

POCKET

Play Off the Cuff — Keep Engaging Tactics



Pocket Book Edition

A fantasy TTRPG for one-off play

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This game was designed for one-offs and spur-of-the-moment games. It has no progression, and relatively little mechanical customization: simply choose a race, class, and weapons.

The exact capabilities of things have been purposely left vague. In this game, things like combat are really only as interesting as you allow them to be. Encourage the players to use their abilities in ways that allow them to solve their problems creatively, and reward them for attempting to do so.

Dice: All you need is a d20, though a d10 may be of use. If you're just using a d20, for a d10 ignore the first digit, and treat 0 as 10. For tables with five entries you can split the d20 into fifths, or just re-roll until you get a number on the list.

Races

Human	You get +1 to ongoing effect rolls, and you speak an extra language. +3 to any skill.
Changeling	You can shape-shift into any humanoid, and speak an extra language. +2 Subterfuge.
Construct	You don't eat, drink, breathe, or sleep. You're made of wood, stone, and metal. You can attach weapons to your limbs and armor to your body. +2 Athletics.
Dark Elf	You have night-vision, but you're dazzled by bright light. You can cast <i>Darkness</i> 1/ day. You don't sleep. +2 Subterfuge.
Deviltouched	You have night-vision and fire resistance. +2 Subterfuge.
Dwarf	You have night-vision and poison resistance. +2 Athletics
Elf	You have night-vision and don't sleep. +2 Athletics and +2 Lore.
Gnome	You're small and have night-vision. You can speak to rodents. +2 Subterfuge or Lore.
Goblin	You're small and have night-vision. You get +3 to opposed Athletics checks against opponents larger than you. Your screech is very unsettling. +2 Subterfuge.

Half-Elf	You speak three extra languages in addition to Common and Elven. +2 Lore.
Halfling	You're small. You're also lucky, so you can reroll a d20 roll 1/day. +2 Subterfuge.
Half-Orc	+1 to hit with weapon attacks. +2 Athletics
Henge-Yōkai	Night-vision. Choose a mammal. You can shift to take on its traits. +2 Athletics.
Kobold	You're small and have night-vision. 1/day you craft a <i>Tanglefoot Bag</i> . +2 Subterfuge.
Ryujin	You may use your breath weapon every 1d10 rounds as a minor action: Blast/DC 15 Athletics for half damage/6 damage chosen at creation from acid, cold, electricity, fire, or poison. +2 Athletics or Lore.
Wandering Dream	You can telepathically communicate with creatures within 50 feet. +2 Lore.
Wing Ape	You can glide. +2 Athletics.

Barbarian

+5 *BWAM*, 24 *HP*, +6 *Athletics*

You can't read. Twice per day you can go into a *Rage*: for 1 minute you gain +3 to weapon damage and Athletics. While raging you have resistance to all damage except for psychic.

Proficiencies: All weapons, shields, and light armor. You start with three weapons, or two weapons and a shield.

Bard

+3 BWAM, 20 HP, +2 Athletics, +2 Subterfuge, +4 Lore

Roll one spell each day from 11-15 on the magic table.

You can cast the spell *Guidance* three times per day. As a standard action you can play music to give your allies +1 to all their rolls for 1 round.

Proficiencies: Small, ranged, and one-handed weapons, and light armor. You start with two weapons and a musical instrument.

Cleric

+4 BWAM, 22 HP, +2 Athletics, +4 Lore

Roll two spells each day from 1-10 on the magic table.

You can cast the spell *Heal* once per day.

Proficiencies: Shields and all armors. Small, ranged, and one-handed weapons. You start with two weapons, or one weapon and a shield.

Druid

+2 BWAM, 22 HP, +2 Athletics, +4 Lore

Roll one spell each day from 6-10 on the magic table.

You can talk to plants and animals. Three times per day you can turn into any plant or animal you've seen. You can stay in this form for up to an hour. If it's a large or dangerous animal, your attack has a BWAM of +6, and deals 5 damage.

Proficiencies: All weapons, shields, and light armor. You start with two weapons, or one weapon and a shield.

Fighter

+6 BWAM, 24 HP, +6 Athletics

You get +2 to opportunity attacks. Once per round if an enemy you're engaged with uses their turn attacking someone other than you, you can make an attack against them.

Proficiencies: All weapons, armor, and shields; you take no Athletics penalty from armor. You start with four weapons, or three weapons and a shield.

Illusionist

+2 BWAM, 18 HP, +4 Subterfuge, +2 Lore

You can cast each of the following spells twice per day:

Light, Disguise, Darkness, Mirror Image.

You can cast the spell *Freeform Illusion* at will: You create an insubstantial, illusory image. It can be up to 15 ft in size and lasts up to 1 hour. The illusion can move and involve any senses except touch. You can only have one illusion at a time.

Proficiencies: Small weapons. You start with one weapon, and a magical orb for casting.

Marshal

+5 BWAM, 24 HP, +4 Athletics, +2 Lore, +2 to assist checks

As a free action once per turn, you may trigger an opportunity attack from an enemy who can attack you — if the enemy chooses to do so, an ally can make a free attack against them. Allies get +1 to hit and damage targets you're engaged with.

Proficiencies: All weapons, armor, and shields. You start with two weapons, a shield, and a flag.

Monk

+6 BWAM, 22 HP, +4 Athletics, +2 Subterfuge

You have an extra standard action per turn. You get +2 AC vs. opportunity attacks and never take damage when successfully dodging a spell or trap. You can jump up to 20 ft without rolling.

Proficiencies: All weapons. You have +2 to hit with unarmed and small weapons, and deal 4 damage with them. Choose two weapons to start with, and if you choose any small weapons you get five instead of one.

Paladin

+5 BWAM, 24 HP, +4 Athletics, +2 Lore

Roll one spell each day from 1-5 on the magic table.

You can summon a holy mount who you can ride. It has AC 14, 20 HP, +6 Athletics, +0 Subterfuge, and +0 Lore.

Proficiencies: All weapons, armor, and shields. You start with three weapons, or two weapons and a shield.

Ranger

+4 BWAM, 22 HP, +2 Athletics, +2 Subterfuge, +2 Lore

When using a ranged weapon, you may choose to make two attacks without adding your BWAM. You have an animal companion with a +4 melee attack dealing 5 damage, AC 14, 20 HP, +6 Athletics, +2 Subterfuge, and +0 Lore.

Proficiencies: All weapons and light armor. You start with three weapons.

Sorcerer/Wizard

+2 BWAM, 18 HP, +6 Lore, Sorcerers get +2 Athletics

Three spells each day, rolled from 1-20 on the magic table.

Sorcerers get three castings of each, instead of two as normal.

Wizards can choose one of their daily spells, and can cast the spell *Magic Missile* at will: Ranged/2 force damage.

Proficiencies: Small weapons. You start with one weapon and a spellbook, wand, or staff.

Thief

+3 BWAM, 20 HP, +2 Athletics, +4 Subterfuge

You deal triple damage on sneak attacks, and double on any other attacks where you have the upper hand. You never take damage when successfully dodging a spell or trap.

Proficiencies: Small, ranged, and one-handed weapons, as well as light armor. Choose two weapons to start with, and if you choose any small weapons you get five instead of one.

Warlock

+3 BWAM, 18 HP, +3 Subterfuge, +3 Lore

Roll one spell each day from 16-20 on the magic table.

You can cast the spell *Eldritch Blast* at will: Ranged/+5 vs AC/5 force damage. You gain night-vision, and can cast either the psionic power *Tongues* or *True Sight* once per day.

Proficiencies: Small, ranged, and one-handed weapons, as well as light armor. You start with one weapon, which you can magically summon from anywhere.

Equipment

Your character's proficiencies and starting equipment are listed with your class. In addition to the equipment listed there, you start with a piece of armor of your choice.

You may choose weapons that you aren't proficient with, but you don't get your BWAM when using them. You get no benefits from wearing armor without proficiency.

You are assumed to have common travelling and dungeoneering supplies, as well as weapon ammunition. If the GM cares about currency, start with 2d10 GP and 1d10 SP.

Weapon	Examples	Damage
Small	<i>Dagger, Dart, Sling, Rock, Fists, Hand Crossbow, Shuriken</i>	3
Ranged	<i>Bow, Crossbow, Javelin, Boomerang</i>	4
One-Hand	<i>Longsword, Mace, Axe, Club, Whip</i>	5
Two-Hand	<i>Greatsword, Maul, Greataxe, Staff, Halberd, Spear, Spiked Chain</i>	7

Armor	Examples	AC	Athletics
None	<i>Cloth, Padded</i>	11	-
Light	<i>Leather, Hide, Chain</i>	14	-1
Heavy	<i>Scale, Lamellar, Plate</i>	17	-2
Shield	<i>Dhal, Scutum, Ikhawu</i>	+1	-

Magic Spells

Each spell rolled may be cast twice that day. All magic users can cast *Prestidigitation* at will.

- 1 **Light:** You create bright light which lasts for up to 6 hours. This light can be extinguished to make a ranged attack dealing 4 radiant damage.
 - 2 **Guidance:** Grants an ally +4 to a d20 roll in the next hour.
 - 3 **Augury:** Ask a question regarding the outcome of a particular course of action, for the near future. Your deity responds with Weal (for good outcomes), Woe (for bad outcomes), Weal & Woe, or Nothing.
 - 4 **Shield:** Grants an ally +2 AC and 50% chance to redirect arrows. Lasts 1 hour.
 - 5 **Heal:** Touch/Subject heals 1d10+5 HP.
 - 6 **Cure:** Touch/Cures subject of a poison, disease, or other negative effect.
 - 7 **Resistance:** 3 subjects gain immunity to either acid, cold, electricity, fire, or poison for 24 hours.
 - 8 **Speak with Dead:** You ask a corpse 3 questions. It answers you based on its knowledge in life.
 - 9 **Wall of Stone:** Creates a 4 inch thick sheet of stone, in any shape you desire, up to a 50 ft by 50 ft square.
 - 10 **Fly:** Touch/Target grows wings and can fly for 1 hour.
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11 **Disguise:** Touch/You change a subject's appearance and clothing for up to 1 day.

12 **Darkness:** You create a cloud of darkness which lasts for 10 minutes.

13 **Mirror Image:** You create three 1 HP illusions of yourself. Attacks targeting you must roll for the chance to instead hit one of your illusions.

14 **Teleport:** You and up to 4 creatures you're touching can teleport 500 ft.

15 **Sleep:** Touch/The target falls asleep.

16 **Web:** Blast/DC 15 Athletics/target is stuck in sticky webs — a DC 18 Athletics check escapes.

17 **Acid Arrow:** You fire a bolt of hardened, volatile acid. Ranged/+7 vs AC/5 acid damage (ongoing).

18 **Ball Lightning:** Ranged/DC 18 Athletics for half damage/9 electricity damage.

19 **Fireball:** Blast/DC 15 Athletics for half damage/7 fire damage.

20 **Cone of Cold:** You shoot a blast of frigid air. Blast/DC 13 Athletics for half damage/9 cold damage.

* **Prestidigitation:** You perform minor tricks. Dancing lights, mage hand, conjuring sounds and smells, etc.

Artificer

+2 BWAM, 20 HP, +2 Subterfuge, +4 Lore

With 1 minute of concentration you can mend a mundane object. Each day roll once on the table to craft something. You have a tiny, psychically-linked homunculus with AC 14, 11 HP, +1 Athletics, +8 Subterfuge, and +0 Lore.

Proficiencies: Small and ranged weapons; light armor. You start with two weapons and two items rolled from your table.

- 1 **Spell Scroll:** When read, the spell is cast; roll for a spell.
 - 2 **Foaming Plaster:** When mixed with water, expands dramatically, then hardens; can be molded into an item.
 - 3 **Salve of Slipperiness:** Makes a surface very slippery.
 - 4 **Tanglefoot Bag:** Acts like a single-target *Web* spell.
 - 5 **Potion of the Wind:** Grants 60 mph flight for 4 hours.
 - 6 **Potion of Heroism:** Makes subject completely fearless, and grants +2 to AC and ongoing effects rolls.
 - 7 **Potion of Health:** Functions as the spells *Heal* and *Cure*.
 - 8 **Poison:** Roll on the poison table. It doesn't denature.
 - 9 **Alchemist's Spark:** Blast/DC 15 Athletics for half damage/13 electricity damage. Can be equipped with mechanical legs to skitter off and detonate on its own.
 - 10 **Acid Fire:** Blast/3 fire (ongoing) and 3 poison (ongoing).
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Assassin

+3 *BWAM*, 20 HP, +2 *Athletics*, +4 *Subterfuge*

You have poison resistance. Each day roll once on the table to brew a dose of poison; it denatures by the end of the day if not used. You always have *Mundane Poison* on hand. It's a minor action to add poison to a weapon.

Proficiencies: Small, ranged, and one-handed weapons. Light armor. Choose two weapons to start with, and if you choose any small weapons you get five instead of one.

* ***Mundane Poison:*** First target hit with weapon takes +3 poison damage. 11 poison damage if ingested

1 ***Snakeroot Poison:*** First target hit with weapon takes +5 poison damage, and is dazed (ongoing), able to do only one action a turn. Dazes for 24 hours if ingested.

2 ***Mummy Powder:*** First target hit with weapon takes +7 necrotic damage, and is weakened (ongoing), dealing half damage. Weakens for a week if ingested.

3 ***Mist of Azoth:*** Creates a cloud dealing 6 psychic damage a turn. Lasts 1 minute. Often used in traps.

4 ***Cheliceratamine:*** Blast/5 poison damage (ongoing). Same effect when ingested, and often used in traps.

5 ***Oleander Oil:*** For 10 minutes, targets hit with the weapon take +4 poison damage. If ingested, deals 22 poison damage over the course of an hour.

Psion

+1 BWAM, 18 HP, +2 Athletics, +2 Subterfuge, +2 Lore

Roll two powers each day on your own list; you can cast them at will that day. You can cast *Psychokinesis* at will.

Proficiencies: All weapons. You start with one weapon.

* ***Psychokinesis:*** You animate, levitate, or heat a small object.

1 ***Body Equilibrium:*** For 1 hour you can't be forcibly moved, and can ignore tricky terrain like ice or mud.

2 ***Inertial Barrier:*** A protective layer forms over your body, granting you resistance to all physical damage for 1 hour.

3 ***Tongues:*** For 1 hour you know all spoken languages.

4 ***Sending:*** You telepathically send a 25 word message.

5 ***True Sight:*** For 1 hour the subject can see through all illusions, invisibility, darkness, and shapeshifting.

6 ***Psychometry:*** You are able to see everything that has happened within 10 ft of an object in the last month.

7 ***Emerald Splash:*** Blast/+5 vs AC/sharp crystals do 8 damage.

8 ***Ego Whip:*** Ranged/DC 15 Lore for half/9 psychic damage.

9 ***Detect Thoughts:*** Ranged/DC 18 Lore or Subterfuge/You read the target's surface thoughts.

10 ***Suggestion:*** Ranged/DC 16 Lore or Subterfuge/The target follows a command you give. It can't be against their nature.

Actions in Combat

1 round is about 6 seconds long, and 10 rounds is 1 minute. On your turn you may move (a **move** action), attack (or cast a spell, move your speed again, or some similarly large action — called a **standard** action), and/or do some smaller action (a **minor** action). You may also **ready** an action, withholding it until a predetermined trigger occurs. Finally, you can take any number of **free** actions. The GM may also occasionally let players react to actions out of turn without readying.

Initiative: If needed, an easy way to determine initiative bonuses is to give characters wearing no armor +6, light armor +3, and heavy armor +0.

Position and Engagement

Position is abstracted for mental or gridless play. The GM will also describe terrain or objects for you to interact with.

Far: It takes two move actions to move from *far* to close range. If you're far, you can only make ranged attacks.

Close: Creatures who are *close* are one move action away from each other. When you move to attack someone, any close, unengaged enemies can try to intercept/engage with you. A Subterfuge check, opposed by Athletics, prevents this.

Engaged: If you can make melee attacks against an enemy, you're *engaged* with them. When a creature moves away from an enemy they're engaged with, as a reaction that enemy (or enemies), may use a weapon to make an **Opportunity Attack** against them. To avoid this a creature may use their standard action to move. The GM may also decide that certain other actions or situations trigger opportunity attacks.

Attacks and Damage

Weapon Attacks: To hit with a weapon/unarmed attack, roll 1d20 and add your weapon's attack bonus — if it is equal to or greater than the target's armor class (AC), the attack hits. Rolls of 1 are always a failure, while rolls of 20 are always a success (a **critical hit**), and deal double damage, though any other effects and ongoing damage are unaffected.

Your attack bonus is calculated by adding your Base Weapon Attack Modifier (**BWAM**) and any other applicable bonuses to hit. If using a weapon you don't have proficiency with, you don't add your BWAM.

Dual-wielding: When dual-wielding weapons (including fists), if you have a BWAM of at least +4, you may make an additional attack with your second weapon as part of your first weapon's attack action. However, when you do so you may not add your BWAM to either attack roll. You still may add any other applicable bonuses as normal.

Magic Attacks: Spells can either automatically hit, target AC, or require a skill check by the target. If an attack targets AC, it will work the same way weapon attacks do, and will specify an attack bonus. If an attack requires a skill check to avoid, it will specify a difficulty class (DC). Magic doesn't require a free hand to use.

Spells will generally specify if they're ranged or require touch. **Blast** spells can hit up to 6 enemies you are close to or engaged with.

Damage: Subtract any damage that is dealt from the target's hit points. When targets other than the PCs run out of hit points they die. **At 0 hit points**, PCs become unconscious immediately and must roll DC 15 Athletics checks on every subsequent turn until they fail a save and die, are healed, or are stabilized by an ally (generally a DC 15 Lore check).

Some creatures are vulnerable or resistant to particular types of damage, like fire — when hit with damage of that type, such creatures take double or half of it, respectively.

GMs should tell the players the damage types a monster is resistant or vulnerable to. Use your own judgement with stuff like fire spreading, cold and freezing, undead and poison, etc.

Ongoing Effect Rolls: When an effect is specified as (ongoing), roll an unmodified d20 at the end of your turn. If it's 11 or above, the effect ends immediately.

Recovery: You recover up to your maximum hit points after eight hours of sleep/rest. After resting for 10 minutes, characters below half their maximum hit points are restored to half. Major injuries, such as broken bones or lost limbs, don't heal through rests.

Spellcasting

At the beginning of each day, most spellcasters roll on the table to see which magical spells they prepare. Each spell rolled may be cast twice that day. **If, during the previous day they never used a particular spell, they may either choose to keep it for next day, or to re-roll it.** Many races and classes also get spells which they may cast every day without having to roll, either a set number of times, or at will.

Skills

When you attempt an action with some chance of success or failure, you may be asked to roll a skill check. Skill checks are attempted by rolling a d20 and adding the appropriate skill modifier. If the result is equal to or greater than the difficulty class, the action succeeds. Rolls of 1 are always a failure, and rolls of 20 are always a success. The GM may also decide to treat a check as opposed, and have a player roll off against an enemy, with the higher result winning.

Actions which don't fit into the three types of skill, most often ones relating to perception or luck, are generally rolled without any modifier.

Athletics: Swimming, jumping, forcing doors, dodging, riding, climbing, intimidation, intercepting, pushes, grabs, and so on are all feats of Athletics.

Subterfuge: Sneaking, picking locks, hiding, lying, disguise, forgery, feinting, pickpocketing, avoiding being intercepted, disabling traps, and so on are all feats of Subterfuge.

Lore: Recalling knowledge, researching, operating magical equipment, deciphering magic, negotiation, diplomacy, mental resistance, scholarship, etiquette, stabilizing the dying, and so on are all feats of Lore.

Assisting with Skill Checks: As an action, you may attempt to assist an ally with a check. To do so, you must perform a DC 11 skill check; the skill you use depends on how you try to help. Success gives the ally a +2 bonus on their check, while failure gives a -1 penalty.

Monsters

Consider halving high HPs if running for one or two players. Asterisks indicate a monster is intended as a final boss.

Bandit or City Guard

AC 14, HP 20, +3 Athletics, +3 Subterfuge, +3 Lore
Weapon: +4/4 for bow, 5 for sword (and +1 AC), 7 for spear.

Brahksat*

AC 17, HP 44, +5 Athletics, +2 Subterfuge, +1 Lore
Bite: +6/8 physical and acid damage.
Breath (25% recharge): Blast/DC 16 Athletics for half/4 cold.
Daze: DC 14 Lore/Target is dazed (ongoing); 1 action a turn.
Can become mostly invisible at will but cannot attack while invisible. Can teleport 50 ft. Can telepathically communicate with any creatures within a mile.

Buer

AC 13, HP 22, +12 Athletics, +8 Subterfuge, no Lore
Claw/Trample: +3/7 damage, or 5 and knocks prone
Moves by rolling. 360 degree vision. Can climb, albeit slow.

Bugbear/Orc

AC 14, HP 24, +5 Athletics, +3 Subterfuge, +1 Lore
Club: +6/7 damage.
Night-vision. Bugbears are larger and do +2 damage.

Carrion Worm

AC 17, HP 19, +5 Athletics, +2 Subterfuge, no Lore
Mouth Tentacles: +3/1 poison damage and a DC 16 Athletics or target is paralyzed (ongoing).
Bite: -2, or +5 vs paralyzed target/4 acid damage (ongoing).
Poison and acid resistance. Can climb walls. Brain is toxic.

Chimera*

AC 14, HP 38, +5 Athletics, +2 Subterfuge, no Lore

Breath: Blast/DC 14 Athletics for half/3 fire.

Bite/Ram: +6/5 damage; instead may knock target prone.

Snake Bite: +2/3 damage, and 5 poison (ongoing).

Makes all three attacks each turn.

Couerl

AC 17, HP 27, +5 Athletics, +5 Subterfuge, +5 Lore

Tentacles: +3, engaged or close target/4 damage or grab.

Bite: +5/6 damage

Appears to be 5 feet away from where they actually are; 50% miss chance when trying to hit. Attracted to phosphorus.

Dire Rat

AC 11, HP 6, -2 Athletics, +5 Subterfuge, no Lore

Bite: +2/3 damage, and target is infected with a fever causing blindness in 3 days.

Dragon*

AC 16, HP 50, +13 Athletics, +5 Subterfuge, +7 Lore

Breath (50% recharge): Blast/DC 16 Athletics for half/9 damage, chosen from acid, cold, electricity, fire, or poison.

Bite/Claw: +8/7 damage; instead may grab/pick up target.

Excellent hearing and night vision, and very fast flyer. Has an aura of fear. Resistant to damage type of breath weapon.

Elemental

AC 16, HP 17, +5 Athletics, -2 Subterfuge, no Lore

Makes two attacks at +3/3 damage, chosen from cold, electricity, fire, or physical.

Immune to either electricity, fire, or bludgeon weapons. Air and fire can fly. Fire is vulnerable to cold. Water can swim and freeze at will. Earth can burrow.

Ettercap

AC 14, HP 27, +4 Athletics, +2 Subterfuge, +1 Lore
Claw/Bite: +3/5 damage, and either grabs the target or deals 3
poison (ongoing).

Night-vision. Can cast *Web* at will. Good at climbing & traps.

Flumf

AC 13, HP 10, -4 Athletics, +0 Subterfuge, +6 Lore
Small. Spiky. Stinky. Psychic. Flies badly. Helpless if flipped.

Gelatinous Cube

AC 6, HP 42, -2 Athletics, +5 Subterfuge, no Lore
Slam: +3/3 physical and 3 acid, DC 10 Athletics or target is
paralyzed (ongoing).

Blind. 1/turn, an engaged target can be engulfed. The cube
can perform slam attacks against engulfed targets for free.
Immune to electricity but damaged by salt.

Ghost/Wight

AC 11, HP 9, +0 Athletics, +8 Subterfuge, +6 Lore
Drain: +5/4 necrotic; Wights can reduce target's max HP by 4.
Incorporeal; can only be damaged by magic, at half damage.

Ghoul

AC 14, HP 12, +3 Athletics, +3 Subterfuge, -2 Lore
Bite: +3/7 damage, and target is paralyzed (ongoing).

Landshark (Bulette)*

AC 16, HP 44, +9 Athletics, +7 Subterfuge, no Lore
Bite: +6/7 damage.

Burrows through the ground like water, sensing vibrations.
Can jump shockingly high. Automatically knocks prey over.

Magic User

AC 11, HP 22, +2 Athletics, +2 Subterfuge, +4 Lore
Choose three spells or powers to cast at will.

Manticore/Gooman

AC 15, HP 30, +5 Athletics, +3 Subterfuge, +2 Lore
Spikes: +4 ranged/up to 3 per turn at 1-3 targets/4 damage.
Can fly, but clumsy. Manticores can bite for +5/7 damage.
Due to their gooeyness, Goomans take -1 damage per attack.

Mauveine Death Worm

AC 12, HP 40, +10 Athletics, +3 Subterfuge, no Lore
Maw: +6/9 damage; instead may swallow, for 7 acid per turn.
Humongous. Burrows and detects vibrations.

Medusa

AC 15, HP 22, +3 Athletics, +5 Subterfuge, +4 Lore
Bite: +4/4 physical and 4 poison
Anyone who looks into a Medusa's eyes turns to stone over
the course of 1d10 rounds; can be cured with Medusa saliva.

Mimic

AC 14, HP 18, +3 Athletics, +12 Subterfuge, -3 Lore
Pseudopod: +8/9 damage.
Looks exactly like a chest, but is actually an ooze. All
engaged targets are glued to it; DC 20 Athletics to escape.

Mummy

AC 12, HP 20, +3 Athletics, +5 Subterfuge, +4 Lore
Grasp: +6/4 damage, and target is infected with a rotting
disease; until cured, they cannot heal.
Night-vision. Vulnerable to fire. Causes despair when seen.

Necromancer*

AC 14, HP 30, +3 Athletics, +6 Subterfuge, +7 Lore
Life Drain: +7/7 necrotic damage, & necromancer heals 7 HP.
Can cast *Darkness*, *Web*, and two more spells at will. As a
standard action, can raise unconscious/dead foes as zombies.

Ochre Jelly

AC 5, HP 20, +4 Athletics, +4 Subterfuge, no Lore
Slam: +2/3 poison and 3 necrotic damage.

Blind. Can climb walls/ceilings. Large, but can pass through a one inch hole. Immune to poison. 50% chance to trigger a coughing fit in engaged creatures. Slicing attacks cut in two.

Owlbear

AC 16, HP 26, +8 Athletics, +5 Subterfuge, no Lore
Claw: Two +5 attacks/4, if both attacks hit, it can grab.
Beak: +10 vs grabbed target/9 damage, or breaks a limb.
Has a deafening screech. Excellent night-vision.

Rust Monster

AC 18, HP 22, +3 Athletics, +5 Subterfuge, no Lore
Antenna Bristles: +3/Rusts a ferrous item carried by target.
Excellent night-vision and smell. Easily distracted.

Skeleton/Zombie

AC 14, HP 10, +3 Athletics, +3 Subterfuge, no Lore
Weapon: +4/4 for bow, 5 for sword (and +1 AC), 7 for spear.
Skeletons take half damage from non-bludgeoning weapons.
Zombies do +2 damage.

Troll

AC 16, HP 32, +5 Athletics, +2 Subterfuge, +1 Lore
Claws: +5/5 damage; or +0/7 damage, and 3 (ongoing).
Heals 7 HP per turn, but fire or acid stops it for a round. Must be killed with fire or acid to stop from regenerating.

Wyvern

AC 16, HP 32, +6 Athletics, +0 Subterfuge, -2 Lore
Stinger: +5/4 poison and stuns target (ongoing).
Bite/Claws: +3/6 damage; instead may grab/pick up target.
Has night-vision and can fly.

