hit Dice	3	5	6	8
ATT	Attacks	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 1d10 or Claw 1d6	Bite 2d6 or Claw 1d8
THACO		17 [+2]	15 [+4]	14 [+5]	12 [+7]
MV	Move	60' (20') Climb 120' (40')			
SV	Saves				
	D Death	**10**	**10**	**8**	**6**
	W Wand	**11**	**11**	**9**	**7**
	P Paralysis	**12**	**12**	**10**	**8**
	B Breath	**13**	**13**	**10**	**8**
	S Spell	**14**	**14**	**12**	**10**
	U ***Unified***	**12**	**12**	**10**	**8**
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	75	275	650	900

Special Abilities

Poison Bite - injury; save Death; frequency 1/round for 4 rounds; effect 1d2 Strength and 1d2 Constitution damage; cure 1 save.

DCC

Fungal Crawler

	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Swarm (3-12x)			
Treasure	None			

Init	Initiative	+1	+1	+1	+1
Atk	Attacks	Bite +1 melee (1d6+1) or Claw +1 melee (1d4+1)	Bite +1 melee (1d8+1) or Claw +1 melee (1d6+1)	Bite +1 melee (1d10+1) or Claw +1 melee (1d6+1)	Bite +2 melee (2d6+1) or Claw +2 melee (1d8+1)
Crit	Critical Hits	20+:M/d8	20+:M/d8	20+:M/d10	20+:M/d12
AC	Armor Class	10	10	10	10
HD	Hit Dice	2d8 + 2	3d8 + 3	4d8 + 4	6d8 + 6
MV	Move	20′, Climb 40′			
ACT	Action Dice	1d24	1d24+1d20	2d24	1d24+2d20
SV	Saves				
	Fort	+2	+3	+4	+6
	Ref	+4	+5	+6	+8
	Will	+3	+5	+6	+7
AL	Alignment	N			

Special Abilities

Poison Bite - injury; save Fortitude; frequency 1/round for 4 rounds; effect 1d2 Strength and 1d2 Constitution damage; cure 1 save.

Treant

	Low	Moderate	Advanced	Elite
Terrain	Any Forest			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary or Grove (2-7x)			
Treasure	Standard			
CR	**8**	**12**	**16**	**20**
Align / Size	**NG Large**	**NG Huge**	**NG Huge**	**NG Gargantuan**
HD / Type	Plant 8	Plant 12	Plant 16	Plant 20
Initiative	+1	-1	+1	+0
Senses	**Perception** +13 **Low-Light Vision**	**Perception** +13 **Low-Light Vision**	**Perception** +26 **Low-Light Vision**	**Perception** +27 **Low-Light Vision**
Defense				
AC	**22** **touch** 10; **ff** 21 -1 Size; +1 Dex; +12 Natural	**21** **touch** 7; **ff** 21 -2 Size; -1 Dex; +14 Natural	**25** **touch** 9; **ff** 24 -2 Size; +1 Dex; +16 Natural	**25** **touch** 6; **ff** 25 -4 Size; +19 Natural
hp	**59** (8d8)+24	**123** (12d8)+60	**204** (16d8)+128	**293** (20d8)+200
Saves	**Fort** +9 **Ref** +3 **Will** +7	**Fort** +13 **Ref** +4 **Will** +9	**Fort** +18 **Ref** +6 **Will** +12	**Fort** +22 **Ref** +6 **Will** +13
Def Abilities	**DR** 10/slashing; **Immunities** Mind-Affecting Effects, Paralysis, Poison, Polymorph, Sleep,; Stunning; **Weaknesses** Vulnerability to Fire			
Offense				
Movement	30’			
Attacks	**Ranged** rock +5/+0 (2d6+10) or **Melee** slam +13/+13 (2H: 1d10+10)	**Ranged** rock +7/+2 (2d6+13) or **Melee** slam +17/+17 (2d6+9/19-20)	**Ranged** rock (medium) +12/+7/+2 (2d6+16) or **Melee** slam +22/+22 (3d6+11/19-20)	**Ranged** rock (medium) +12/+7/+2 (2d6+21) or **Melee** slam +26/+26 (4d6+14/19-20)
Space / Reach	10’ / 10’	15’ / 15’	15’ / 15’	20’ / 20’
Special Atks	Rock Throwing (180 ft.), Trample (2d6+10, DC 21)	Rock Throwing (180 ft.), Trample (2d6+13, DC 25)	Rock Throwing (180 ft.), Trample (2d6+16, DC 31)	Rock Throwing (180 ft.), Trample (2d6+21, DC 36)
Statistics				

Ability Scores	**Str** 24 **Dex** 12 **Con** 17 **Int** 12 **Wis** 16 **Cha** 13	**Str** 29 **Dex** 8 **Con** 21 **Int** 12 **Wis** 16 **Cha** 13	**Str** 33 **Dex** 12 **Con** 26 **Int** 16 **Wis** 20 **Cha** 17	**Str** 38 **Dex** 10 **Con** 30 **Int** 16 **Wis** 20 **Cha** 17
Core Attack	**Base Atk** +6 **CMB** +14 **CMD** 25	**Base Atk** +9 **CMB** +20 +22 sunder **CMD** 29 31 vs. sunder	**Base Atk** +12 **CMB** +25 +27 sunder **CMD** 36 38 vs. sunder	**Base Atk** +15 **CMB** +33 +35 sunder **CMD** 43 45 vs. sunder
Feats	Alertness, Iron Will, Power Attack, Weapon Focus (Slam)	Alertness, Improved Critical (Slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (Slam)	Ability Focus (Trample), Alertness, Improved Critical (Slam), Improved Natural Attack (Slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (Slam)	Ability Focus (Trample), Alertness, Crippling Critical, Critical Focus, Improved Critical (Slam), Improved Natural Attack (Slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (Slam)
Skills	Acrobatics +1, Appraise +1, Artistry +1, Bluff +1, Climb +7, Craft (Untrained) +1, Diplomacy +5, Disguise +1, Escape Artist +1, Fly -1, Heal +3, Intimidate +6, Knowledge (Nature) +6, Perception +13, Perform (Untrained) +1, Ride +1, Sense Motive +10, Stealth -3, Survival +3, Swim +7	Acrobatics -1, Appraise +1, Artistry +1, Bluff +1, Climb +9, Craft (Untrained) +1, Diplomacy +9, Disguise +1, Escape Artist -1, Fly -5, Heal +3, Intimidate +9, Knowledge (Nature) +9, Perception +13, Perform (Untrained) +1, Ride -1, Sense Motive +12, Stealth -9, Survival +3, Swim +9	Acrobatics +1, Appraise +3, Artistry +3, Bluff +10, Climb +11, Craft (Untrained) +3, Diplomacy +15, Disguise +3, Escape Artist +6, Fly -3, Heal +5, Intimidate +17, Knowledge (Nature) +17, Perception +26, Perform (Untrained) +3, Ride +1, Sense Motive +23, Stealth -7, Survival +5, Swim +11	Appraise +3, Artistry +3, Bluff +16, Climb +14, Craft (Untrained) +3, Diplomacy +17, Disguise +3, Escape Artist +14, Fly -6, Heal +5, Intimidate +17, Knowledge (Nature) +18, Perception +27, Perform (Untrained) +3, Sense Motive +24, Stealth -12, Survival +5, Swim +14
Languages	Common, Sylvan, Treant			

Special Qualities & Abilities

Rock Throwing (Ex) You are an accomplished rock thrower and have a +1 racial bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage plus 1-1/2 your Strength bonus.

Trample (Ex) As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take 2d6+21 points of damage. Targets of a trample can make an attack of opportunity, but at a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex (DC 36) save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Crippling Critical You are able to maim a target and hinder its movement. Whenever you score a critical hit against an opponent, its speed is halved for 1 minute. A successful Fortitude save reduces this duration to 1d4 rounds. The DC of this save is equal to 10 + your base attack bonus. Against creatures with multiple types of movement, you must choose which movement type to affect. A flying creature hit by this attack must make a DC 10 Fly check to remain airborne, and has its maneuverability reduced by one step.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Improved Critical (Slam) Attacks made with your chosen weapon are quite deadly. When using the weapon you selected, your threat range is doubled.

Improved Sunder You are skilled at damaging your foes' weapons and armor. You do not provoke an attack of opportunity when performing a sunder combat maneuver. In addition, you receive a +2 bonus on checks made to sunder an item. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to sunder your gear.

Weapon Focus (Slam) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

5E

Treant

	Low	Moderate	Advanced	Elite
Terrain	Any Forest			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary or Grove (2-7x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	**17** (natural armor)	**17** (natural armor)	**18** (natural armor)	**18** (natural armor)
Hit Points	59	123	204	293
Speed	30 ft.			
Size, Type, Alignment	Large plant, neutral good	Huge plant, neutral good	Huge plant, neutral good	Gargantuan plant, neutral good
Ability Scores / Saves	**STR** 19 (+4) **DEX** 10 (+0) **CON** 15 (+2) **INT** 10 (+0) **WIS** 14 (+2) **CHA** 11 (+0)	**STR** 22 (+6) **DEX** 6 (-2) **CON** 18 (+4) **INT** 10 (+0) **WIS** 14 (+2) **CHA** 11 (+0)	**STR** 24 (+7) **DEX** 10 (+0) **CON** 20 (+5) **INT** 14 (+2) **WIS** 17 (+3) **CHA** 15 (+2)	**STR** 26 (+8) **DEX** 8 (-1) **CON** 22 (+6) **INT** 14 (+2) **WIS** 17 (+3) **CHA** 15 (+2)
Saving Throws	-	-	-	-
Resistances	all physical attacks except slashing			
Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	Vulnerability to Fire			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Common, Sylvan, Treant			
Challenge	**8**	**12**	**16**	**20**
Special Abilities & Qualities	**Saving Throw** Dexterity DC 15 **Damage** 2d6	**Saving Throw** Dexterity DC 18 **Damage** 3d6	**Saving Throw** Dexterity DC 20 **Damage** 4d6	**Saving Throw** Dexterity DC 22 **Damage** 6d6

Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take 1d6+6 points of damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

	Low	Moderate	Advanced	Elite
Special Abilities & Qualities	**Vulnerability to Fire** You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Standard Actions	**Rock** Ranged weapon attack: -1 to hit, one target. Hit 2d6+10 (17) bludgeoning damage. **Slam** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+10 (16) bludgeoning damage.	**Rock** Ranged weapon attack: -4 to hit, one target. Hit 2d6+13 (20) bludgeoning damage. **Slam** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+9/19-00 (16) bludgeoning damage.	**Rock** Ranged weapon attack: -1 to hit, one target. Hit 2d6+16 (23) bludgeoning damage. **Slam** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+11/19-00 (22) bludgeoning damage.	**Rock** Ranged weapon attack: -1 to hit, one target. Hit 2d6+21 (28) bludgeoning damage. **Slam** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+14/19-00 (28) bludgeoning damage.



Illustration 12: Treant

OSR

Treant

	Low	Moderate	Advanced	Elite
Environment	Any Forest			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary or Grove (2-7x)			
Treasure	Standard			

AC	Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD	Hit Dice	5	6	7	9
ATT	Attacks	Rock 2d6 or Slam 1d10	Rock 2d6 or Slam 2d6	Rock 2d6 or Slam 3d6	Rock 2d6 or Slam 4d6
THACO		15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV	Move	90' (30')			
SV	Saves				
	D Death	**10**	**8**	**6**	**6**
	W Wand	**11**	**9**	**7**	**7**
	P Paralysis	**12**	**10**	**8**	**8**
	B Breath	**13**	**10**	**8**	**8**
	S Spell	**14**	**12**	**10**	**10**
	U ***Unified***	**12**	**10**	**8**	**8**
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	275	650	900	1,100

Special Abilities

Trample — You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Vulnerability to Fire — You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

DCC

Treant

	Low	Moderate	Advanced	Elite
Environment	Any Forest			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary or Grove (2-7x)			
Treasure	Standard			

Init	Initiative	-3	-3	-2	-2
Atk	Attacks	Rock -1 ranged (2d6+3) or Slam +5 melee (1d10+3)	Rock -4 ranged (2d6+4) or Slam +6 melee (1d6+9)	Rock -1 ranged (2d6+5) or Slam +5 melee (2d6+11)	Rock -1 ranged (2d6+7) or Slam +7 melee (3d6+14)
Crit	Critical Hits	20+:M/d8	19+:M/d10	19+:M/d10	19+:M/d12
AC	Armor Class	12	12	13	13
HD	Hit Dice	3d8 + 3	4d8 + 4	5d8 + 5	7d8 + 7
MV	Move	30′			
ACT	Action Dice	2d24	1d24+2d20	2d24+1d20	3d24
SV	Saves				
	Fort	+6	+9	+12	+15
	Ref	+2	+2	+4	+4
	Will	+5	+6	+8	+9
AL	Alignment	N			

Special Abilities

Trample — You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Reflex save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Vulnerability to Fire — You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Pathfinder

Ghoul

	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary, Gang (2-4x), or Pack (7-12x)			
Treasure	Standard			
CR	**2**	**6**	**10**	**14**
Align / Size	**CE Medium**	**CE Medium**	**CE Medium**	**CE Medium**
HD / Type	Undead 2	Undead 6	Undead 10	Undead 14
Initiative	+2	+2	+2	+2
Senses	**Perception** +7 **Darkvision** 60'	**Perception** +11 **Darkvision** 60'	**Perception** +19 **Darkvision** 60'	**Perception** +23 **Darkvision** 60'
Defense				
AC	**14** **touch** 12; **ff** 12 +2 Dex; +2 Natural	**14** **touch** 12; **ff** 12 +2 Dex; +2 Natural	**15** **touch** 13; **ff** 12 +2 Dex; +2 Natural; +1 Dodge	**15** **touch** 13; **ff** 12 +2 Dex; +2 Natural; +1 Dodge
hp	**7** (2d8)+4	**21** (6d8)+12	**46** (10d8)+20	**75** (14d8)+28
Saves	**Fort** +2 **Ref** +2 **Will** +5	**Fort** +4 **Ref** +4 **Will** +7	**Fort** +5 **Ref** +5 **Will** +9	**Fort** +6 **Ref** +6 **Will** +11
Def Abilities	Channel Resistance +2; **Immunities** Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning			
Offense				
Movement	30'			
Attacks	**Melee** bite +3 (1d6+1) or **Melee** claw +3/+3 (1d6+1)	**Melee** bite +6 (1d8+2) or **Melee** claw +6/+6 (1d8+2)	**Melee** bite +9 (1d8+2) or **Melee** claw +9/+9 (1d8+2)	**Melee** bite +14 (1d8+3) or **Melee** claw +14/+14 (1d8+3)
Space / Reach	5' / 5'	5' / 5'	5' / 5'	5' / 5'
Special Atks	Disease (DC 13), Paralysis (DC 13)	Disease (DC 15), Paralysis (DC 15)	Disease (DC 17), Paralysis (DC 17)	Disease (DC 19), Paralysis (DC 19)
Statistics				

Ability Scores	**Str** 13 **Dex** 15 **Con** * **Int** 13 **Wis** 14 **Cha** 14	**Str** 14 **Dex** 15 **Con** * **Int** 13 **Wis** 14 **Cha** 14	**Str** 15 **Dex** 15 **Con** * **Int** 13 **Wis** 14 **Cha** 14	**Str** 16 **Dex** 15 **Con** * **Int** 13 **Wis** 14 **Cha** 14
Core Attack	**Base Atk** +1 **CMB** +2 **CMD** 14	**Base Atk** +4 **CMB** +6 **CMD** 18	**Base Atk** +7 **CMB** +9 **CMD** 22	**Base Atk** +10 **CMB** +13 **CMD** 26
Feats	Weapon Finesse	Improved Natural Attack (Bite, Claw), Weapon Finesse	Alertness, Dodge, Improved Natural Attack (Bite, Claw), Weapon Finesse	Alertness, Dodge, Improved Natural Attack (Bite, Claw), Weapon Finesse, Weapon Focus (Bite, Claw)
Skills	Acrobatics +4, Appraise +1, Bluff +2, Climb +6, Craft (Untrained) +1, Diplomacy +2, Disguise +2, Escape Artist +2, Fly +2, Heal +2, Intimidate +2, Perception +7, Perform (Untrained) +2, Ride +2, Sense Motive +2, Stealth +7, Survival +2, Swim +3	Acrobatics +8, Appraise +1, Bluff +2, Climb +9, Craft (Untrained) +1, Diplomacy +2, Disguise +2, Escape Artist +2, Fly +2, Heal +2, Intimidate +11, Perception +11, Perform (Untrained) +2, Ride +2, Sense Motive +2, Stealth +11, Survival +2, Swim +4	Acrobatics +12, Appraise +1, Bluff +2, Climb +13, Craft (Untrained) +1, Diplomacy +2, Disguise +2, Escape Artist +2, Fly +2, Heal +2, Intimidate +15, Perception +19, Perform (Untrained) +2, Ride +2, Sense Motive +4, Stealth +15, Survival +2, Swim +4	Acrobatics +16, Appraise +1, Bluff +2, Climb +18, Craft (Untrained) +1, Diplomacy +2, Disguise +2, Escape Artist +2, Fly +2, Heal +2, Intimidate +19, Perception +23, Perform (Untrained) +2, Ride +2, Sense Motive +4, Stealth +19, Survival +2, Swim +5
Languages	Common			

Special Qualities & Abilities

Channel Resistance (Ex) You are less easily affected by clerics or paladins. You add +2 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Disease (Su) Ghoul Fever: Bite--injury; save Fort DC 19; onset 1 day; frequency 1 day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Paralysis (Su) This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can resist it with a Fortitude saving throw DC 19. Unlike hold person and similar effects, a paralysis effect does not allow a new save each round.

Feats

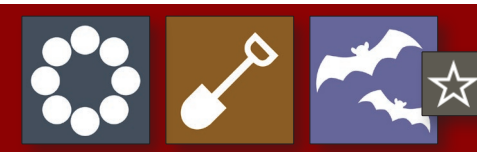
Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Weapon Focus (Bite, Claw) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

5E

Ghoul



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary, Gang (2-4x), or Pack (7-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	15 (natural armor)	15 (natural armor)
Hit Points	7	21	46	75
Speed	30 ft.			
Size, Type, Alignment	Medium undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil
Ability Scores / Saves	STR 11 (+0) DEX 13 (+1) CON 10 (+0) INT 11 (+0) WIS 12 (+1) CHA 12 (+1)	STR 12 (+1) DEX 13 (+1) CON 10 (+0) INT 11 (+0) WIS 12 (+1) CHA 12 (+1)	STR 13 (+1) DEX 13 (+1) CON 10 (+0) INT 11 (+0) WIS 12 (+1) CHA 12 (+1)	STR 14 (+2) DEX 13 (+1) CON 10 (+0) INT 11 (+0) WIS 12 (+1) CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Common			
Challenge	2	6	10	14
Special Abilities & Qualities	**Channel Resistance** You are less easily affected by clerics or paladins. You gain advantange on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.			

	Low	Moderate	Advanced	Elite
Special Abilities & Qualities	**Saving Throw** Constitution DC 13	**Saving Throw** Constitution DC 14	**Saving Throw** Constitution DC 15	**Saving Throw** Constitution DC 16
	Disease Ghoul Fever: Bite-injury; save Constitution; onset 1 day; frequency 1 day; effect 1d3 Constitution damage and 1d3 Dexterity damage; cure 2 consecutive saves. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast. Ability damage suffered from this condition may only be restored via a restoration spell or more powerful healing magic.			
Special Abilities & Qualities	**Saving Throw** Constitution DC 13	**Saving Throw** Constitution DC 14	**Saving Throw** Constitution DC 15	**Saving Throw** Constitution DC 16
	Paralysis This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can resist it with a Constitution saving throw. Unlike hold person and similar effects, a paralysis effect does not allow a new save each round.			
Standard Actions	**Bite** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage. **Claw** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) slashing damage.	**Bite** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage. **Claw** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) slashing damage.	**Bite** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage. **Claw** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) slashing damage.	**Bite** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage. **Claw** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) slashing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

P2E

Ghoul

	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary, Gang (2-4x), or Pack (7-12x)			
Treasure	Standard			

Level	CREATURE 2	CREATURE 6	CREATURE 10	CREATURE 14
Rarity	UNCOMMON	UNCOMMON	UNCOMMON	COMMON
Alignment	CE	CE	CE	CE
Size	MEDIUM	MEDIUM	MEDIUM	MEDIUM
Other Traits	UNDEAD, GHOUL			
Perception	+8, darkvision	+14, darkvision	+18, darkvision	+24, darkvision
Languages	Common			
Skills	Acrobatics +6, Athletics +6, Crafting +5, Diplomacy +6, Deception +6, Medicine +6, Intimidation +6, Performance +6, Stealth +7, Survival +6	Acrobatics +8, Athletics +9, Crafting +9, Diplomacy +10, Deception +10, Medicine +10, Intimidation +10, Performance +10, Stealth +10, Survival +10	Acrobatics +14, Athletics +14, Crafting +13, Diplomacy +14, Deception +14, Medicine +14, Intimidation +14, Performance +14, Stealth +14, Survival +14	Acrobatics +18, Athletics +19, Crafting +17, Diplomacy +18, Deception +18, Medicine +18, Intimidation +18, Performance +18, Stealth +18, Survival +18
Ability Scores	Str +1, Dex +2, Con +0, Int +1, Wis +2, Cha +2	Str +2, Dex +2, Con +0, Int +1, Wis +2, Cha +2	Str +2, Dex +2, Con +0, Int +1, Wis +2, Cha +2	Str +3, Dex +2, Con +0, Int +1, Wis +2, Cha +2
Items	-	-	-	-
Defense				
AC	15	17	19	21
Fort	+2	+4	+5	+6
Ref	+6	+10	+14	+18
Will	+6	+10	+14	+18
hp	13	21	46	75

Immune	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Resists/ Vulnerable	-			

Offense & Actions

Speed	30 ft.			
Melee	Melee Bite +3 (unarmed, reach 5 ft.), Damage 1d6+1 piercing	Melee Bite +12 (unarmed, reach 5 ft.), Damage 1d8+2 piercing	Melee Bite +16 (unarmed, reach 5 ft.), Damage 1d8+2 piercing	Melee Bite +25 (unarmed, reach 5 ft.), Damage 1d8+3 piercing
	Melee Claw +3 (unarmed, reach 5 ft.), Damage 1d6+1 slashing	Melee Claw +12 (unarmed, reach 5 ft.), Damage 1d8+2 slashing	Melee Claw +16 (unarmed, reach 5 ft.), Damage 1d8+2 slashing	Melee Claw +25 (unarmed, reach 5 ft.), Damage 1d8+3 slashing
Channel Resistance	**Channel Resistance** You are less easily affected by clerics or paladins. You add +2 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.			
Disease	**Saving Throw** Fortitude 14	**Saving Throw** Fortitude 14	**Saving Throw** Fortitude 16	**Saving Throw** Fortitude 18
	Disease Ghoul Fever: Bite-injury; save Fortitude; onset 1 day; frequency 1 day; effect +1 level of Drained condition and +1 level of Sluggish condition; cure 2 consecutive saves. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.			
Paralysis	**Saving Throw** Fortitude 14	**Saving Throw** Fortitude 14	**Saving Throw** Fortitude 16	**Saving Throw** Fortitude 18
	This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can resist it with a Constitution saving throw. Unlike hold person and similar effects, a paralysis effect does not allow a new save each round.			

Other Abilities

Innate Spells	-
Spellcasting	-

OSR

Ghoul

	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary, Gang (2-4x), or Pack (7-12x)			
Treasure	Standard			

AC	Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD	Hit Dice	2	4	5	7
ATT	Attacks	Bite 1d6 or Claw 1d6	Bite 1d8 or Claw 1d8	Bite 1d8 or Claw 1d8	Bite 1d8 or Claw 1d8
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV	Move	90' (30')			
SV	Saves				
	D Death	**12**	**10**	**8**	**8**
	W Wand	**13**	**11**	**9**	**9**
	P Paralysis	**14**	**12**	**10**	**10**
	B Breath	**15**	**13**	**10**	**10**
	S Spell	**16**	**14**	**12**	**12**
	U ***Unified***	**14**	**12**	**10**	**10**
ML	Morale	9	9	9	9
AL	Alignment	Chaotic			
XP	Experience	20	175	450	900

Special Abilities

Channel Resistance — You are less easily affected by clerics or paladins. You gain a +r bonus on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Disease — Ghoul Fever: Bite-injury; save Death; onset 1 day; frequency 1 day; effect 1d3 Constitution damage and 1d3 Dexterity damage; cure 2 consecutive saves. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Paralysis — This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can resist it with a Paralysis saving throw. Unlike hold person and similar effects, a paralysis effect does not allow a new save each round.

DCC

Ghoul

	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary, Gang (2-4x), or Pack (7-12x)			
Treasure	Standard			

Init	Initiative	-2	-2	-2	-2
Atk	Attacks	Bite +1 melee (1d6) or Claw +1 melee (1d6)	Bite +1 melee (1d8+1) or Claw +1 melee (1d8+1)	Bite +1 melee (1d8+1) or Claw +1 melee (1d8+1)	Bite +2 melee (1d8+1) or Claw +2 melee (1d8+1)
Crit	Critical Hits	20+:U/d6	20+:U/d6	20+:U/d8	20+:U/d10
AC	Armor Class	10	10	10	10
HD	Hit Dice	2d8 + 2	2d8 + 2	3d8 + 3	5d8 + 5
MV	Move	30′			
ACT	Action Dice	1d20	1d24	1d24+1d20	2d24
SV	Saves				
	Fort	+1	+3	+3	+4
	Ref	+1	+3	+3	+4
	Will	+3	+5	+6	+7
AL	Alignment	C			

Special Abilities

Channel Resistance	You are less easily affected by clerics or paladins. You gain a +r bonus on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.
Disease	Ghoul Fever: Bite-injury; save Fortitude; onset 1 day; frequency 1 day; effect 1d3 Constitution damage and 1d3 Agility damage; cure 2 consecutive saves. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.
Paralysis	This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can resist it with a Will saving throw. Unlike hold person and similar effects, a paralysis effect does not allow a new save each round.

Pathfinder

Mummy

	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary, Warden Squad (2-6x), or Guardian Detail (7-12x)			
Treasure	Standard			

CR	**8**	**12**	**16**	**20**
Align / Size	**LE Medium**	**LE Medium**	**LE Medium**	**LE Large**
HD / Type	Undead 8	Undead 12	Undead 16	Undead 20
Initiative	+0	+0	+2	+1
Senses	**Perception** +16 **Darkvision** 60' **Aura** Despair (30', Will DC 16)	**Perception** +23 **Darkvision** 60' **Aura** Despair (30', Will DC 20)	**Perception** +29 **Darkvision** 60' **Aura** Despair (30', Will DC 24)	**Perception** +33 **Darkvision** 60' **Aura** Despair (30', Will DC 26)
Defense				
AC	**20** **touch** 19; **ff** 20 +10 Natural	**20** **touch** 19; **ff** 20 +10 Natural	**24** **touch** 12; **ff** 22 +2 Dex; +12 Natural	**25** **touch** 10; **ff** 24 -1 Size; +1 Dex; +15 Natural
hp	**59** (8d8)+24	**87** (12d8)+36	**155** (16d8)+80	**196** (20d8)+100
Saves	**Fort** +4 **Ref** +2 **Will** +8	**Fort** +6 **Ref** +4 **Will** +10	**Fort** +9 **Ref** +7 **Will** +14	**Fort** +10 **Ref** +7 **Will** +16
Def Abilities	**DR** 5/-; **Immunities** Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning; **Weaknesses** Vulnerability to Fire			
Offense				
Movement	20'			
Attacks	**Melee** slam +14 (1d8+10)	**Melee** slam +17 (2d6+10)	**Melee** slam +23 (2d6+15)	**Melee** slam +27 (3d6+18)
Space / Reach	5' / 5'	5' / 5'	5' / 5'	10' / 10'
Special Atks	Despair (DC 16), Mummy Rot (DC 16)	Despair (DC 20), Mummy Rot (DC 20)	Despair (DC 24), Mummy Rot (DC 24)	Despair (DC 26), Mummy Rot (DC 26)
Statistics				

Ability Scores	**Str** 24 **Dex** 10 **Con** * **Int** 6 **Wis** 15 **Cha** 15	**Str** 25 **Dex** 10 **Con** * **Int** 6 **Wis** 15 **Cha** 15	**Str** 30 **Dex** 14 **Con** * **Int** 10 **Wis** 19 **Cha** 19	**Str** 35 **Dex** 12 **Con** * **Int** 10 **Wis** 19 **Cha** 19
Core Attack	**Base Atk** +6 **CMB** +13 **CMD** 23	**Base Atk** +9 **CMB** +16 **CMD** 26	**Base Atk** +12 **CMB** +22 **CMD** 34	**Base Atk** +15 **CMB** +28 **CMD** 39
Feats	Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (Slam)	Ability Focus (Despair, Mummy Rot), Improved Natural Attack (Slam), Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (Slam)	Ability Focus (Despair, Mummy Rot), Dazing Assault, Furious Focus, Improved Natural Attack (Slam), Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (Slam)	Ability Focus (Despair, Mummy Rot), Bloody Assault, Dazing Assault, Devastating Assault, Furious Focus, Improved Natural Attack (Slam), Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (Slam)
Skills	Appraise -2, Artistry -2, Bluff +2, Climb +7, Craft (Untrained) -2, Diplomacy +2, Disguise +2, Heal +2, Intimidate +2, Perception +16, Perform (Untrained) +2, Sense Motive +2, Stealth +11, Survival +2, Swim +7	Appraise -2, Artistry -2, Bluff +2, Climb +7, Craft (Untrained) -2, Diplomacy +2, Disguise +2, Heal +2, Intimidate +2, Perception +23, Perform (Untrained) +2, Sense Motive +2, Stealth +15, Survival +2, Swim +7	Acrobatics +2, Bluff +4, Climb +10, Diplomacy +4, Disguise +4, Escape Artist +2, Fly +2, Heal +4, Intimidate +23, Perception +29, Perform (Untrained) +4, Ride +2, Sense Motive +23, Stealth +21, Survival +4, Swim +10	Acrobatics +1, Bluff +4, Climb +12, Diplomacy +4, Disguise +4, Escape Artist +1, Fly -1, Heal +4, Intimidate +27, Perception +33, Perform (Untrained) +4, Ride +1, Sense Motive +27, Stealth +20, Survival +4, Swim +12
Languages	Common			

Special Qualities & Abilities

Despair (Su) All creatures within a 30-foot radius that see you must make a DC 26 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

Mummy Rot (Su) Curse and disease, make fortitude save (DC 26) every day or lose 1d6 constitution and charisma. Make successful remove curse (DC 0) and magical heal (DC 20). Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 26 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a resurrection or greater magic. The save DC is Charisma-based.

Feats

Bloody Assault Sacrificing accuracy, you can inflict bloody wounds that are slow to heal. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to inflict 1d4 points of bleed damage with your weapon melee attacks, in addition to the normal damage dealt by the weapon. A creature continues to take bleed damage every round at the start of its turn. Bleed damage can be stopped by a DC 15 Heal check or through any magical healing. Bleed damage from this feat does not stack with itself. You must choose to use this feat before making the attack roll, and its effects last until your next turn (although the bleeding lasts until healed, as normal).

Dazing Assault You can daze foes with wild attacks. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to daze opponents you hit with your melee attacks for 1 round, in addition to the normal damage dealt by the attack. A successful Fortitude save negates the effect. The DC of this save is 10 + your base attack bonus. You must choose to use this feat before making the attack roll, and its effects last until your next turn.

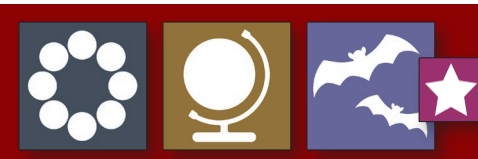
Devastating Assault You can hammer at a foe to smash through its defenses. As a full-round action, you can bat aside all of your foe's defenses to ensure you make a single, especially effective melee attack. You make a single melee attack using an appropriate weapon against a single target, but make as many attack rolls as you could in a full-attack action using that weapon. You make the attack rolls in order from highest bonus to lowest, as if you were making a full attack. If any of the attack rolls hit the target, your single attack is considered to have hit and you roll damage normally. If one or more rolls are critical threats, you confirm the critical hit only once using your highest base attack bonus. If you hit with two or more attacks, the target must succeed at a Fortitude save (DC = 10 + 1/2 your base attack bonus + your Strength modifier) or suffer a condition for 1d4 rounds. If at least two attacks hit, you can choose from deafened, entangled, or shaken. If at least three attacks hit, you can also choose from blinded or staggered. If at least four attacks hit, you can also choose the dazed condition. Once you have forced a foe to attempt a saving throw to avoid suffering a condition via this feat, you cannot attempt to inf lict that condition on it again with Devastating Assault for 24 hours.

Furious Focus Even in the midst of fierce and furious blows, you can find focus in the carnage and your seemingly wild blows strike home. When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

Toughness You have enhanced physical stamina. You gain +20 hit points. You gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

5E

Mummy



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary, Warden Squad (2-6x), or Guardian Detail (7-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	59	87	155	196
Speed	20 ft.			
Size, Type, Alignment	Medium undead, lawful evil	Medium undead, lawful evil	Medium undead, lawful evil	Large undead, lawful evil
Ability Scores / Saves	STR 19 (+4) DEX 8 (-1) CON 10 (+0) INT 4 (-3) WIS 13 (+1) CHA 13 (+1)	STR 20 (+5) DEX 8 (-1) CON 10 (+0) INT 4 (-3) WIS 13 (+1) CHA 13 (+1)	STR 22 (+6) DEX 12 (+1) CON 10 (+0) INT 8 (-1) WIS 17 (+3) CHA 17 (+3)	STR 24 (+7) DEX 10 (+0) CON 10 (+0) INT 8 (-1) WIS 17 (+3) CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	**Vulnerability to Fire** You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Common			
Challenge	8	12	16	20
Special Abilities & Qualities	**Saving Throw** Wisdom DC 14	**Saving Throw** Wisdom DC 15	**Saving Throw** Wisdom DC 18	**Saving Throw** Wisdom DC 19

Despair Aura All creatures within a 30-foot radius that see you must make a Wisdom save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect.

	Low	Moderate	Advanced	Elite
Special Abilities & Qualities	**Saving Throw** Constitution DC 14	**Saving Throw** Constitution DC 15	**Saving Throw** Constitution DC 18	**Saving Throw** Constitution DC 19
	Mummy Rot Curse and disease. Afflited creatures must make a Constitution save every day or suffer 1d6 Constitution and Charisma damage. To remove, target must receive a successful remove curse and magical healing for the disease. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 26 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a resurrection or greater magic.			
Standard Actions	**Slam** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+10 (14) bludgeoning damage.	**Slam** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+10 (17) bludgeoning damage.	**Slam** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+15 (22) bludgeoning damage.	**Slam** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+18 (28) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

P2E

Mummy

	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary, Warden Squad (2-6x), or Guardian Detail (7-12x)			
Treasure	Standard			

Level	CREATURE 8	CREATURE 12	CREATURE 16	CREATURE 20
Rarity	RARE	RARE	RARE	UNCOMMON
Alignment	LE	LE	LE	LE
Size	MEDIUM	MEDIUM	MEDIUM	LARGE
Other Traits	UNDEAD, MUMMY			
Perception	+16, darkvision	+22, darkvision	+28, darkvision	+32, darkvision
Languages	Common			
Skills	Athletics +17, Crafting +8, Diplomacy +12, Deception +12, Medicine +12, Intimidation +12, Performance +12, Stealth +10, Survival +12	Athletics +21, Crafting +12, Diplomacy +16, Deception +16, Medicine +16, Intimidation +16, Performance +16, Stealth +14, Survival +16	Acrobatics +20, Athletics +28, Diplomacy +22, Deception +22, Medicine +22, Intimidation +22, Performance +22, Stealth +20, Survival +22	Acrobatics +23, Athletics +34, Diplomacy +26, Deception +26, Medicine +26, Intimidation +26, Performance +26, Stealth +23, Survival +26
Ability Scores	Str +7, Dex +0, Con +0, Int -2, Wis +2, Cha +2	Str +7, Dex +0, Con +0, Int -2, Wis +2, Cha +2	Str +10, Dex +2, Con +0, Int +0, Wis +4, Cha +4	Str +12, Dex +1, Con +0, Int +0, Wis +4, Cha +4
Items	-	-	-	-
Defense				
AC	20	20	26	27
Fort	+4	+6	+9	+10
Ref	+10	+14	+20	+23
Will	+12	+16	+22	+26
hp	59	87	155	196

Undead

Immune	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Resists/ Vulnerable	all physical attacks **Vulnerable to Fire** You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Aura	**Saving Throw** Will 16	**Saving Throw** Will 18	**Saving Throw** Will 22	**Saving Throw** Will 22
	Despair All creatures within a 30-foot radius that see you must make a Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect.			

Offense & Actions

Speed	20 ft.			
Melee	Melee Slam +21 (unarmed, reach 5 ft.), Damage 1d8+10 bludgeoning	Melee Slam +28 (unarmed, reach 5 ft.), Damage 2d6+10 bludgeoning	Melee Slam +35 (unarmed, reach 5 ft.), Damage 2d6+15 bludgeoning	Melee Slam +43 (unarmed, reach 10 ft.), Damage 3d6+18 bludgeoning
Mummy Rot	**Saving Throw** Fortitude 16	**Saving Throw** Fortitude 18	**Saving Throw** Fortitude 22	**Saving Throw** Fortitude 22
	Curse and Disease. Afflicted creatures must make a Fortitude save every day or suffer +1d2 increments of the Drained condition. To remove, target must receive a successful remove curse and magical healing for the disease. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 26 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a resurrection or greater magic.			

Other Abilities

Innate Spells	-
Spellcasting	-

OSR

Mummy

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary, Warden Squad (2-6x), or Guardian Detail (7-12x)			
Treasure	Standard			

AC	Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD	Hit Dice	5	6	7	9
ATT	Attacks	Slam 1d8	Slam 2d6	Slam 2d6	Slam 3d6
THACO		15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV	Move	60’ (20’)			
SV	Saves				
	D Death	**10**	**8**	**6**	**6**
	W Wand	**11**	**9**	**7**	**7**
	P Paralysis	**12**	**10**	**8**	**8**
	B Breath	**13**	**10**	**8**	**8**
	S Spell	**14**	**12**	**10**	**10**
	U ***Unified***	**12**	**10**	**8**	**8**
ML	Morale	9	9	9	9
AL	Alignment	Lawful			
XP	Experience	275	650	900	1,100

Special Abilities

Despair — All creatures within a 30-foot radius that see you must make a Death save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect.

Mummy Rot — Curse and disease, make Death save every day or suffer 1d6 Constitution damage which cannot be removed while the creature suffers from Mummy Rot. Make successful remove curse and magical heal to remove. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone who dies from mummy rot turns to dust and cannot be raised without a resurrection or greater magic.

Vulnerable to Fire — You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

DCC

Mummy

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary, Warden Squad (2-6x), or Guardian Detail (7-12x)			
Treasure	Standard			

Init	Initiative	-3	-3	-2	-2
Atk	Attacks	Slam +5 melee (1d8+3)	Slam +5 melee (2d6+3)	Slam +5 melee (2d6+5)	Slam +5 melee (2d6+6)
Crit	Critical Hits	20+:U/d8	20+:U/d8	20+:U/d10	20+:U/d12
AC	Armor Class	12	12	13	13
HD	Hit Dice	3d8 + 3	4d8 + 4	5d8 + 5	7d8 + 7
MV	Move	20′			
ACT	Action Dice	2d24	1d24+2d20	2d24+1d20	3d24
SV	Saves				
	Fort	+3	+4	+6	+7
	Ref	+1	+3	+5	+5
	Will	+5	+7	+9	+11
AL	Alignment	L			

Special Abilities

Despair All creatures within a 30-foot radius that see you must make a Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect.

Mummy Rot Curse and disease, make Fortitude save every day or suffer 1d6 Stamina damage which cannot be removed while the creature suffers from Mummy Rot. Make successful remove curse and magical heal to remove. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone who dies from mummy rot turns to dust and cannot be raised without a resurrection or greater magic.

Vulnerable to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Wraith

	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary, Pair, Gang (3-6x), or Pack (7-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
CR	**5**	**9**	**13**	**17**
Align / Size	**LE Medium** (incorporeal)	**LE Medium** (incorporeal)	**LE Medium** (incorporeal)	**LE Medium** (incorporeal)
HD / Type	Undead 5	Undead 9	Undead 13	Undead 17
Initiative	+7	+7	+9	+9
Senses	**Perception** +10 **Darkvision** 60' **Lifesense** 60' **Aura** Unnatural 30'	**Perception** +14 **Darkvision** 60' **Lifesense** 60' **Aura** Unnatural 30'	**Perception** +20 **Darkvision** 60' **Lifesense** 60' **Aura** Unnatural 30'	**Perception** +24 **Darkvision** 60' **Lifesense** 60' **Aura** Unnatural 30'
Defense				
AC	**18** **touch** 18; **ff** 15 +3 Dex; +5 Deflection	**18** **touch** 18; **ff** 15 +3 Dex; +5 Deflection	**25** **touch** 23; **ff** 19 +5 Dex; +7 Deflection; +2 Natural; +1 Dodge	**25** **touch** 23; **ff** 19 +5 Dex; +7 Deflection; +2 Natural; +1 Dodge
hp	**48** (5d8)+25	**90** (9d8)+45	**145** (13d8)+91	**195** (17d8)+119
Saves	**Fort** +6 **Ref** +4 **Will** +6	**Fort** +8 **Ref** +6 **Will** +8	**Fort** +11 **Ref** +9 **Will** +12	**Fort** +12 **Ref** +12 **Will** +16
Def Abilities	Channel Resistance +2, Incorporeal, **Immunities** Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning, **Weaknesses** Sunlight Powerlessness			
Offense				
Movement	Fly 60' (Good)			
Attacks	**Melee** incorporeal touch +6 (1d6)	**Melee** incorporeal touch +9 (1d8)	**Melee** incorporeal touch +14 (1d8)	**Melee** incorporeal touch +17 (1d8)
Space / Reach	5' / 5'	5' / 5'	5' / 5'	5' / 5'

Special Atks	Constitution Drain (1d6, DC 17), Create Spawn	Constitution Drain (1d6, DC 21), Create Spawn	Constitution Drain (1d6, DC 25), Create Spawn	Constitution Drain (1d6, DC 27), Create Spawn
Statistics				
Ability Scores	**Str** * **Dex** 16 **Con** * **Int** 14 **Wis** 14 **Cha** 21	**Str** * **Dex** 16 **Con** * **Int** 14 **Wis** 14 **Cha** 21	**Str** * **Dex** 20 **Con** * **Int** 18 **Wis** 18 **Cha** 25	**Str** * **Dex** 21 **Con** * **Int** 18 **Wis** 18 **Cha** 25
Core Attack	**Base Atk** +3 **CMB** +6 **CMD** 21	**Base Atk** +6 **CMB** +9 **CMD** 24	**Base Atk** +9 **CMB** +14 **CMD** 32	**Base Atk** +12 **CMB** +17 **CMD** 35
Feats	Blind-Fight, Combat Reflexes, Improved Initiative	Ability Focus (Constitution Drain), Blind-Fight, Combat Reflexes, Improved Initiative, Improved Natural Attack (Incorporeal Touch)	Ability Focus (Constitution Drain), Blind-Fight, Combat Reflexes, Dodge, Fleet, Improved Initiative, Improved Natural Attack (Incorporeal Touch)	Ability Focus (Constitution Drain), Blind-Fight, Combat Reflexes, Dodge, Fleet, Improved Initiative, Improved Natural Attack (Incorporeal Touch), Iron Will, Lightning Reflexes
Skills	Acrobatics +3, Appraise +2, Artistry +2, Bluff +5, Craft (Untrained) +2, Diplomacy +10, Disguise +5, Escape Artist +3, Fly +7, Heal +2, Intimidate +13, Knowledge (Planes) +7, Perception +10, Perform (Untrained) +5, Ride +3, Sense Motive +10, Stealth +11, Survival +2	Acrobatics +3, Appraise +2, Artistry +2, Bluff +5, Craft (Untrained) +2, Diplomacy +14, Disguise +5, Escape Artist +3, Fly +7, Heal +2, Intimidate +17, Knowledge (Planes) +11, Perception +14, Perform (Untrained) +5, Ride +3, Sense Motive +14, Stealth +15, Survival +2	Acrobatics +5, Appraise +4, Artistry +4, Bluff +20, Craft (Untrained) +4, Diplomacy +20, Disguise +23, Escape Artist +5, Fly +9, Heal +4, Intimidate +23, Knowledge (Planes) +17, Perception +20, Perform (Untrained) +7, Ride +5, Sense Motive +20, Stealth +21, Survival +4	Acrobatics +5, Appraise +4, Artistry +4, Bluff +24, Craft (Untrained) +4, Diplomacy +24, Disguise +27, Escape Artist +5, Fly +9, Heal +4, Intimidate +27, Knowledge (Planes) +21, Perception +24, Perform (Untrained) +7, Ride +5, Sense Motive +24, Stealth +25, Survival +4
Languages	Common, Infernal			

Special Qualities & Abilities

Channel Resistance (Ex) You are less easily affected by clerics or paladins. You add +2 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Constitution Drain (Su) Creatures hit by a wraith's touch attack must succeed on a DC 27 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su) A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a -2 penalty on all d20 rolls and checks, receive -2 hp per HD, and only drain 1d2 points of Constitution on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

Incorporeal Traits (Ex) Can be harmed only by other incorporeal creatures/+1 or better weapons/magic. 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will. Attacks pass through armor. Always moves silently.

Lifesense (Su) A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Sunlight Powerlessness (Ex) A wraith caught in sunlight cannot attack and is staggered.

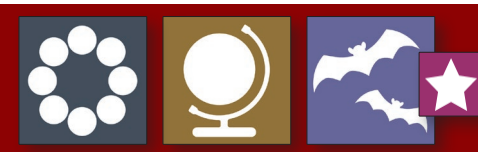
Feats

Blind-Fight You are skillled at attacking opponents that you cannot clearly perceive. In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Combat Reflexes You can make additional attacks of opportunity. You may make 5 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

5E

Wraith



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary, Pair, Gang (3-6x), or Pack (7-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	48	90	145	195
Speed	Fly 60 ft. (Good)			
Size, Type, Alignment	Medium undead, lawful evil	Medium undead, lawful evil	Medium undead, lawful evil	Medium undead, lawful evil
Ability Scores / Saves	STR 10 (+0) DEX 14 (+2) CON 10 (+0) INT 12 (+1) WIS 12 (+1) CHA 18 (+4)	STR 10 (+0) DEX 14 (+2) CON 10 (+0) INT 12 (+1) WIS 12 (+1) CHA 18 (+4)	STR 10 (+0) DEX 17 (+3) CON 10 (+0) INT 16 (+3) WIS 16 (+3) CHA 20 (+5)	STR 10 (+0) DEX 18 (+4) CON 10 (+0) INT 16 (+3) WIS 16 (+3) CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	**Sunlight Powerlessness** A wraith caught in sunlight cannot attack and is staggered.			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Common, Infernal			
Challenge	5	9	13	17
Special Abilities & Qualities	**Channel Resistance** You are less easily affected by clerics or paladins. You gain advantange on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy. Lifesense A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.			
Special Abilities & Qualities	**Saving Throw** Constitution DC 17	**Saving Throw** Constitution DC 18	**Saving Throw** Constitution DC 20	**Saving Throw** Constitution DC 21
	Constitution Drain Creatures hit by a wraith's touch attack must succeed on a Constitution save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. Ability damage suffered to this effect can only be recovered via restoration or more potent healing magic.			

	Low	Moderate	Advanced	Elite
Special Abilities & Qualities	**Create Spawn** A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a disadvantage on all d20 rolls and checks, receive -2 hp per HD, and only drain 1d2 points of Constitution on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.			
Special Abilities & Qualities	**Incorporeal** You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You are immune to all nonmagical attack forms. Even when hit by spells or magic weapons, you take only half damage from a corporeal source except for channel energy. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting you. Force spells and effects, such as from a magic missile, affect you normally.			
Standard Actions	**Incorporeal Touch** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6 (6) bludgeoning damage.	**Incorporeal Touch** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8 (8) bludgeoning damage.	**Incorporeal Touch** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8 (8) bludgeoning damage.	**Incorporeal Touch** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8 (8) bludgeoning damage.
Special Actions	**Unnatural Aura** Animals do not willingly approach within 30 feet of a wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

P2E

Wraith

	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary, Pair, Gang (3-6x), or Pack (7-12x)			
Treasure	None			

Level	CREATURE 5	CREATURE 9	CREATURE 13	CREATURE 17
Rarity	RARE	RARE	RARE	UNCOMMON
Alignment	LE	LE	LE	LE
Size	MEDIUM	MEDIUM	MEDIUM	MEDIUM
Other Traits	UNDEAD, INCORPOREAL, WRAITH			
Perception	+11, darkvision	+17, darkvision	+23, darkvision	+29, darkvision
Languages	Common, Infernal			
Skills	Acrobatics +10, Crafting +9, Diplomacy +12, Deception +12, Medicine +9, Intimidation +12, Occultism +7, Performance +12, Stealth +10, Survival +9	Acrobatics +14, Crafting +13, Diplomacy +16, Deception +16, Medicine +13, Intimidation +16, Occultism +13, Performance +16, Stealth +14, Survival +13	Acrobatics +20, Crafting +19, Diplomacy +22, Deception +22, Medicine +19, Intimidation +22, Occultism +19, Performance +22, Stealth +20, Survival +19	Acrobatics +24, Crafting +23, Diplomacy +26, Deception +26, Medicine +23, Intimidation +26, Occultism +23, Performance +26, Stealth +24, Survival +23
Ability Scores	Str +0 Dex +3 Con +0 Int +2 Wis +2 Cha +5	Str +0 Dex +3 Con +0 Int +2 Wis +2 Cha +5	Str +0 Dex +5 Con +0 Int +4 Wis +4 Cha +7	Str +0 Dex +5 Con +0 Int +4 Wis +4 Cha +7
Items	-	-	-	-

Defense

AC	20	22	28	30
Fort	+6	+8	+11	+12
Ref	+10	+14	+20	+24
Will	+9	+13	+19	+23

hp	**48**	**90**	**145**	**19**
Immune	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerable	**Sunlight Powerlessness** A wraith caught in sunlight cannot attack and is staggered.			
Aura	**Unnatural Aura** Animals do not willingly approach within 30 feet of a wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.			

Offense & Actions

Speed	Fly 60 ft. (Good)			
Melee	Melee Incorporeal Touch +8 (reach 5 ft.), Damage 1d6 bludgeoning	Melee Incorporeal Touch +12 (reach 5 ft.), Damage 1d8 bludgeoning	Melee Incorporeal Touch +19 (reach 5 ft.), Damage 1d8 bludgeoning	Melee Incorporeal Touch +26 (reach 5 ft.), Damage 1d8 bludgeoning
Channel Resistance	**Channel Resistance** You are less easily affected by clerics or paladins. You add +2 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.			
Constitution Drain	**Saving Throw** Fortitude 17	**Saving Throw** Fortitude 19	**Saving Throw** Fortitude 23	**Saving Throw** Fortitude 25
	Constitution Drain Creatures hit by a wraith's touch attack must succeed on a Fortitude save or take suffer +1 increment of the Drained condition. On each successful attack, the wraith gains 5 temporary hit points.			
Create Spawn	**Create Spawn** A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a a -2 penalty on all d20 rolls and checks, receive -2 hp per HD, and only have a 75% chance of inflicting the Drained condition on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.			
Incorporeal	**Incorporeal** You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You are immune to all nonmagical attack forms. Even when hit by spells or magic weapons, you take only half damage from a corporeal source except for channel energy. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting you. Force spells and effects, such as from a magic missile, affect you normally.			
Lifesense	**Lifesense** A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.			
Innate Spells	-			
Spellcasting	-			

OSR

Wraith

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary, Pair, Gang (3-6x), or Pack (7-12x)			
Treasure	None			

AC	Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD	Hit Dice	4	5	6	8
ATT	Attacks	Incorporeal Touch 1d6	Incorporeal Touch 1d8	Incorporeal Touch 1d8	Incorporeal Touch 2d6
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV	Move	Fly 180' (60') (Good)			
SV	Saves				
	D Death	**10**	**10**	**8**	**6**
	W Wand	**11**	**11**	**9**	**7**
	P Paralysis	**12**	**12**	**10**	**8**
	B Breath	**13**	**13**	**10**	**8**
	S Spell	**14**	**14**	**12**	**10**
	U ***Unified***	**12**	**12**	**10**	**8**
ML	Morale	9	9	9	9
AL	Alignment	Lawful			
XP	Experience	75	275	650	900

Special Abilities

Channel Resistance You are less easily affected by clerics or paladins. You add +2 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Constitution Drain Creatures hit by a wraith's touch attack must succeed on a Death save or take suffer 1d4 points of Constitution damage. On each successful attack, the wraith gains 5 hit points.

Create Spawn A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a a -2 penalty on all d20 rolls and checks, receive -2 hp per HD, and only have a 75% chance of inflicting the Drained condition on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

Incorporeal You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons, and spells, spell-like abilites, or supernatural abilities.. You are immune to all nonmagical attack forms. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting you. Force spells and effects, such as from a magic missile, affect you normally.

Lifesense A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Sunlight Powerlessness A wraith caught in sunlight cannot attack and is staggered.

Unnatural Aura Animals do not willingly approach within 30 feet of a wraith.

DCC

Wraith

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary, Pair, Gang (3-6x), or Pack (7-12x)			
Treasure	None			

Init	Initiative	+0	+0	+1	+1
Atk	Attacks	Incorporeal Touch +1 melee (1d6)	Incorporeal Touch +3 melee (1d8)	Incorporeal Touch +5 melee (1d8)	Incorporeal Touch +6 melee (2d6)
Crit	Critical Hits	20+:U/d6	20+:U/d8	20+:U/d8	20+:U/d10
AC	Armor Class	11	11	13	13
HD	Hit Dice	2d8 + 2	3d8 + 3	4d8 + 4	6d8 + 6
MV	Move	Fly 60', (Good)			
ACT	Action Dice	1d24	1d24+1d20	2d24	1d24+2d20
SV	Saves				
	Fort	+4	+5	+7	+8
	Ref	+3	+4	+6	+8
	Will	+4	+5	+8	+11
AL	Alignment	L			

Special Abilities

Channel Resistance You are less easily affected by clerics or paladins. You add +2 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Stamina Drain Creatures hit by a wraith's touch attack must succeed on a Fortitude save or take suffer 1d4 points of Stamina damage. On each successful attack, the wraith gains 5 hit points.

Create Spawn A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a a -2 penalty on all d20 rolls and checks, receive -2 hp per HD, and only have a 75% chance of inflicting the Drained condition on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

Incorporeal You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons, and spells, spell-like abilites, or supernatural abilities.. You are immune to all nonmagical attack forms. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting you. Force spells and effects, such as from a magic missile, affect you normally.

Lifesense A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Sunlight Powerlessness A wraith caught in sunlight cannot attack and is staggered.

Unnatural Aura Animals do not willingly approach within 30 feet of a wraith.

Pathfinder

Beetle (Giant Stag)

	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Common			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Cluster (3-6x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
CR	7	11	15	18
Align / Size	TN Large	TN Large	TN Large	TN Huge
HD / Type	Vermin 7	Vermin 11	Vermin 15	Vermin 18
Initiative	+0	+0	+2	+1
Senses	**Perception** +0 **Darkvision** 60'	**Perception** +0 **Darkvision** 60'	**Perception** +2 **Darkvision** 60'	**Perception** +2 **Darkvision** 60'
Defense				
AC	17 **touch** 9; **ff** 17 -1 Size; +8 Natural	17 **touch** 9; **ff** 17 -1 Size; +8 Natural	21 **touch** 11; **ff** 19 -1 Size; +2 Dex; +10 Natural	22 **touch** 9; **ff** 21 -2 Size; +1 Dex; +13 Natural
hp	49 (7d8)+14	72 (11d8)+22	143 (15d8)+75	211 (18d8)+126
Saves	**Fort** +7 **Ref** +2 **Will** +2	**Fort** +9 **Ref** +3 **Will** +3	**Fort** +14 **Ref** +7 **Will** +7	**Fort** +18 **Ref** +7 **Will** +8
Def Abilities	**Immunities** Mind-Affecting Effects			
Offense				
Movement	20'; Fly 20' (Poor)			
Attacks	**Melee** bite +8 (1d8+6)	**Melee** bite +12 (1d8+7)	**Melee** bite +17 (1d8+10)	**Melee** bite +20 (2d6+13)
Space / Reach	10' / 10'	10' / 10'	10' / 10'	15' / 10'
Special Atks	Trample (1d6+6, DC 17)	Trample (1d6+7, DC 20)	Trample (1d6+10, DC 24)	Trample (1d6+13, DC 28)
Statistics				

Ability Scores	**Str** 19 **Dex** 10 **Con** 15 **Int** * **Wis** 10 **Cha** 9	**Str** 20 **Dex** 10 **Con** 15 **Int** * **Wis** 10 **Cha** 9	**Str** 24 **Dex** 14 **Con** 20 **Int** * **Wis** 14 **Cha** 13	**Str** 29 **Dex** 12 **Con** 24 **Int** * **Wis** 14 **Cha** 13
Core Attack	**Base Atk** +5 **CMB** +10 **CMD** 20 28 vs. trip	**Base Atk** +8 **CMB** +14 **CMD** 24 32 vs. trip	**Base Atk** +11 **CMB** +19 **CMD** 31 39 vs. trip	**Base Atk** +13 **CMB** +24 **CMD** 35 43 vs. trip
Feats	-	-	-	-
Skills	Bluff -1, Climb +4, Diplomacy -1, Disguise -1, Fly -6, Intimidate -1, Perform (Untrained) -1, Stealth -4, Swim +4	Bluff -1, Climb +5, Diplomacy -1, Disguise -1, Fly -6, Intimidate -1, Perform (Untrained) -1, Stealth -4, Swim +5	Acrobatics +2, Bluff +1, Climb +7, Diplomacy +1, Disguise +1, Escape Artist +2, Fly -4, Heal +2, Intimidate +1, Perception +2, Perform (Untrained) +1, Ride +2, Sense Motive +2, Stealth -2, Survival +2, Swim +7	Acrobatics +1, Bluff +1, Climb +9, Diplomacy +1, Disguise +1, Escape Artist +1, Fly -7, Heal +2, Intimidate +1, Perception +2, Perform (Untrained) +1, Ride +1, Sense Motive +2, Stealth -7, Survival +2, Swim +9

Special Qualities & Abilities

Trample (Ex) As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take 1d6+13 points of damage. Targets of a trample can make an attack of opportunity, but at a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex (DC 28) save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

5E

Beetle (Giant Stag)

	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Common			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Cluster (3-6x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	49	72	143	211
Speed	20 ft. Fly 20 ft. (Poor)			
Size, Type, Alignment	Large vermin, unaligned	Large vermin, unaligned	Large vermin, unaligned	Huge vermin, unaligned
Ability Scores / Saves	STR 17 (+3) DEX 8 (-1) CON 13 (+1) INT 10 (+0) WIS 8 (-1) CHA 7 (-2)	STR 17 (+3) DEX 8 (-1) CON 13 (+1) INT 10 (+0) WIS 8 (-1) CHA 7 (-2)	STR 19 (+4) DEX 12 (+1) CON 17 (+3) INT 10 (+0) WIS 12 (+1) CHA 11 (+0)	STR 22 (+6) DEX 10 (+0) CON 19 (+4) INT 10 (+0) WIS 12 (+1) CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	7	11	15	18
Special Abilities & Qualities	**Saving Throw** Dexterity DC 14 **Damage** 1d6	**Saving Throw** Dexterity DC 15 **Damage** 2d6	**Saving Throw** Dexterity DC 18 **Damage** 3d6	**Saving Throw** Dexterity DC 20 **Damage** 4d6

Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take bludgeoning damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

	Low	Moderate	Advanced	Elite
Standard Actions	**Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.	**Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.	**Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+10 (14) piercing damage.	**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+13 (20) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

P2E

Beetle (Giant Stag)

	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Common			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Cluster (3-6x)			
Treasure	None			

Level	CREATURE 7	CREATURE 11	CREATURE 15	CREATURE 18
Rarity	COMMON	COMMON	COMMON	COMMON
Alignment	TN	TN	TN	TN
Size	LARGE	LARGE	LARGE	HUGE
Other Traits	-			
Perception	+7, darkvision	+11, darkvision	+19, darkvision	+22, darkvision
Languages	-			
Skills	Athletics +13, Diplomacy +8, Deception +8, Intimidation +8, Performance +8, Stealth +9	Athletics +18, Diplomacy +12, Deception +12, Intimidation +12, Performance +12, Stealth +13	Acrobatics +19, Athletics +24, Diplomacy +18, Deception +18, Medicine +19, Intimidation +18, Performance +18, Stealth +19, Survival +19	Acrobatics +21, Athletics +29, Diplomacy +21, Deception +21, Medicine +22, Intimidation +21, Performance +21, Stealth +21, Survival +22
Ability Scores	Str +4, Dex +0, Con +2, Int +0, Wis +0, Cha -1	Str +5, Dex +0, Con +2, Int +0, Wis +0, Cha -1	Str +7, Dex +2, Con +5, Int +0, Wis +2, Cha +1	Str +9, Dex +1, Con +7, Int +0, Wis +2, Cha +1
Items	-	-	-	-

Defense

AC	18	20	26	26
Fort	+11	+15	+22	+27
Ref	+9	+13	+19	+21
Will	+9	+13	+19	+22
hp	60	94	172	243

Immune	psychic			
Resists/ Vulnerable	-			
Aura	-			
Defenses	-			
Offense & Actions				
Speed	20 ft. Fly 20 ft. (Poor)			
Melee	Melee Bite +16 (unarmed, reach 10 ft.), Damage 1d8+6 piercing	Melee Bite +24 (unarmed, reach 10 ft.), Damage 1d8+7 piercing	Melee Bite +31 (unarmed, reach 10 ft.), Damage 1d8+10 piercing	Melee Bite +38 (unarmed, reach 10 ft.), Damage 2d6+13 piercing
Trample	**Saving Throw** Reflex 16 **Damage** 1d6	**Saving Throw** Reflex 18 **Damage** 2d6	**Saving Throw** Reflex 23 **Damage** 4d6	**Saving Throw** Reflex 25 **Damage** 6d6
	You can attempt to overrun any creature that is at least one size category smaller than yourself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take bludgeoning damage. Targets of a trample can make an attack of opportunity, but at a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.			
Other Abilities				
Innate Spells	-			
Spellcasting	-			

OSR

Beetle (Giant Stag)

	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Common			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Cluster (3-6x)			
Treasure	None			

		Low	Moderate	Advanced	Elite
AC	Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD	Hit Dice	4	6	7	8
ATT	Attacks	Bite 1d8	Bite 1d10	Bite 2d6	Bite 2d8
THACO		16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV	Move	60’ (20’) Fly 60’ (20’) (Poor)			
SV	Saves				
	D Death	10	8	6	6
	W Wand	11	9	7	7
	P Paralysis	12	10	8	8
	B Breath	13	10	8	8
	S Spell	14	12	10	10
	U Unified	12	10	8	8
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	275	650	900	1,100

Special Abilities

Trample You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

DCC

Beetle (Giant Stag)

	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Common			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Cluster (3-6x)			
Treasure	None			

Init	Initiative	-3	-3	-2	-2
Atk	Attacks	Bite +4 melee (1d8+2)	Bite +4 melee (1d10+2)	Bite +4 melee (2d6+3)	Bite +6 melee (2d8+4)
Crit	Critical Hits	20+:M/d8	20+:M/d10	20+:M/d10	20+:M/d12
AC	Armor Class	11	11	12	12
HD	Hit Dice	2d8 + 2	4d8 + 4	5d8 + 5	6d8 + 6
MV	Move	20', Fly 20', (Poor)			
ACT	Action Dice	1d24	1d24+1d20	1d24+2d20	1d24+2d20
SV	Saves				
	Fort	+5	+6	+9	+12
	Ref	+1	+2	+5	+5
	Will	+1	+2	+5	+5
AL	Alignment	N			

Special Abilities

Trample You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Reflex save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Pathfinder

Crab (Giant)

	Low	Moderate	Advanced	Elite
Terrain	Any Aquatic			
Rarity	Rare			
Role	Soldier / Minion			
Organization	Solitary or Cast (2-12x)			
Treasure	None			
CR	**3**	**7**	**11**	**15**
Align / Size	**TN Medium** (aquatic)	**TN Medium** (aquatic)	**TN Medium** (aquatic)	**TN Large** (aquatic)
HD / Type	Vermin 3	Vermin 7	Vermin 11	Vermin 15
Initiative	+1	+1	+4	+3
Senses	**Perception** +4 **Darkvision** 60'	**Perception** +4 **Darkvision** 60'	**Perception** +6 **Darkvision** 60'	**Perception** +6 **Darkvision** 60'
Defense				
AC	**16** **touch** 11; **ff** 15 +1 Dex; +5 Natural	**16** **touch** 11; **ff** 15 +1 Dex; +5 Natural	**21** **touch** 14; **ff** 17 +4 Dex; +7 Natural	**22** **touch** 12; **ff** 19 -1 Size; +3 Dex; +10 Natural
hp	**24** (3d8)+6	**54** (7d8)+14	**96** (11d8)+44	**159** (15d8)+90
Saves	**Fort** +5 **Ref** +2 **Will** +1	**Fort** +7 **Ref** +3 **Will** +2	**Fort** +11 **Ref** +7 **Will** +5	**Fort** +15 **Ref** +8 **Will** +7
Def Abilities	**Immunities** Mind-Affecting Effects			
Offense				
Movement	30'; Swim 20'			
Attacks	**Melee** claw +4/+4 (1d4+2)	**Melee** claw +8/+8 (1d6+3)	**Melee** claw +13/+13 (1d6+5)	**Melee** claw +17/+17 (1d8+7)
Space / Reach	5' / 5'	5' / 5'	5' / 5'	10' / 5'
Special Atks	Constrict (1d4+2), Grab	Constrict (1d4+3), Grab	Constrict (1d4+5), Grab	Constrict (1d4+7), Grab
Statistics				

Ability Scores	**Str** 15 **Dex** 13 **Con** 14 **Int** * **Wis** 10 **Cha** 2	**Str** 15 **Dex** 13 **Con** 14 **Int** * **Wis** 10 **Cha** 6	**Str** 20 **Dex** 18 **Con** 18 **Int** * **Wis** 14 **Cha** 6	**Str** 25 **Dex** 16 **Con** 22 **Int** * **Wis** 14 **Cha** 6
Core Attack	**Base Atk** +2 **CMB** +4 +8 grapple **CMD** 15 27 vs. trip	**Base Atk** +5 **CMB** +8 +12 grapple **CMD** 19 31 vs. trip	**Base Atk** +8 **CMB** +13 +17 grapple **CMD** 27 39 vs. trip	**Base Atk** +11 **CMB** +19 +23 grapple **CMD** 32 44 vs. trip
Feats	-	Improved Natural Attack (Claw)	Improved Natural Attack (Claw)	Improved Natural Attack (Claw)
Skills	Acrobatics +1, Bluff -4, Climb +2, Diplomacy -4, Disguise -4, Escape Artist +1, Fly +1, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +1, Stealth +1, Swim +10	Acrobatics +1, Bluff -4, Climb +3, Diplomacy -4, Disguise -4, Escape Artist +1, Fly +1, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +1, Stealth +1, Swim +11	Acrobatics +4, Bluff -2, Climb +5, Diplomacy -2, Disguise -2, Escape Artist +4, Fly +4, Heal +2, Intimidate -2, Perception +6, Perform (Untrained) -2, Ride +4, Sense Motive +2, Stealth +4, Survival +2, Swim +13	Acrobatics +3, Bluff -2, Climb +7, Diplomacy -2, Disguise -2, Escape Artist +3, Fly +1, Heal +2, Intimidate -2, Perception +6, Perform (Untrained) -2, Ride +3, Sense Motive +2, Stealth -1, Survival +2, Swim +15
Languages	-			
Special	Darkvision, Vermin Traits, Water Dependency			

Special Qualities & Abilities

Constrict (Ex) You can crush an opponent, dealing 1d4+7 bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

Grab (Ex) If you hit with the indicated attack (usually a claw or bite attack), you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. You have the option to conduct the grapple normally, or simply use the part of your body you used in the grab to hold the opponent. If you choose to do the latter, you takes a -20 penalty on your CMB check to make and maintain the grapple, but do not gain the grappled condition itself. A successful hold does not deal any extra damage unless you also have the constrict special attack. If you do not constrict, each successful grapple check you make during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, you deal constriction damage as well. You receive a +4 bonus on combat maneuver checks made to start and maintain a grapple. Unless otherwise noted, grab can only be used on creatures of a size equal to or smaller than you.

Water Dependency (Ex) Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.

5E

Crab (Giant)

	Low	Moderate	Advanced	Elite
Terrain	Any Aquatic			
Rarity	Rare			
Role	Soldier / Minion			
Organization	Solitary or Cast (2-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	24	54	96	159
Speed	30 ft. Swim 20 ft.			
Size, Type, Alignment	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned
Ability Scores / Saves	STR 13 (+1) DEX 11 (+0) CON 12 (+1) INT 10 (+0) WIS 8 (-1) CHA 1 (-5)	STR 14 (+2) DEX 11 (+0) CON 12 (+1) INT 10 (+0) WIS 8 (-1) CHA 1 (-5)	STR 17 (+3) DEX 16 (+3) CON 16 (+3) INT 10 (+0) WIS 12 (+1) CHA 4 (-3)	STR 20 (+5) DEX 14 (+2) CON 18 (+4) INT 10 (+0) WIS 12 (+1) CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15
Special Abilities & Qualities	**Damage** 1d4	**Damage** 1d6	**Damage** 1d8	**Damage** 2d4
Special Abilities & Qualities	**Constrict** You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	**Water Dependency** Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.			

	Low	Moderate	Advanced	Elite
Standard Actions	**Claw** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.	**Claw** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.	**Claw** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.	**Claw** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7 (12) slashing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

P2E

Crab (Giant)

	Low	Moderate	Advanced	Elite
Terrain	Any Aquatic			
Rarity	Rare			
Role	Soldier / Minion			
Organization	Solitary or Cast (2-12x)			
Treasure	None			

Level	CREATURE 3	CREATURE 7	CREATURE 11	CREATURE 15
Rarity	RARE	RARE	RARE	UNCOMMON
Alignment	TN	TN	TN	TN
Size	MEDIUM	MEDIUM	MEDIUM	LARGE
Other Traits	AQUATIC			
Perception	+5, darkvision	+9, darkvision	+17, darkvision	+21, darkvision
Languages	-			
Skills	Acrobatics +6, Athletics +7, Diplomacy +0, Deception +0, Intimidation +0, Performance +0, Stealth +6	Acrobatics +10, Athletics +12, Diplomacy +5, Deception +5, Intimidation +5, Performance +5, Stealth +10	Acrobatics +17, Athletics +18, Diplomacy +11, Deception +11, Medicine +15, Intimidation +11, Performance +11, Stealth +17, Survival +15	Acrobatics +20, Athletics +24, Diplomacy +15, Deception +15, Medicine +19, Intimidation +15, Performance +15, Stealth +20, Survival +19
Ability Scores	Str +2, Dex +1, Con +2, Int +0, Wis +0, Cha -4	Str +3, Dex +1, Con +2, Int +0, Wis +0, Cha -4	Str +5, Dex +4, Con +4, Int +0, Wis +2, Cha -2	Str +7, Dex +3, Con +6, Int +0, Wis +2, Cha -2
Items	-	-	-	-
Defense				
AC	16	18	26	26
Fort	+7	+11	+17	+23
Ref	+6	+10	+17	+20
Will	+5	+9	+15	+19
hp	26	60	116	188

Immune	psychic			
Resists/ Vulnerable	Water Dependency			

Offense & Actions

Speed	30 ft. Swim 20 ft.			
Melee	Melee Claw +6 (grapple, unarmed, reach 5 ft.), Damage 1d4+2 slashing	Melee Claw +14 (grapple, unarmed, reach 5 ft.), Damage 1d6+3 slashing	Melee Claw +24 (grapple, unarmed, reach 5 ft.), Damage 1d6+5 slashing	Melee Claw +31 (grapple, unarmed, reach 5 ft.), Damage 1d8+7 slashing
Constrict	**Damage** 1d4	**Damage** 1d6	**Damage** 2d4	**Damage** 2d6
	You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Water Dependency	**Water Dependency** Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.			

Other Abilities

Innate Spells	-
Spellcasting	-

OSR

Crab (Giant)

	Low	Moderate	Advanced	Elite
Environment	Any Aquatic			
Rarity	Rare			
Role	Soldier / Minion			
# Encountered	Solitary or Cast (2-12x)			
Treasure	None			

AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Claw 1d4	Claw 1d6	Claw 1d8	Claw 1d10
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	90' (30') Swim 60' (20')			
SV	Saves				
	D Death	**10**	**10**	**8**	**6**
	W Wand	**11**	**11**	**9**	**7**
	P Paralysis	**12**	**12**	**10**	**8**
	B Breath	**13**	**13**	**10**	**8**
	S Spell	**14**	**14**	**12**	**10**
	U ***Unified***	**12**	**12**	**10**	**8**
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	75	275	650	900

Special Abilities

- -

Vermin

DCC

Crab (Giant)

	Low	Moderate	Advanced	Elite
Environment	Any Aquatic			
Rarity	Rare			
Role	Soldier / Minion			
# Encountered	Solitary or Cast (2-12x)			
Treasure	None			

Init	Initiative	-2	-2	-1	-1
Atk	Attacks	Claw +2 melee (1d4+1)	Claw +2 melee (1d6+1)	Claw +4 melee (1d6+2)	Claw +4 melee (1d8+2)
Crit	Critical Hits	20+:M/d8	20+:M/d8	20+:M/d10	20+:M/d10
AC	Armor Class	10	10	12	12
HD	Hit Dice	2d8 + 2	2d8 + 2	4d8 + 4	5d8 + 5
MV	Move	30', Swim 20'			
ACT	Action Dice	1d20	1d24	2d24	1d24+2d20
SV	Saves				
	Fort	+3	+5	+7	+10
	Ref	+1	+2	+5	+5
	Will	+1	+1	+3	+5
AL	Alignment	N			

Special Abilities

-

-

Vermin

Pathfinder

Bee (Giant Queen)

	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Plains			
Rarity	Uncommon			
Role	Soldier / Normal			
Organization	Solitary or Colony (1 plus others)			
Treasure	Incidental			
CR	**7**	**11**	**15**	**19**
Align / Size	**TN Large**	**TN Large**	**TN Large**	**TN Huge**
HD / Type	Vermin 7	Vermin 11	Vermin 15	Vermin 19
Initiative	+0	+0	+2	+2
Senses	**Perception** +1 **Darkvision** 60’	**Perception** +1 **Darkvision** 60’	**Perception** +3 **Darkvision** 60’	**Perception** +3 **Darkvision** 60’
Defense				
AC	**17** **touch** 9; **ff** 17 -1 Size; +8 Natural	**17** **touch** 9; **ff** 17 -1 Size; +8 Natural	**21** **touch** 11; **ff** 19 -1 Size; +2 Dex; +10 Natural	**23** **touch** 10; **ff** 21 -2 Size; +2 Dex; +13 Natural
hp	**57** (7d8)+28	**93** (11d8)+44	**157** (15d8)+90	**238** (19d8)+152
Saves	**Fort** +9 **Ref** +2 **Will** +3	**Fort** +11 **Ref** +3 **Will** +4	**Fort** +15 **Ref** +7 **Will** +8	**Fort** +19 **Ref** +8 **Will** +9
Def Abilities	**Immunities** Mind-Affecting Effects; **Weaknesses** Vulnerable to Smoke			
Offense				
Movement	20’; Fly 60’ (Good)			
Attacks	**Melee** sting +8 (1d8+6)	**Melee** sting +12 (2d6+7)	**Melee** sting +17 (2d6+10)	**Melee** sting +21 (3d6+13)
Space / Reach	10’ / 10’	10’ / 10’	10’ / 10’	15’ / 15’
Special Atks	Poison (sting)			
Statistics				

Vermin

Ability Scores	**Str** 19 **Dex** 11 **Con** 18 **Int** * **Wis** 12 **Cha** 13	**Str** 20 **Dex** 11 **Con** 18 **Int** * **Wis** 12 **Cha** 13	**Str** 25 **Dex** 15 **Con** 22 **Int** * **Wis** 16 **Cha** 17	**Str** 29 **Dex** 14 **Con** 26 **Int** * **Wis** 16 **Cha** 17
Core Attack	**Base Atk** +5 **CMB** +10 **CMD** 20 28 vs. trip	**Base Atk** +8 **CMB** +14 **CMD** 24 32 vs. trip	**Base Atk** +11 **CMB** +19 **CMD** 31 39 vs. trip	**Base Atk** +14 **CMB** +25 **CMD** 37 45 vs. trip
Feats	-	Ability Focus (Poison), Improved Natural Attack (Sting)	Ability Focus (Poison), Improved Natural Attack (Sting)	Ability Focus (Poison), Improved Natural Attack (Sting)
Skills	Bluff +1, Climb +4, Diplomacy +1, Disguise +1, Fly +2, Heal +1, Intimidate +1, Perception +1, Perform (Untrained) +1, Sense Motive +1, Stealth -4, Survival +1, Swim +4	Bluff +1, Climb +5, Diplomacy +1, Disguise +1, Fly +2, Heal +1, Intimidate +1, Perception +1, Perform (Untrained) +1, Sense Motive +1, Stealth -4, Survival +1, Swim +5	Acrobatics +2, Bluff +3, Climb +7, Diplomacy +3, Disguise +3, Escape Artist +2, Fly +4, Heal +3, Intimidate +3, Perception +3, Perform (Untrained) +3, Ride +2, Sense Motive +3, Stealth -2, Survival +3, Swim +7	Acrobatics +2, Bluff +3, Climb +9, Diplomacy +3, Disguise +3, Escape Artist +2, Fly +2, Heal +3, Intimidate +3, Perception +3, Perform (Untrained) +3, Ride +2, Sense Motive +3, Stealth -6, Survival +3, Swim +9
Treasure	Royal jelly (8x)			

Special Qualities & Abilities

Poison (Ex) Sting - injury; save Fort DC 27; frequency 1/round for 4 rounds; effect 1d2 Con; cure 1 save.

Vulnerable to Smoke (Ex) Smoke from particularly smoky fires or effects (such as that created by a pyrotechnics spell) causes a giant bee to become nauseated if it fails a DC 14 Fortitude save. This condition persists as long as the giant bee remains in the smoke, plus 1d4 rounds.

5E

Bee (Giant Queen)

	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Plains			
Rarity	Uncommon			
Role	Soldier / Normal			
Organization	Solitary or Colony (1 plus others)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	57	93	157	238
Speed	20 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Large vermin, unaligned	Large vermin, unaligned	Large vermin, unaligned	Huge vermin, unaligned
Ability Scores / Saves	STR 17 (+3) DEX 9 (-1) CON 16 (+3) INT 10 (+0) WIS 10 (+0) CHA 11 (+0)	STR 17 (+3) DEX 9 (-1) CON 16 (+3) INT 10 (+0) WIS 10 (+0) CHA 11 (+0)	STR 20 (+5) DEX 13 (+1) CON 18 (+4) INT 10 (+0) WIS 14 (+2) CHA 15 (+2)	STR 22 (+6) DEX 12 (+1) CON 20 (+5) INT 10 (+0) WIS 14 (+2) CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	Vulnerable to Smoke			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	7	11	15	19
Special Abilities & Qualities	**Saving Throw** Constitution DC 16	**Saving Throw** Constitution DC 17	**Saving Throw** Constitution DC 19	**Saving Throw** Constitution DC 21
	Poison Sting - injury; save Constitution; frequency 1/round for 4 rounds; effect 1d2 Constitution damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing			
Special Abilities & Qualities	**Vulnerable to Smoke** Smoke from particularly smoky fires or effects (such as that created by a pyrotechnics spell) causes a giant bee to become nauseated if it fails a DC 14 Constitution save. This condition persists as long as the giant bee remains in the smoke, plus 1d4 rounds.			

	Low	Moderate	Advanced	Elite
Standard Actions	**Sting** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.	**Sting** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.	**Sting** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+10 (17) piercing damage.	**Sting** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+13 (24) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

P2E

Bee (Giant Queen)

	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Plains			
Rarity	Uncommon			
Role	Soldier / Normal			
Organization	Solitary or Colony (1 plus others)			
Treasure	Incidental			

Level	CREATURE 7	CREATURE 11	CREATURE 15	CREATURE 19
Rarity	UNCOMMON	UNCOMMON	UNCOMMON	UNCOMMON
Alignment	TN	TN	TN	TN
Size	LARGE	LARGE	LARGE	HUGE
Other Traits	ANIMAL			
Perception	+10, darkvision	+14, darkvision	+20, darkvision	+24, darkvision
Languages	-			
Skills	Athletics +13, Diplomacy +10, Deception +10, Medicine +10, Intimidation +10, Performance +10, Stealth +9, Survival +10	Athletics +18, Diplomacy +14, Deception +14, Medicine +14, Intimidation +14, Performance +14, Stealth +13, Survival +14	Acrobatics +19, Athletics +24, Diplomacy +20, Deception +20, Medicine +20, Intimidation +20, Performance +20, Stealth +19, Survival +20	Acrobatics +23, Athletics +30, Diplomacy +24, Deception +24, Medicine +24, Intimidation +24, Performance +24, Stealth +23, Survival +24
Ability Scores	Str +4 Dex +0 Con +4 Int +0 Wis +1 Cha +1	Str +5 Dex +0 Con +4 Int +0 Wis +1 Cha +1	Str +7 Dex +2 Con +6 Int +0 Wis +3 Cha +3	Str +9 Dex +2 Con +8 Int +0 Wis +3 Cha +3
Items	-	-	-	-
Defense				
AC	18	20	26	28
Fort	+13	+17	+23	+29
Ref	+9	+13	+19	+23
Will	+10	+14	+20	+24
hp	74	116	188	276

Immune	psychic			
Resists/ Vulnerable	-			
Aura	-			
Defenses	-			

Offense & Actions

Speed	20 ft. Fly 60 ft. (Good)			
Melee	Melee Sting +16 (reach 10 ft.), Damage 1d8+6 piercing	Melee Sting +24 (reach 10 ft.), Damage 2d6+7 piercing	Melee Sting +31 (reach 10 ft.), Damage 2d6+10 piercing	Melee Sting +39 (reach 15 ft.), Damage 3d6+13 piercing
Poison	**Saving Throw** Fortitude 18	**Saving Throw** Fortitude 20	**Saving Throw** Fortitude 24	**Saving Throw** Fortitude 26
	Poison Sting - injury; save Fortitude; Onset immediate; Maximum Duration 4 rounds; Stage 1 Drained 1 (1 minute) and 1d6 Poison damage; Stage 2 2d6 poison damage and Drained 2 (1 minute); Stage 3 4d6 poison damage and Drained 3 (1 minute).			
Vulnerable to Smoke	**Vulnerable to Smoke** Smoke from particularly smoky fires or effects (such as that created by a pyrotechnics spell) causes a giant bee to become nauseated if it fails a DC 14 Fortitude save. This condition persists as long as the giant bee remains in the smoke, plus 1d4 rounds.			

Other Abilities

Innate Spells	-
Spellcasting	-

OSR

Bee (Giant Queen)

	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Plains			
Rarity	Uncommon			
Role	Soldier / Normal			
# Encountered	Solitary or Colony (1 plus others)			
Treasure	Incidental			

AC	Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	4	6	7	8
ATT	Attacks	Sting 1d8	Sting 2d6	Sting 2d6	Sting 3d6
THACO		16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV	Move	60' (20') Fly 180' (60') (Good)			
SV	Saves				
	D Death	**10**	**8**	**6**	**6**
	W Wand	**11**	**9**	**7**	**7**
	P Paralysis	**12**	**10**	**8**	**8**
	B Breath	**13**	**10**	**8**	**8**
	S Spell	**14**	**12**	**10**	**10**
	***U* Unified**	**12**	**10**	**8**	**8**
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	275	650	900	1,100

Special Abilities

Poison	Sting - injury; save Death; frequency 1/round for 4 rounds; effect 1d2 Constitution damage and 1d8 Poison damage; cure 1 save.
Vulnerable to Smoke	Smoke from particularly smoky fires or effects (such as that created by a pyrotechnics spell) causes a giant bee to become nauseated if it fails a Paralysissave. This condition persists as long as the giant bee remains in the smoke, plus 1d4 rounds.

DCC

Bee (Giant Queen)

	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Plains			
Rarity	Uncommon			
Role	Soldier / Normal			
# Encountered	Solitary or Colony (1 plus others)			
Treasure	Incidental			

Init	Initiative	-3	-3	-2	-2
Atk	Attacks	Sting +4 melee (1d8+2)	Sting +4 melee (1d6+2)	Sting +4 melee (1d6+3)	Sting +6 melee (2d6+4)
Crit	Critical Hits	20+:M/d8	20+:M/d10	20+:M/d10	20+:M/d12
AC	Armor Class	11	11	12	13
HD	Hit Dice	2d8 + 2	4d8 + 4	5d8 + 5	6d8 + 6
MV	Move	20', Fly 60', (Good)			
ACT	Action Dice	1d24	1d24+1d20	1d24+2d20	2d24+1d20
SV	Saves				
	Fort	+6	+7	+10	+13
	Ref	+1	+2	+5	+5
	Will	+2	+3	+5	+6
AL	Alignment	N			

Special Abilities

Poison	Sting - injury; save Fortitude; frequency 1/round for 4 rounds; effect 1d2 Constitution damage and 1d8 Poison damage; cure 1 save.
Vulnerable to Smoke	Smoke from particularly smoky fires or effects (such as that created by a pyrotechnics spell) causes a giant bee to become nauseated if it fails a Fortitude. This condition persists as long as the giant bee remains in the smoke, plus 1d4 rounds.

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