

BASELINE STATS FOR MONSTERS

Level	Attack Bonus	Normal Monsters		Mooks		Large/Double Str.		Huge/Triple Str.		AC	Better Defense	Lesser Defense	Fear Threshold (HP)
		Strike Damage	HP	Strike Damage	HP Each	Strike Damage	HP	Strike Damage	HP				
0	+5	4	20	3	5	9	41	12	60	16	14	10	7
1	+6	5	27	4	7	10	54	15	81	17	15	11	9
2	+7	7	36	5	9	14	72	21	108	18	16	12	12
3	+8	10	45	6	11	21	90	30	135	19	17	13	15
4	+9	14	54	7	14	28	108	42	162	20	18	14	18
5	+10	18	72	9	18	36	144	54	216	21	19	15	24
6	+11	21	90	12	23	42	180	63	270	22	20	16	30
7	+12	28	108	18	27	56	216	84	324	23	21	17	36
8	+13	38	144	23	36	76	288	114	432	24	22	18	48
9	+14	50	180	31	45	100	360	150	540	25	23	19	60
10	+15	58	216	37	54	116	432	174	648	26	24	20	72
11	+16	70	288	46	72	140	576	210	864	27	25	21	96
12	+17	90	360	60	90	180	720	270	1080	28	26	22	120
13	+18	110	432	74	108	220	864	330	1296	29	27	23	144
14	+19	135	576	90	144	270	1152	405	1728	30	28	24	192

MONSTER INITIATIVE BONUSES

Level + #	Description
Level - 1	Super-slow (oozes), utterly clumsy (zombies)
Level + 0	Slow and clumsy (animated statues)
Level + 1	Awkward or small (city guards, dire rats)
Level + 2	Average (hellhound, human thug)
Level + 3	Just above average (derro sage)
Level + 4	Quick (owlbear)
Level + 5	Fast (wyvern)
Level + 6	Really fast (gnoll ranger)
Level + 7	Fast like a fast PC (ogre mage)
Level + 8	Blindingly fast (rakshasa)
Level + 9	Competing with the rogue

LEVELLING MONSTERS

If you want to add a full level to a monster...

...and you only want to boost its attack:

- Give the monster a +6 attack boost.

...and you only want to boost AC:

- Give the monster a +6 AC boost.

...and you only want to increase the monster's HP:

- Double the monster's hit points.

...and you only want to increase the damage the monster deals:

- Add a second attack or ongoing damage.

...and you want to increase every stat:

- Add +1 to attack, +1 to all defenses, multiply its damage by 1.25, and multiply its hit points by 1.25.

CUSTOMIZING MONSTERS

Name	Description	Adjustments
Scrapper	Sharp but thin	+3 to attack 70% of normal HP
Offensive	Soft but strong	+3 to attack -3 to all defenses
Oaf	Tough and clumsy	-3 to attack +3 to AC
Defensive	Tough but weak	+3 to AC 70% of normal HP
Lunk	Big and squishy	-3 to all defenses +40% HP boost
Brittle	Tough but thin	+3 to AC 70% of normal HP

Note: the above customizations do not change the level of the monster.

MONSTER EQUIVALENTS

Monster Level Compared to Party Level	Adventurer Battle	Champion Battle	Epic Battle	Normal Counts As...	Mook Counts As...	Large Counts As...	Huge Counts As...
	2 levels lower	1 level lower	SAME LEVEL	0.5	0.1	1	1.5
	1 level lower	SAME LEVEL	1 level higher	0.7	0.15	1.5	2
	SAME LEVEL	1 level higher	2 levels higher	1	0.2	2	3
	1 level higher	2 levels higher	3 levels higher	1.5	0.3	3	4
	2 levels higher	3 levels higher	4 levels higher	2	0.4	4	6
	3 levels higher	4 levels higher	5 levels higher	3	0.6	6	8
	4 levels higher	5 levels higher	6 levels higher	4	0.8	8	--

IMPROMPTU DCs AND DAMAGE

Tier	Degree of Challenge	Skill DC	Trap or Obstacle Attack Roll vs. AC/PD/MD	Impromptu Damage (Single Target)	Impromptu Damage (Multiple Targets)
Adventurer	Normal	15	+5	2d6 or 3d6	1d10 or 1d12
Adventurer	Hard	20	+10	3d6	1d12
Adventurer	Ridiculously Hard	25	+15	3d6 or 4d6	1d12 or 2d8
Champion	Normal	20	+10	4d6 or 4d8	2d10 or 2d12
Champion	Hard	25	+15	4d8	2d12
Champion	Ridiculously Hard	30	+20	4d8 or 2d20	2d12 or 3d10
Epic	Normal	25	+15	2d20 or 3d20	3d12 or 4d10
Epic	Hard	30	+20	3d20	4d10
Epic	Ridiculously Hard	35	+25	3d20 or 4d20	4d10 or 4d12

FIGHT IN SPIRIT

When a character is out of a fight altogether, they may provide a bonus to another party member. To earn this bonus, you have to come up with some story about what your character has done that could boost party morale.

+2 to a stat the first time each battle, +1 thereafter: Bonus will generally be to attacks, AC, PD, or MD.

One bonus per round: A bonus lasts one or two rounds, and can be granted once per round. You should make up new stories each round to continue.

Out for the duration: If you're making saves, or temporarily prevented from acting, you can't fight in spirit. This is for players completely shut out of the fight.

FLEE

Fleeing is a party decision, not an individual action. Fleeing is almost always an option (unless specified otherwise), but comes with the cost of a Campaign Loss.

RALLY

At least once per battle, every PC can Rally as a standard action, spending a recovery and regaining hit points.

To rally again in a later round, make a **normal save (11+)**. Success means you can rally again. Failure lets you take your turn as normal, but you can't rally that round.

CONDITIONS

Note: Penalties from conditions don't stack. Just use the worst penalty.

Confused: You can't make opportunity attacks or use your limited powers. Your next attack action will be a basic or at-will attack against at least one of your nearby allies, usually determined randomly. If you don't have any nearby allies, you either do nothing much or, at the GM's option, act in a strange confused manner that suits the story.

Dazed: You take a -4 penalty to attacks.

Fear: Fear Dazes you and prevents you from using the escalation die.

Hampered: You can only make basic attacks, no frills. You can still move normally. (Fighters and Bards, that also means no flexible attacks. Monsters, that means no triggering special abilities on specific attack rolls.)

Helpless: If you're unconscious or asleep, you're helpless and a lot easier to hit. While helpless, you take a -4 penalty to all defenses and you can be the target of a coup de grace.

Stuck: You can't move, disengage, pop free, change your position, or let anyone else move you without teleporting. You're not otherwise penalized, necessarily.

Stunned: You take a -4 penalty to defenses and can't take any actions.

Vulnerable: Attacks against you have their crit range expanded by 2 (normally 18+).

Weakened: You take a -4 penalty to attacks and defenses.

DISENGAGING

To disengage without drawing opportunity attacks, roll a **normal save (11+)**. You take a -1 penalty for each foe you are disengaging from beyond the first. If you fail, you don't move, lose your move action, and remain engaged, but at least you don't take opportunity attacks.

INTERCEPTING

Generally, if you move past someone who is not already engaged, they have the option to engage you and stop you where they are. The GM rules on what counts as moving "past" a defender. In general, the GM should rule in favour of interception. When intercepted, you usually don't have the option of continuing your move with an opportunity attack. The standard consequence is that you stop and use your attack on the creature that intercepted you.

SHOOTING INTO MELEE

There is no attack penalty when using a range attack to target an enemy that is engaged with an ally. But if you fumble (roll a natural 1), reroll the attack considering the engaged ally as the target. (GM rules which one if there are multiple engaged allies.)

INVISIBILITY

Invisibility gives you a big modifier to skill checks to sneak around (at least +5 unless dealing with creatures who can smell or otherwise detect you). In combat, once enemies know you are in the area, invisibility isn't perfect. Attacks against an invisible enemy have a 50% chance to miss completely, before the attack roll. Attacks that miss in this fashion don't deal any damage or have effects on the invisible creature. Other miss effects might occur.

GRABBED

If a monster grabs a PC:

- You are engaged with the grabbing creature
- You can't move away unless you teleport, pop free, or successfully disengage
- Your disengage checks take a -5 penalty unless you hit the creature grabbing you the same turn that you're trying to disengage
- You can't make opportunity attacks
- You can't use ranged attacks
- Grabbing creature gets +4 to hit you
- Larger creatures can move and carry smaller creatures they are grabbing with them

DEATH AND DYING

Down at 0 HP: When at 0 HP or below, you fall unconscious and start making death saves.

Dead at negative half: Keep track of how far below 0 you go. You die when you reach negative HP equal to half your maximum HP.

Healing while you're down: If healed, ignore negative HP, start from 0 HP, and add the hit points you've regained.

Make Death Saves while you're down: Death Saves are **hard saves (16+)** with the following results:

- 16+ Heal using a recovery. This is all you can do this turn.
- 1-15 Take one step closer to death. After the fourth failed death save in a single battle, you die.
- Nat. 20 As 16+, and you can take actions normally this round.

LAST GASP SAVES

The first turn after an effect forces a PC to start making last gasp saves, the PC can only take one action during their turn and ends their turn by rolling a **hard save (16+)**. If this first save fails, the PC is not helpless and can take no further actions except to roll last gasp saves.

The last gasp save functions like a death save. Success means the PC has thrown off the condition and will act normally on their next turn. A natural 20 means they can act normally in the current round as well. Four failed last gasp saves in a battle means you succumb to the effect as indicated.

An adjacent ally can use a standard action to help you try to shake off the effect, letting you roll a bonus save that doesn't wount towards your four failures. This save is only a **normal save (11+)**.

GP PER FULL HEAL-UP (BY LEVEL)

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
100 gp	125 gp	175 gp	210 gp	250 gp	325 gp	425 gp	500 gp	650 gp	850 gp

QUICK RESTS

During a quick rest, you may spend as many recoveries as you want to heal yourself. If you are staggered, you **MUST** try to heal yourself until you are no longer staggered. Above staggered, it's your choice whether to heal.

For each recharge power that you have expended, toll a d20 to see if it recharges for the next battle.

FULL HEAL-UPS

A full heal-up occurs roughly every four battles. Reset all hit points, recoveries, and powers to full.

You may force an early full heal-up at the cost of taking a Campaign Loss.

HEALING POTION COSTS

Tier	Cost	Effect	HP Cap
Adventurer	50 gp	Recovery + 1d8	30
Champion	100 gp	Recovery + 2d8	60
Epic	200 gp	Recovery + 3d8	100
Iconic	300 gp	Recovery + 4d8	130

RESISTANCE POTION COSTS

Tier	Resistance	Cost
Adventurer	Resist 16+	100 gp
Champion	Resist 16+	200 gp
Epic	Resist 16+	400 gp

OIL COSTS

Tier	Bonus	Cost
Adventurer	+1 Oil	100 gp
Champion	+2 Oil	200 gp
Epic	+3 Oil	400 gp

RUNE COSTS

Tier	Bonus	Cost
Adventurer	+1 Rune (+ table)	150 gp
Champion	+2 Rune (+ table)	300 gp
Epic	+3 Rune (+ table)	600 gp

RANDOM RUNE EFFECT: ARMOUR

- 01-20 The bonus also applies to PD
 21-40 The bonus also applies to MD
 41-60 The bonus applies to both PD and MD
 61-80 As 41-60 and you can reroll one failed save while the rune is active
 81-100 You can take your first rally this battle with a quick action. (If you can already rally with a quick action, then it uses a free action.)

RANDOM RUNE EFFECT: WEAPON

- 01-20 +4 bonus to opportunity attacks
 21-40 Weapon gains an energy damage type such as fire, cold, etc., and deals +1d4 damage (champion: +2d6; epic +5d6)
 41-60 +4 attack bonus on first round of combat
 61-80 Weapon deals +1d10 damage while escalation die is 3+ (champion: +4d6; epic: +3d20)
 81-100 Reroll one missed attack with weapon

RANDOM RUNE EFFECT: IMPLEMENT

- 01-20 +1 additional attack bonus if spell only has one target
 21-40 Implement gains an energy damage type such as fire, cold, etc., and deals +1d4 damage (champion: +2d6; epic +5d6)
 41-60 +1 additional attack bonus with daily spells
 61-80 +1 additional attack bonus if spell has more than one target
 81-100 Reroll one missed attack with implement

ICON SUMMARIES

THE ARCHMAGE



has preserved the Empire for centuries and created astonishing new lands. He has also threatened the fabric of reality with experiments you'd have to be brilliant or hugely arrogant to attempt.

THE CRUSADER



is the armored fist of the Dark Gods. So long as followers of the Gods of Light stay the hell out of his way, the Crusader turns his wrath against the demons that would destroy the world his own gods want to rule. Follow the Crusader if you must win at any cost.

THE DIABOLIST



controls fiends and tampers with forces even the Archmage avoids. She likes her victims screaming and her chaos pure while claiming that the demons she summons would otherwise overwhelm the Great Gold Wyrms who seals the Abyss. There are two differences between her and her demons: First, she likes keeping destruction personal rather than universal. Second, she's capable of kindness, so long as it comes as a great surprise.

THE DWARF KING



is lord of Forge, the dwarves' new homeland beneath the mountains. He'd love to reclaim the dwarven Underhome lost to war against the dark elves and the creatures of the deep. But now that the Empire is stumbling, the dwarves find themselves manning the mountain walls that shield the Empire from the orcs and monsters of the north.

THE ELF QUEEN



rules the Court of Stars, the one place where wood elves, dark elves, and high elves come together as peers and allies instead of as rivals or enemies. Honed by centuries of experience, the Queen's innate magic at least equals the Archmage's spells.

THE EMPEROR



rules the world's greatest human kingdom, known as the Dragon Empire for the mounts of its mightiest warriors. All the signs suggest that the age is turning, but will the Empire fall or shift to a new balance?

THE GREAT GOLD WYRM



is the world's protector and the inspiration for holy orders of paladins and independent heroes. Although the Gold Wyrms' physical form seals the gap that prevents the Abyss from erupting into the world, his dreams and the agents he employs still move through the world, helping those who will fight and even die for what's right.

THE HIGH DRUID



is the champion of the resurgent Wild, and the spiritual and magical leader of spirits of nature and the elements that were chained by the Empire but are now working themselves free. She might be the great force that shakes the Empire to pieces or the hero who destroys the destroyers and points to a new way to live.

THE LICH KING



is the lord of the undead, a fallen tyrant who intends to conquer the Dragon Empire and restore his ancient kingdom. He's not entirely insane and mostly understands that ruling a kingdom is not the same as destroying it.

THE ORC LORD



is a figure of legend. The last time he walked the land the Lich King fell, in part because of the Orc Lord's attack. Who will fall before his hordes this time? Who won't?

THE PRIESTESS



hears all the Gods of Light and speaks for those who please her. She is part oracle, part mystic, and part metaphysical engineer, since she created the Cathedral, an ever-expanding temple with rooms or entire wings for each of the faiths she favors.

THE PRINCE OF SHADOWS



is part thief, part trickster, and part assassin. To some he is a hero; to others a villain. He has squandered the riches of the dwarves, murdered the hopes of a dragon, and plundered the dreams of a god. His exploits have changed the world, but none can tell you his ultimate goals or motives.

THE THREE



were among the first dragons to walk the world. The Red is a living engine of destruction. The Blue is a sorceress, perhaps even the original mother of all sorcery. The Black is queen of shadows and assassins. Unlike the Great Gold Wyrms, who must fight alone, the Three have learned to join forces.