The Mystery of Brushgather Farm

A Fantasy Roleplaying Adventure
by J. Evans Payne

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Foreword

Of all the things I've written, this may be the oddest.

Not in what's here: it's a straightforward adventure, mostly, in the old-school "haunted house/what's in the basement" style of things.

But in the sense of how it came to be. **Brushgather Farm** was originally published as part of **Berinncorte Basecamp**, an enormous follow-up companion to the even-more-enormous **Dark Obelisk 1** mega-adventure.

The Brushgather Farm that appeared originally is very similar to the one you're reading now. I'm embarassed, however, at how incomplete the original publication now feels. Monsters weren't included, some obvious typos were regrettably published, and all in all, although the guts of the adventure were there, there wasn't enough **around** it to really make it function outside of just being a side-quest to something much larger.

I feel I've remedied all of that, and despite hailing from origins as part of a much larger adventure path, what you have before you has the dubious glory of being **Infinium Game Studio's** first standalone adventure.

Which is the bad part: finishing this for purpose as a standalone made me long for the days of the 32- to 64- page adventure modules that peppered my living room in middle and high school.

I can only assure you that I've no sense of slowing down, and with luck and patience, this will be merely the very first in a long line of further adventures from IGS.

I cannot thank you enough for being a part of it. And I hope you enjoy the grisly, sad, and engaging **Mystery of Brushgather Farm**.

J. Evans Payne

Malvern, Pennsylvania

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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.

Introduction

What is FlexTale?

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

"**Table 1: 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.
81-00	**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.

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

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*.
81-00	61-00	51-00	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	51-00	**Cursed Reward**	**6d6 cp**, a rusted dagger (useless in combat), and whomever opens it is struck with a *bestow curse* spell (CL 8).

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).

Dynamic Plots

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

FlexTable 2: Sample Bartender Backstory

D%A	D%B	D%C	D%D	Result	Description
01-30	01-20	01-10	01-30	**War Hero**	In the Great War, Elkfist was a renowned warrior, notable for saving the lives of his comrades as much as for ending the lives of his foes.
31-40	21-50	21-30	31-00	**War Deserter**	Elkfist had his doubts about the Great War. Though it troubled him greatly, his conscience made him desert his comrades-in-arms rather than take up his blade against the innocent.
41-00	51-00	31-00	n/a	**Walking Wounded**	Though he fought in the Great War, Elkfist returned from the battlefront a changed half-orc. His demeanor now is distant and sour, and he is prone to staring off into unseen distances for minutes at a time, lost in his own memories.

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FlexTable 3: Sample Plot Option

D%A	D%B	D%C	D%D	Result	Description
01-30	01-20	01-10	01-30	**Unscathed in the Attack**	Although quite shaken, the hog-herder sustained no injury in the attack.
31-40	21-50	21-30	31-00	**Wounded in the Attack**	Gloryth took some damage, and will likely bear the scars of his injuries forever… but, as he puts it, he "can still rope the swine all right".
41-00	51-00	31-00	n/a	**Slain in the Attack**	Panicked and in shock, the swineherd suffered a lethal blow during the attack. As a grisly bonus, though, he died amidst his herd.

There are two ways this lofty goal is accomplished in a **FlexTale**: **FlexNPCs**, and **FlexPlots**.

FlexNPCs

A **FlexNPC** is one whose backstory, motivation, or actions may be different depending on the determination of the GM. Each such NPC has one or more **NPC Options**.

Simply put, **NPC Options** allow the GM to select, or randomize, many plot-related characteristics of the NPCs in the adventure. But before we talk about how this is done, let's briefly discuss why we would be able to do this without sacrificing anything about the story itself.

The Role of NPCs in an Adventure's Story

A well-written NPC "feels real". They have some form of backstory or motivation, character quirks and traits, and a demeanor or perspective that helps the GM give them a sense of life and reality. In many adventures, the "realness" of the NPCs is a major component in how the game is received by the players, and how immersed everyone becomes in the story. NPCs are crucial in telling the story of most adventures, and their actions frequently dictate or help to determine the outcome of the main plot of the adventure.

That said, frequently, the details of a given NPC aren't necessarily critically intertwined with the core plot of the story being told. Yes, the evil lich king who holds the realm under his sway pretty much has to be evil, otherwise the plot would be completely different. But what sort of man that lich was in his pre-undead life, what decisions he made, and the enemies or alliances he formed could differ significantly, all without derailing the core plot of the adventure.

As with the other dynamic elements in a **FlexTale**, the GM is encouraged to use this flexibility as he or she sees fit. It does add another layer of detail to the proceedings, and adds one more thing to keep track of in running the game.

NPC Options

Every NPC in a **FlexTale** adventure is designated as one of the following:

- **Standard NPC** (fixed characteristics, as in virtually every RPG adventure you've ever played)
- **Flex NPC** (dynamic characteristics, determined by the GM before play begins)

Standard NPCs are used exactly as you would a normal NPC in a non-**FlexTale** adventure. **FlexNPCs** have characteristics that are not fixed.

Before running a **FlexTale** adventure, the GM should do a quick run-through of all of the **FlexNPCs**. Each **FlexNPC** will have one or more **NPC Options,** each of which allows for something about that NPC to be different with each run-through of the adventure.

"FlexTable 2: Sample Bartender Backstory" is an example of the backstory of a bartender.

Notice that, like with a **FlexTable**, **Context** columns on the left of the table allow for different outcomes and probabilities depending on the circumstances of the roll. In some cases, an NPC Option table does not have different Contexts.

FlexPlots

FlexPlots are very similar to FlexNPCs, except the decisions determined by the GM relate to the plot overall, rather than specific NPCs. Instead of NPC Options, there are Plot Options. The two concepts are mechanically identical, relying on a complex riff on the standard RPG lookup table to make randomized, contextually-sensitive determinations about plot details.

FlexTables will often refer to a certain Plot Option in dictating which Context to use on a roll.

Before running a **FlexTale** adventure, the GM should do a quick run-through of all of the **Plot Options**. Each **FlexNPC** may have one or more **Plot Options,** each of which allows for something about that NPC to be different with each run-through of the adventure.

FlexTable: Sample Plot Option an example of possible plot options around a bartender. In some cases, a **Plot Option** table does not have different **Contexts**.

FlexTale Tracker

FlexTale's dynamic plot capabilities can make for a great deal of excitement and introduce an all-too-rare element of replayability to an adventure. However, these tools also add to the complexity of keeping track of everything that is going on in a series of gaming sessions.

Since GMs have enough to do as it is, **FlexTale**-enhanced adventures contain a **FlexTale Tracker**. This is a simple checklist where the GM can keep track of all the story- and character-related decisions that have been made. Think of it as a "cheat sheet" for the GM to remember all of the various **NPC Options** and **Plot Options** in a game.

In the Appendices of each **FlexTale** is a **Tracker**—basically a summary of all of the **NPC Options** and **Plot Options** possible in the adventure, with checkboxes next to each outcome. The GM is encouraged to use this resource in two important ways:

• To facilitate planning before the first gaming session is started: the **Tracker** reminds the GM of all of the dynamic plot elements that need to be determined.

• As a reminder during gameplay of the various determinations, either to dictate the reactions or actions of an NPC, or to help decide which **Context** to use in a **FlexTable** roll.

FlexTale and This Adventure

Now that you're all excited about the **FlexTale** concept, it's time for the bad news: there's not much of it herein.

Dark Obelisk: Berinncorte is a sandbox. Dynamic, yes, but in the sense that the PCs can do what they want, almost always when they want. The story is theirs to experience, to interact with.

The choices the PCs make in this adventure, however, have a significant impact in subsequent components of the ▥ **Adventure Path**. Later adventures will make more extensive use of the concepts described in this section.

For now, though, the **FlexTale** concept is limited to a few handfuls of tables that allow for different uses and scaling of the same content.

Introduction to Brushgather Farm

Plot Summary

The party gets wind of a mysterious farm, and investigates.

They discover a complex set of tunnels in the basement of the farmhouse, thriving with monsters that are the cause of the grisly murders of the family.

The halfling daughter who stands to inherit the farmland, **Cora Brushgather**, is nowhere to be found, however... leading potentially to more intrigue and further adventure.

At the conclusion of this adventure, the PCs have raided the subterranean caverns of Brushgather Farm, have presumably cleaned up the monsters that dwell therein, and have laid to rest both the corpses and the titular mystery.

This next bit, then, is so significant to the tone and running of *Brushgather Farm* that it appears again later in the adventure: Although they have the ability to obtain some information about what happened, the PCs will ultimately realize that some aspects of the story will remain shrouded in mystery until a later point.

It's important to set expectations along these lines. Many players expect complete, storybook resolution to any story or side quest introduced in their adventures. While others may enjoy a more realistic tone to their conclusions, "completionist" players will be frustrated to the extreme if care is not taken by the GM to help prepare them for an incomplete resolution. There is no princess to be rescued, dragon to be slain, in this adventure... just some incomplete, sad discovery.

The Neatly-Wrapped Package and the Troubled Sweater

Most adventures, particularly standlone adventures, reveal themselves in their conclusions to be "neatly-wrapped packages": that is, there is a beginning, a middle, and an end. Each part is crisply defined, and the story unfolds in a linear fashion right until the end, where a satisfying conclusion is revealed.

Such adventures are accessible, easy to interpret, follow well-established patterns, and are, arguably perhaps, very enjoyable in a universal sense.

The Mystery of Brushgather Farm is not a neatly-wrapped package.

Instead, it is what the author's high school English teacher referred to as a "troubled sweater": one with threads unravelling here and there. The whole of the garment may yet appear solid and enjoyable, but look a little more carefully, and these fraying ends hint at additional struggle.

Brushgather Farm is not meant to be a crisp, clean, and satisfying story. It was written to be easily insertable into any established story or world, and to lead seamlessly and easily to other adventures, stories, or regions.

Much of "what happens" in the story of how the farm came to be as it is, and what became of its inhabitants, has already occurred when the PCs roll up the lane to the farmhouse. They may uncover some, none, or nearly all of the story as a result of poking around, and then following up on the matter with daughter **Cora Brushgather**.

The Brushgather Family

This adventure revolves around a farmhouse that has been taken over by monsters, and a family that has been ripped apart by events prior to the adventure itself.

Some context, therefore, of the family members is vital to storytelling.

Note that much of what follows is intended to flesh out and enrich the D/GM's understanding of the context of what has occurred; depending on how you wish to run the adventure, some or all of it may be revealed to the PCs.

How much backstory is revealed, how, and what follows as a result of the "incompleteness" of the "troubled sweater" is a function of your desires as a G/DM to lead and tie in to other events in your game world, and of the calculus of your gaming group's definition of what is fun in a tabletop roleplaying game.

Cora Brushgather

Cora is a farmer who longs to work at the **Berinncorte** library, study, and make more of her life.

She is hounded by ne'er-do-wells in Berinncorte City, however, and the misadventures with her family certainly derail her longer-term plans and aspirations.

Dora Brushgather

Cora's twin sister **Dora** went missing a few weeks ago.

Cora has pleaded around town and scoured the countryside looking for her sister, with whom she was quite close. Particularly after Lora's running away years ago, Dora's disappearance

The truth, unknown as of yet to Cora, is grisly and sad: Dora was abducted by an evil apothecary who had turned his medicinal study to torture and gruesome autopsy.

Dora's bones are, unfortunately, in **Berinncorte City**, in a barrel with those of dozens of other victims of all walks of life.

Although discovering this is beyond the scope of this adventure, those wishing to make *Brushgather Farm* part of a larger story or plot may take interest in what befell the hapless farmhand.

Lora Brushgather

Eldest sister **Lora** ran away from the farm three years ago.

Nobody has seen or heard from her since, though their parents believe that Dora and Cora have been indeed receiving correspondence from the disappeared daughter, and keeping her secrets.

In truth, although Dora and Cora have no idea where Lora went or what became of her, they harbor suspicions: Lora had been seen in the company of gypsies, and one handsome rogue in particular, in the weeks leading up to her disappearance.

From an early age, too, Lora had been quite vocal about her dissatisfaction with country life, and her writing and schoolwork have long contained explicitly wistful longings for a life she described as "more interesting than dust and corn".

Isadora & Thlane Brushgather

The current owners and parents of the three daughters, **Thlane** and **Isadora** run the day-to-day operations of the farm. Or, rather, *ran*, in the past tense: their corpses are in the basement.

Thlane in particular was worried that the wanderlust that had stolen one daughter from them would strike again. So, after Lora ran away, they began to indulge Cora and Dora in their desires to partake of life outside the farm, giving them money and encouragement to venture so far as to Berinncorte, the nearest city. At first, it was on assignment: the sisters became the brokers for selling the produce of the farm.

Isadora harbored doubts about this approach, and the horrors that such freedom might entreat. When Dora went missing, Isadora's fears suddenly seemed quite well-founded, leading to a rift between the two farm spouses. The policy toward freedom, and toward Berinncorte in particular, was reversed: Cora was to remain at home perpetually, never to leave the lands they considered safe.

Recent Events & The Terrible Tragedy

Things at Brushgather Farm have declined very rapidly in the past three weeks. Brought about primarily by the catalyzing loss of Dora, the mentality and deeds of the remaining three Brushgather family members have warped quickly in recent days.

Cora

Saddled with increased sanctions and severe restrictions, and seeing the split between her parents grow, **Cora** escaped a week ago.

She told herself that it was because she wanted to find her sisters, Dora in particular, and what had befallen them; she told herself that her sisters needed her, that they were imperiled and needed rescuing.

While there was a bit of truth to this self-delusion, she suppressed the main reason for escape: to flee an increasingly depressing and morose life that served only to remind her constantly of how much she had lost, and how quickly what remained of her old life seemed to be crumbling.

Thlane

Thlane, increasingly remote from his wife and despondent for having lost the majority of his beloved daughters, sought a new project: delving within the basement walls in search of buried treasure that had long been rumored to exist.

What the farm patriarch discovered was unfortunately the opposite of the treasure and escape he sought: long-forgotten caverns filled with monsters which spilled forth and quickly slew the remaining family.

Isadora

Isadora, already possessed of the rigor of farm mentality, and wracked with guilt and self-blame for what had become of her daughters, became a brutal taskmaster, forcing her will upon husband and remaining daughter mercilessly and in many cases, needlessly.

No amount of adherence to her edict was sufficient to please her; completion of outlaid tasks was rewarded with ever-more work and strict scolding. Failure to abide by her command brought about yelling, screaming, insults, curses, and—for the first time in their lives—physical violence. The first time Isadora took a leather strap to her daughter, she blanched, for a brief instant, aware totally of her deed and how far she had fallen from her former self.

But the second time brought a grim acceptance of the task, as she told herself it was necessary, vital even, to maintain order and to save the family.

The first time she backhanded her husband for spilling a jug of water, she ran tearfully to the attic and wept bitterly the whole night through.

As with her daughter, however, the second time brought complacence.

And, to the sheer terror of that remaining piece of herself that yet lay deep within: enjoyment.

The Horrors of the Basement

Ultimately, it was the darkening of spirit of the

remaining Brushgather family that called out to the monsters in the caverns beneath the farmhouse.

That Thlane sought refuge there, that he perverted his misery into greed, and that he failed to realize the danger of his actions: none of this is the true cause of the destruction of their former lives.

Spider, slime, and shadow may have slain the Brushgather parents... but in truth, they had already perished in little deaths along the way.

What Is This Book?

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

- A **standalone adventure module**, runnable on its own and ready to insert into your game world or as a one-off.

- An interlude amidst other adventures in the Dark Obelisk Adventure Path: *Dark Obelisk 1: Berinncorte, Berinncorte Basecamp, Druid Enclave,* and *Dark Obelisk 2: The Mondarian Elective*.

  Mystery of Brushgather Farm can occur at any point in the pursuit of any of these adventures.

- A source of "**tidbits**" of scenarios, plots, descriptions, and other game elements—you can

"steal" content from this as a sourcebook and insert as desired into your own adventures or campaign.

- **Inspiration** for construction of your own adventures and content.

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

Notes & Conventions

As is typical in a roleplaying game adventure or module, some text herein is meant to be read or shown to players verbatim... but the majority of the content is meant to be for the Game Master's (GM) eyes only. Below please find some visual conventions that make this differentiation clear.

Player Descriptive Text

These sections are meant to be read aloud to players as-is. You are of course free to introduce your own changes as you see fit as a Game Master. Player Descriptive Text blocks are meant to serve as informative tidbits that have been preconstructed to reflect the exact nature of the situation being encountered by the party.

GM-Only Notes

Granted, nearly everything not highlighted in Player Descriptive Text is not meant to be read aloud to the players. However, some content is much more "sensitive" than others.

GM-Only Notes such as this typically give away plot points, major background, or other information that the players may not normally have access to—either right now, or in some cases, ever. Make sure to conceal these sections from players unless there is a specific reason to tell them!

Designer's Soapbox

In some cases, the game designer will want to express a specific opinion about some aspect of the adventure. Typically, this takes the form of a discussion on interpreting rules, or a recommendation as to how best to play or run a particular piece of the adventure. In all cases, veteran GMs should feel comfortable ignoring these "soapbox" diatribes... but veteran and new GMs alike may find something of interest in the coalesced experience of three decades of roleplaying experience!

Quests

A quest can be large, tiny, or in between. Some can be very quickly accomplished; others span days, weeks, or even years, across multiple cities and even planes of existence!

In this book, all quests, big or small, have a similar presentation and key elements, as shown by the green block below.

> 🏆 **Quest: Rats in the Cellar (example)**
>
> 🔗 **Summary:** Kill rats in a fantasy tavern. Fun and creative.
>
> 🎖 **Rewards:** Rat corpses. Plus 10 gp from the bartender.
>
> 📍 **Locations:** Bar.
>
> 👤 **Key NPCs:** Bartender.
>
> ▶ **Kickoff:** When any PC speaks with the bartender.
>
> ❓ **Description:**
>
> The bartender asks the party to slay 🎲 **2d6** Dire Rats that have invested his basement.
>
> In so doing, they will benefit from his goodwill, and a reward of **10 gp**.

Obstacles

Doors, locks, and other obstacles that don't necessarily incorporate a trap. You'll find these prefaced by little brown symbols like this one:

> 🚪 **Locked Secret Wooden Door (example)**
>
> **Wisdom (Perception)** DC 16; **Break** DC 20; **Dexterity (Sleight of Hand)** DC 18

Skill Checks

Whether it's a single, simple check, or a series of checks in escalating difficulty, skill checks may be an opportunity to either avoid disaster or discover what might otherwise remain hidden and ignored. Such chances are indicated via yellow symbols as follows:

Some PCs may have insight into the Blacksmith's wealth; make a ⚠ DC 12 **Knowledge (Profession)** check.

Skill Challenges

Skill checks are typically a single roll, often made in secret by the GM. A **skill challenge** is usually a bit more involved than a simple check—or there's simply

more at stake. Either way, a challenge is a more formal, and explicit, exercise, intentionally engaged in by the players.

You'll find a skill challenge in a yellow box such as this:

⚠ Falling Timbers (example)

First Check: DC 18 Wisdom (Perception) (16 if aflame) to notice the falling building; success cancels subsequent checks.

Second Check: DC 15 **Dexterity (Acrobatics)** to avoid the debris; failure inflicts 🎲 **2d6** points of crushing damage plus a possible 🎲 **1d8** points of fire damage; success cancels subsequent checks.

Third Check: DC 12 **Strength** to dislodge one's self from the debris; failure inflicts 🎲 **1d4** points of crushing damage plus a possible 🎲 **1d8** points of fire damage; success quits the challenge.

Rewards

Treasure, swords, gems, keys, filthy lucre—this is the stuff your players are really gunning for, right? Well, that, plus a good time with friends. And maybe, if you're lucky, a good, engaging session of shared storytelling that you'll all remember for a long time. At any rate, rewards are shown with blue boxes like this one:

⚱ Treasure Chest (example)

+1 dagger; **15 pp**; two **diamond necklaces**, each worth **75 gp**.

Traps

Hey, blame the rogue—who in all likelihood is suffering the brunt of the trap s/he either failed to detect, and/ or to disarm. Whether it becomes a bragging right, a bargaining chip, or an epitaph, traps of all manner are shown in a purple box like this one.

⚙ Acid Needle Trap (CR 1) (example)

Type Mechanical; **Trigger** Touch; **Reset** Repair

Wisdom (Perception) DC 18; **Dexterity (Sleight of Hand)** DC 17

Effect Atk **+2** melee and melee touch (**1d2+1d8** acid)

Items

Be they simple items, magical items, rods, staves, potions, books, or something wondrous, items share a common block of information like the following... note that this format is used for all manner of non-weapon, non-armor equipment and usable items, both magical and mundane:

📖 Adventurer's Chronicle (example)

Value 50 gp; **Weight** 1 lb.; **Materials** paper; **Nature** non-magical; **Aura** none; Slot usable; **CL** n/a

This book is chock full of useful information. When used as a reference (an action that typically takes 🎲 **1d4** full rounds of searching the text), an *adventurer's chronicle* grants a **+2** competency bonus on a specific **Knowledge** check for which the book is designed.

Construction Requirements means to assemble a physical book; the author must have at least **10** ranks in the skill for which you are designing the book; **Cost** 30 gp

NPCs and Monsters

Crunch time! Monster stat blocks, with all their gory detail, can be found in the Appendices of this book.

Variable Challenge

This adventure was designed initially as an adventure for four to six first-level PCs. However, 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").

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 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.

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 character, 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 Wisdom (Medicine)thy 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

Whether or not you appreciated the above anecdote, or the approach it describes, it's required reading, because now we'll get to how it applies to **Dark Obelisk: Berinncorte**.

As with everything else in this book, the GM is encouraged to completely ignore or change this approach if you feel it would make it work better for your gaming group.

The following represent opportunities to gain an experience point reward in this adventure:

- **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 in this adventure list the **XP** reward the PCs should obtain for defeating them in combat. They 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*.

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

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

Level or CR	Slow	Avg	Fast
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

"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.

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.

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.

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.

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

Wisdom (Perception) DC 16; **Break** DC 20; **Dexterity (Sleight of Hand)** DC 18

Wisdom (Perception) DC 20; **Break** DC 24; **Dexterity (Sleight of Hand)** DC 22

Wisdom (Perception) DC 22; **Break** DC 26; **Dexterity (Sleight of Hand)** DC 24

Wisdom (Perception) DC 24; **Break** DC 28; **Dexterity (Sleight of Hand)** DC 26

Adventure Incorporation

Some gaming groups are comfortable just sitting down around a table and starting things off by the GM informing everyone "all right, you're in the Central Tavern on Main Street of Middle Town. What do you want to do?"

However, many gaming groups desire a bit more context. Particularly for play styles that emphasize storytelling, it can help for players to have a bit of information about the game world. What sort of law and order are kept, and by whom? What good and evil forces roam the land? What is the history of the region, and what wars or struggles have occurred or whose influence lingers still? And above all, what does the surrounding territory look like, and what are our options in terms of travelling elsewhere?

As a Start to the Adventure Path

The **Dark Obelisk Adventure Path** contains four main adventures, and several "side" adventures. *Brushgather Farm* is one of those optional side quests in the context of the overall Adventure Path.

Although *Brushgather Farm* was written to take place after the PCs begin their adventure in the city of Berinncorte in Dark Obelisk 1, it can truly take place anywhere.

Cora Brushgather is a character featured in DO1, so discovering information about her and her family in *Brushgather Farm* could lead the PCs to Berinncorte to begin their adventures in DO1.

Using With an Existing Campaign

Brushgather Farm was designed as a side quest to begin with, even in the context of a much larger set of stories of the overall AP. So it makes perfect sense for it to be at home as a standalone adventure, most likely 1-2 sessions, in the context of any existing campaign setting or world.

Because, like all **Infinium Game Studio** products, *Brushgather Farm* was designed to be completely usable with any size and level of adventuring party and PCs, it truly should not matter where your gaming group is coming from already.

In terms of the feel and level of difficulty, however, it's recommended that low-level adventurers pursue the quest.

As a One-Shot Adventure

The same qualities that make *Brushgather Farm* a perfect "side quest" to an existing story structure also mean it's an ideal one-shot adventure.

As a Start to a New Campaign

This is the simplest option to using this adventure: simply generate your party's new characters and get going! Make sure you have a good variety of characters, races, classes, and so on represented.

Use one of the Hooks (see below) to provide a reason for the PCs to venture to the Farm, or simply have them meet there with reasons each their own for investigating.

Murder, evil monsters, dungeons and tunnels, and a nearby city: these are all elements that provide ample opportunity for skilled G/DMs to springboard into further adventures beyond the **Farm**.

Hooks and Links

If you're looking for reasons that the party seeks out **the Farm** or begins their tale of adventuring there, here are some ideas. Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class. As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to travel to **the Farm**.

Paladins

Tales of a small family farm in trouble should provide ample motivation for even the most jaded and cynical defender of faith.

For those Paladins too haughty to take part in such small-scale heroics, it just could be that the Brushgather family is known to have worshipped the same deity(ies) as the party's Paladin.

Rogues

Family farms are rarely the source of good loot... however, it could be that the party's Rogue gets wind of the possibility that the Brushgathers come from a long line of storied warriors. These rumors come with a whisper that arms, armor, and treasure from those days past let linger in musty attic spaces.

Fighters and Martial Characters

If there's trouble at the farm, who better to defeat it than fighters? If brute force isn't solving your problem, you're simply not using enough of it!

Arcane Classes

A farmhouse in peril will provide no scholar any illusions of grandeur or arcane opportunities. However, the mere mention of something underneath the farmhouse should spark interest in those seeking to delve more deeply... what, pray tell, might the dark forces be that have so wreaked havoc upon such innocents? Surely this could be merely the tip of a dark and storied iceberg?

Divine Classes

As with the Paladin hooks above, the theme of saving the innocent may hold enough incentive on its own for Clerics and such.

However, as also with Paladins, neutral or less Lawful Good-inclined worshipers may feel compelled to defend those who pray to the same gods.

Monks and Druids

The best farms are at peace with natural order. In fact, farms by definition must adhere to a balance with plants and animals, as they are purpose-built to grow and entrench the circle of life.

That something untoward may have happened here, and that this balance may thus have been disrupted, should prove incentive enough to at least show up and investigate.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Reward

It's simple mercenary math: farms may not have much, but whatever they **do** have, would presumably be offered up to whomever saves their land, house, and family.

Damsel in Distress

Bards, rogues, and those simply driven by a savior complex may feel inclined to investigate if particular emphasis is placed on **Cora Brushgather** and her family plight.

Friend of a Friend

The PCs need not be familiar with nearby **Berinncorte City**, or have access to any other material in the **Dark Obelisk Adventure Path**, to run into someone who knows the Brushgather family. Such a person could easily be imagined to plead on the farm's behalf for rough-and-tumble outsiders to help.

Brushgather Farm

Introduction

It's a typical, successful farm, with a multi-story homestead. Nothing to see here, move along.

Except.

Except, the animals have been spooked, lately.

Except, neighboring farms and travelers have reported a strange darkness looming inexplicably above the farmhouse.

Except, those who know the family well say they've yet to see them in months, and folks in town tell a similar tale.

Except, those who have paid calls on the homestead to visit have turned away, their doorknocks and calls unanswered. Some have reported hearing a sobbing noise from within, though no amount of solicitation produced any occupant to emerge.

Except, of late, livestock and wildlife no longer venture near the farm, particularly its house.

Except.

Brushgather Farm is a strange place. A place of mystery.

Brushgather Farm Random Encounters

For every 10 minutes of noncombat activity pursued by the party in and around the Farm and the Farmhouse proper, consider rolling on the Random Encounters table below.

- 🏠 **Use Context A:**
  By default, or if no other circumstances apply.

- 🏠 **Use Context B:**
  If the party is in the midst of actively pursuing the plot, or you would like to dial back the difficulty slightly.

- 🏠 **Use Context C:**
  If the party has suffered greatly, or if you would prefer to avoid distracting them from the main story.

- 🏠 **Use Context D:**
  If the party (or you!) are eager for combat, or if they are failing to take the proceedings seriously.

FlexTable 4: Brushgather Farm Random Encounters

D%A	D%B	D%C	D%D	Result	Description
01-30	01-50	01-70	01-10	No Encounter	The coast is clear... for now!
31-50	51-70	71-85	11-20	Dire Rats	**Dire Rat** attack (🎲 **1d6+2**).
51-70	71-85	86-90	21-30	Zombies	**Zombies** attack (🎲 **1d4+1**).
71-85	86-92	91-95	31-50	Ghouls	**Ghoul** attack (🎲 **1d4**).
86-90	93-95	96-98	51-70	Slime Mold	**Slime Mold** lies around the next corner (🎲 **1d2**).
91-97	96-99	99	71-85	Skulk	**Skulk** ambush (🎲 **1d2**).
98-00	00	00	86-00	Shadow	**Shadow** ambush (**1x**).

BF-O: Brushgather Farm Overview

This map is provided mainly for context. There is no intent for the PCs to explore the broader region of the farmland; the focus of the adventure is for the PCs to focus their attentions on the **Homestead**.

📖 This can be done in a number of ways, likely unnecessary to list to seasoned GMs, but as with any "guiding" of the PCs' actions, care must be taken to not make it feel too much like forceful railroading.

BF-O-1: Entrance Path

📖 A path of varying width and durability winds its way through forest of equally varied composition.

Scrub and nearly-dead bushes are the norm to the immediate left and right of this somewhat makeshift road, and head-height bushes and much taller trees usually encroach from either side.

Though suitable for man or horse to travel without incident, the road has the feel of a pathway carved out of its natural surroundings by the tool of happenstance more than focused action.

It's quiet... unnaturally so. Even for those who have never visited farmland, the complete absence of chirping, rustling, or other telltale indicators of wildlife is unsettling. It forces the more paranoid among you to focus on their own sounds, the sounds of the party as you crump and squish and trod onwards.

After all, if you can't hear anything else, whatever might be out there can almost certainly hear *you*.

This pathway may be makeshift, but it handles all manner of traffic just fine. Furthermore, most of the beasties and wildlife that pervade the house itself keep clear of the road; while it, the PCs suffer no direct attacks.

📖 Although safe in the traditional sense of the word, the road shouldn't detract from the atmosphere of the place. The GM is encouraged to play up the sense of dread, the absence of wildlife, and generally give the PCs the impression that if they are indeed truly safe on the path, such solace is temporary at best.

BF-O-2: Northwest Field

Only read the *italicized* portion of the description below if at least one member of the party possesses any ranks in any ⚠

Knowledge (Nature), **Wisdom (Survival)**, or similar skill.

📖 Sorghum and soy appear to be grown here. In the waves of the plants, no birds appear.

It's apparent that these crops are spoiled; ignorance or neglect has led to the failure to harvest at the proper time and as a result the plants are dying untended.

As there is no true content to be found in the fields, the PCs are encouraged to avoid wasting time searching the area.

BF-O-3: Northern Field

Only read the *italicized* portion of the description below if at least one member of the party possesses any ranks in any ⚠ **Knowledge (Nature)**, **Wisdom (Survival)**, or similar skill.

📖 This field is low-cut, with smaller brush and scrub haphazardly growing at about knee height or lower. It certainly doesn't look like well-tended farmland.

This field has been ignored; from what you can tell, it was harvested, and then amidst a "reset" of the plants to a different crop, work simply ceased altogether.

As there is no true content to be found in the fields, the PCs are encouraged to avoid wasting time searching the area.

BF-O-4: Southwestern Field

Only read the *italicized* portion of the description below if at least one member of the party possesses any ranks in any ⚠ **Knowledge (Nature)**, **Wisdom (Survival)**, or similar skill.

📖 Corn rises from the ground in nicely-arranged rows here. Some ears have rotted, others have been visibly pecked at by what wildlife must have left long ago. Little remains of a viable harvest here.

These crops have definitely been ignored; nobody harvested them and they are simply dying out.

As there is no true content to be found in the fields, the PCs are encouraged to avoid wasting time searching the area.

BF-O-5: Southeastern Field

Only read the *italicized* portion of the description below if at least one member of the party possesses any ranks in any ⚠ **Knowledge (Nature)**, **Wisdom (Survival)**, or similar skill.

📖 This thin rounded strip of farmland bends tightly around the property's lake, and consists of wheat. Despite the proximity to water, it doesn't seem to

have grown very well.

Neglect, poison, or disease must have been present here to have prevented proper growth, for all the other elements are in play here.

As there is no true content to be found in the fields, the PCs are encouraged to avoid wasting time searching the area.

BF-O-6: Brushgather Homestead

Only read the *italicized* portion below if the PCs approach the farmhouse during the daytime.

💬 A four-story farmhouse sits here, amidst a well-worn area of dirt and gravel. As with the rest of the property, an eerie quiet hangs over the area. Though it seems as though this would be more notable in the fields, where wildlife is normally common, for some reason it seems all the more foreboding at the house. You can't shake the feeling that *there should be someone here.*

The house is large, but in comparison to the rest of the sprawling farmland, seems small.

Despite the daylight, you have a great deal of difficulty seeing inside any of the windows; they appear darkened, though from interior curtains, paint, grime, or something more sinister, you cannot tell.

The house should be the focal point of the PC's activities here in the farmland. Find more detail on this structure starting on page 47.

BF-O-7: Horsepath

Only read the *italicized* portions of the description below if at least one member of the party possesses any ranks in any ⚠ **Wisdom (Animal Handling)**, **Wisdom (Animal Handling)**, or similar **Profession** or **Knowledge** skill.

💬 Rounding away from the house on the eastern side is a well-traveled dirt road, wider and seemingly more intentional than the road you traveled to get to the house. It leads from the house to the lake to its south.

The myriad prints and tracks in the dirt and mud reflect the path's likely purpose: as a racing and training ground for horses. Many beasts seem to have commonly traveled back and forth from the house to the lake.

There are also some other prints here, and although you have difficulty placing them exactly, they're certainly tracks from a beast no man has ridden.

BF-O-8: Lake

💬 A nice-sized lake sits here, surrounded by a field to the north and west and trees to the south. In another place, the calm here might grant you some serenity and peace; however, the calm is eerie and pervasive on this property, and seemingly not limited to the water.

Underneath the surface, you see no fish, and no bugs skim atop the water.

Though the general feel of this place should strongly suggest otherwise, the lakewater is actually perfectly normal and drinkable, and causes no ill effects. It tastes stale and gritty, however.

BF-GF: Brushgather Farm (Ground Floor)

Please refer to page 72 for a GM-redacted copy of this map.

Foreboding, Dread, and Vacancy

The general feel for this building should be a growing sense of unease. It's a typical farmhouse, and the ground floor itself actually bears very little that's unusual.

However, opportunities still abound to make the PCs ill at ease. These have been sprinkled in various places, but please feel free to insert or remove such events as you see fit.

📖 Use your own discretion as to how best to play this house. It ultimately leads to a very dungeon-esque monster assortment in the traditional sense of things, but start to finish, it can be played as a hack-and-slash dungeon crawl, or as a more cerebral horror-style scenario. How you wish to portray things, and how much time the PCs spend on each floor of the building as a result, is up to you and your sense of your gaming group's preferences.

Brushgather Homestead Encounters

While the PCs are in the **Brushgather Homestead** at any time of day, for every half-hour the party spends indoors, roll on **"Table 3: Brushgather Farm Random Encounters"** on page 43.

As the house is so dimly lit during the daytime, there is no modifier for evening vs. daylight hours.

BF-GF-1: Entrypath

💬 This area is well-worn; it's clear that most guests travel here, park their horses in the stables to the east, and then enter through the double doors you see to the northeast, which are closed.

A less-worn path seems to lead around the house to the northwest.

The house itself is strange: large, enormous even, for a modest farmhouse, as though the fortunes of the occupants were supplemented by secondary enterprise more profitable than farming. The windows of the upper stories are darkened, though from soot or curtain you cannot tell from your vantage.

As with the rest of the property, a silence has fallen

here; you sense no movement of any kind within or around the homestead.

The steel-reinforced wooden double doors are typically closed and locked.

📖 As this is the main entryway into the house, the GM may decide instead to have these doors unlocked and/or open at the time of the PCs' approach. That said, note that there are four other opportunities for the party to enter the premises... if their skills fail them entering the main door, they may have better luck elsewhere and have to hunt around a bit.

If locked, the doors have the following profile.

📱 Locked Iron-Banded Wooden Double Doors

☒ **Break** DC 16; **Dexterity (Sleight of Hand)** DC 14

☒ **Break** DC 18; **Dexterity (Sleight of Hand)** DC 16

☒ **Break** DC 20; **Dexterity (Sleight of Hand)** DC 18

☒ **Break** DC 22; **Dexterity (Sleight of Hand)** DC 22

BF-GF-2: Stable Entrance

💬 The smell of beast grows stronger as you approach what must be a stable. A well-worn dusty path leads to sturdy double doors. The door on the right is ajar a few inches.

To the north of the door is a barrel and a table, atop which rests a sack of grain. To the south is a crate, atop which sits a closed wooden chest.

Though usually unlocked, the doors have the following profile. They may only be locked from outside.

📱 Stable Double Doors

☒ **Break** DC 14

☒ **Break** DC 16

☒ **Break** DC 18

☒ **Break** DC 20

The chest is closed and locked, as follows:

📱 Locked Stable Supply Chest

☒ **Break** DC 18; **Dexterity (Sleight of Hand)** DC 16

☒ **Break** DC 20; **Dexterity (Sleight of Hand)** DC 18

☒ **Break** DC 22; **Dexterity (Sleight of Hand)** DC 20

☒ **Break** DC 24; **Dexterity (Sleight of Hand)** DC 22

Inside can be found some disappointingly rudimentary supplies:

♟ Stable Supply Chest

- ☒ **12 cp**; grimy (but entirely functional) **dagger**
- ☒ **12 sp; 34 cp; silver dagger**
- ☒ **9 gp; 61 sp; silver masterwork dagger**
- ☒ **3 pp; 59 gp; silver masterwork dagger**

BF-GF-3: Stables

💬 From the smell of beast to the straw on the floor, and the equipment hanging from hooks on the walls, there's little doubt as to the purpose of this structure, which appears to be an addition to the house made after the original building's construction.

An array of smaller pens is each closed with a locked wooden lattice. In several areas, water barrels stand open and half-filled with what appears to be grimy, yet perhaps serviceable, liquid.

No horses appear to be present, and the only offal you see is so old as to crunch underfoot as you trod upon it.

The water is stale and smells of horse (naturally), but should be okay to drink—there is a 🎲 10% chance that an imbiber must pass a ⚠ DC 14 **Fortitude** test or suffer the **nauseated** condition for one hour (unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn).

All pens are closed and locked, but somewhat easily bypassed, as follows. This profile applies to the entry to all pens but the **Northeast Stablepen** and the **Large Stablepen**:

🗝 Locked Wooden-Lattice Pen Gates

- ☒ **Break** DC 13; **Dexterity (Sleight of Hand)** DC 12
- ☒ **Break** DC 15; **Dexterity (Sleight of Hand)** DC 14
- ☒ **Break** DC 17; **Dexterity (Sleight of Hand)** DC 16
- ☒ **Break** DC 19; **Dexterity (Sleight of Hand)** DC 18

There is little in the way of treasure to be found here. The northeast and southern pens are described separately below; scavenging any of the other three pens yields the following:

♟ Pen Debris

- ☒ **3 cp**
- ☒ **8 cp; 1 sp; wooden cup** (value **1 cp**)

- ☒ **12 cp; 3 sp; wooden cup** (value **1 cp**); **silver fork** (value **1 sp**)
- ☒ **18 cp; 7 sp; wooden cup** (value **1 cp**); **silver fork** (value **1 sp**)

BF-GF-4: Large Stablepen

💬 In the south of the stable is a pen twice the size of the others, with its own dedicated water barrel. The straw here seems a bit less stained, and there is no ancient refuse to be found.

This zone was typically reserved for the best of the beasts, and in fact would remain empty for months at a time if no such animal seemed ahead of its peers.

The water in the barrel is perfectly drinkable to no adverse effects.

In the corner, underneath a pile of straw and requiring an intentional search or a passive ⚠ DC 16 **Wisdom (Perception)** test to locate, is a quality find:

♟ Large Stablepen Strawheap

- ☒ **1 sp; silver-embroidered horse hood** (value **8 sp**)
- ☒ **3 gp; silver-embroidered horse hood** (value **8 gp**)
- ☒ **1 pp; 7 sp; silver-embroidered horse hood** (value **34 gp**)
- ☒ **12 pp; silver-embroidered horse hood** (value **81 gp**)

BF-GF-5: Northeast Stablepen

💬 The wooden lattice serving as this pen's door appears to have been crafted of a more quality lumber than its peers in the stable; the wood is darker, and the spaces between the slats is narrower.

The pen's door, in addition to being firmer, had its lock made of harder stuff:

🗝 Locked Northeast Stablepen Gate

- ☒ **Break** DC 14; **Dexterity (Sleight of Hand)** DC 12
- ☒ **Break** DC 16; **Dexterity (Sleight of Hand)** DC 14
- ☒ **Break** DC 18; **Dexterity (Sleight of Hand)** DC 16
- ☒ **Break** DC 20; **Dexterity (Sleight of Hand)** DC 18

Inside is an otherwise normal straw-and-shit assortment of floor coating. In the northeast corner, underneath a pile of hardened horse excrement and requiring an intentional search or a passive ⚠ DC 20 **Wisdom (Perception)** test to locate, is a tiny leather satchel bearing reward:

⚑ Pen Debris

- ⊠ **square-cut emerald** (value **34 gp**)
- ⊠ **square-cut emerald** (value **118 gp**)
- ⊠ **square-cut emerald** (value **292 gp**)
- ⊠ **pear-cut emerald** (value **551 gp**)

The pen is otherwise unremarkable. It was typically used to isolate dangerous or volatile beasts, if any were present.

BF-GF-6: Eastern Stable Entrance

💬 This simple wooden door is closed.

This stable entrance is rarely locked, and is not as the PCs approach the house. Regardless, it has the following profile; it can be locked only from the inside but requires no key to do so.

▯ East Stable Door

- ⊠ **Break** DC 12
- ⊠ **Break** DC 14
- ⊠ **Break** DC 16
- ⊠ **Break** DC 18

BF-GF-7: Stable Supplypile

💬 An assortment of horse and stable supplies are arrayed here at the southern edge of the stable building, surrounding a long wooden bench that looks out over the southern field and thence toward the lake. To the west edge is an open barrel of water.

Spoiled grain, rotted leather, and rusted harness are the main contents of the crates and barrels here. The water is perfectly fine to drink and causes no ill effects.

There are two drawstring sacks on the bench, which can be opened easily to yield the following:

⚑ Stable Supply Sacks

- ⊠ **5 sp; 1 gp; silver ring** (value **3 gp**)
- ⊠ **12 gp; 1 pp; silver ring** (value **36 gp**)
- ⊠ **41 gp; 8 pp; silver ring** (value **118 gp**)
- ⊠ **8 gp; 43 pp; gold ring** (value **317 gp**)

BF-GF-8: Living Room

Only read the *italicized* portion below if the PCs are entering the house for the first time via this room, through the southern double doors.

💬 *The doors creak open, and when they cease their movement, so too does all sound stop. If outside seemed unnaturally quiet, the house's interior seems even calmer, a dead zone to noise and movement. Dust glitters in the air, disturbed by the door's opening; its motion through the air serves only to underscore how still everything else is and has been.*

This room appears to be the common area of the residence. You can easily imagine it a room of rest and relaxation, particularly at the end of a long, hard-working farm day.

Tables, chairs, plants, and cabinets are spaced nicely around the room. The plants have nearly died, and are brown and withered.

A set of simple wooden double doors is in the northeast, and the reinforced double entry doors sit in the south wall.

The bookshelf in the north of the room houses a few dusty and empty liquor bottles.

There is no other treasure to be found here.

If the PCs spend some time searching the room thoroughly, you may insert the following event at your discretion.

Homestead Jumpscare

💬 ***Thud!*** You hear something from deeper in the house, as though a large object collided with something wooden. The noise is so unexpected, and gone so quickly, that you have difficulty placing it: above, or below, or at the same level as you are.

You wait for further noise, or motion, or any sense at all connected with or that would help make sense of what you heard. It's once again so quiet and still that you wonder whether you truly heard anything in the first place.

This is merely a cheap "jump scare" and is not explicitly connected, plot-wise, with any significant development, though once any form of combat or action gets going, it's not too hard for the PCs to chalk this event up to any manner of unexpected occupants of the house.

BF-GF-9: Dining Hall

💬 A long, rectangular space snakes around to the south.

Centered in the northeast is a large but plain wooden dining table, with six chairs. To the west, a pillow sits on the floor; to its south is a writing desk with two chairs, next to a bench.

Double doors lead to the northeast, behind a plain red curtain; double doors lead to the living room in the southwest. A single wooden door, sturdy, leads to the south. A staircase heads up in the northwest. Finally, in the northwest by the window at the end of the hall is a locked wooden door.

In the unlocked cupboard to the south is an assortment of unremarkable dining supplies:

♟ Cupboard

☒☒☒☒ **wooden cups** (6x, **1 cp** apiece); **basket** (3x, **1 sp** apiece); **plates** (12x, **1 sp** apiece); **13 cp**

The empty planter in the middle of the room has been used as a spitoon, and so is quite disgusting. If searched, however, it reveals that it has also apparently been used as a domestic wishing well of sorts:

♟ Stable Supply Sacks

☒ **5 sp; 1 gp; silver ring** (value **3 gp**)

☒ **12 gp; 1 pp; silver ring** (value **36 gp**)

☒ **41 gp; 8 pp; silver ring** (value **118 gp**)

☒ **8 gp; 43 pp; gold ring** (value **317 gp**)

BF-GF-10: Closet

Only read the *italicized* text below once the PCs bypass the door and have gained full access to the closet itself.

💬 An innocuous door abuts the window at the end of the dining hallway. It appears somewhat sturdy yet plain.

Now that the door is open, you see within a very small chamber. In the cramped quarters are a rug, a wooden chest reinforced with steel straps, and a trapdoor that leads downstairs, presumably to the house's basement.

The door to the **closet** is locked, as follows:

🗝 Locked Closet Door

☒ **Break** DC 14; **Dexterity (Sleight of Hand)** DC 12

☒ **Break** DC 16; **Dexterity (Sleight of Hand)** DC 14

☒ **Break** DC 22; **Dexterity (Sleight of Hand)** DC 18

☒ **Break** DC 20; **Dexterity (Sleight of Hand)** DC 20

The **treasure chest** found inside the closet is trapped and locked, as follows:

⚔ Poison Needle Trap

Type Mechanical; **Trigger** Touch; **Reset** Repair

☒ **Wisdom (Perception)** DC 16; **Dexterity (Sleight of Hand)** DC 15

Effect Atk +2 melee and melee touch (**1d4** plus **small**

centipede poison)

Small Centipede Poison: Injury; **Save** Fort DC 11; **Frequency** 1/round for 4 rounds; **Effect** 1d2 Dex; **Cure** 1 save

☒ **Wisdom (Perception)** DC 18; **Dexterity (Sleight of Hand)** DC 18

Effect Atk +4 melee and melee touch (**1d4** plus **small centipede poison**)

Small Centipede Poison: Injury; **Save** Fort DC 11; **Frequency** 1/round for 4 rounds; **Effect** 1d2 Dex; **Cure** 1 save

☒ **Wisdom (Perception)** DC 18; **Dexterity (Sleight of Hand)** DC 18

Effect Atk +6 melee and melee touch (**1d4** plus **large scorpion venom**)

Large Scorpion Venom: Injury; **Save** Fort DC 17; **Frequency** 1/round for 6 rounds; **Effect** 1d2 Str; **Cure** 1 save

☒ **Wisdom (Perception)** DC 20; **Dexterity (Sleight of Hand)** DC 20

Effect Atk +8 melee and melee touch (**1d4** plus **large scorpion venom**)

Large Scorpion Venom: Injury; **Save** Fort DC 17; **Frequency** 1/round for 6 rounds; **Effect** 1d2 Str; **Cure** 1 save

🗝 Locked Closet Chest

☒ **Break** DC 16; **Dexterity (Sleight of Hand)** DC 16

☒ **Break** DC 18; **Dexterity (Sleight of Hand)** DC 18

☒ **Break** DC 20; **Dexterity (Sleight of Hand)** DC 20

☒ **Break** DC 22; **Dexterity (Sleight of Hand)** DC 22

Inside the chest may be found the following treasure:

♟ Closet Treasure Chest

☒ **23 sp; 9 gp; signet ring** (value **51 gp**)

☒ **78 sp; 41 gp; signet ring** (value **113 gp**)

☒ **52 gp; 14 pp; silver ring** (value **660 gp**)

☒ **71 gp; 38 pp; gold ring** (value **819 gp**)

The trapdoor leads down to the basement as described. It is locked but untrapped:

🗝 Locked Basement Trapdoor

☒ **Break** DC 20; **Dexterity (Sleight of Hand)** DC 16

☒ **Break** DC 22; **Dexterity (Sleight of Hand)** DC 18

☒ **Break** DC 24; **Dexterity (Sleight of Hand)** DC 20

☒ **Break** DC 26; **Dexterity (Sleight of Hand)** DC 22

BF-GF-11: Horse Supply Storage

💬 This room smells dankly of horse, leather, and metal. Tables and supplies are strewn about the perimeter. Of note, several sacks lie on the floor, and a wooden banded-iron chest sits atop a table on the south wall.

Wooden doors lead to the north, east, and south; the southern door appears much sturdier than the others, as though it led outside.

The northern door leads to the **Dining Area**; the eastern door leads to the **Workshop**. Both are typically closed and locked, and share the following profile:

🚪 Locked Interior Doors

- ⊠ **Break** DC 14; **Dexterity (Sleight of Hand)** DC 13
- ⊠ **Break** DC 16; **Dexterity (Sleight of Hand)** DC 15
- ⊠ **Break** DC 18; **Dexterity (Sleight of Hand)** DC 27
- ❎ **Break** DC 20; **Dexterity (Sleight of Hand)** DC 20

The door that leads south to the stables is locked and has the following profile:

🚪 Locked Stable Access Door

- ⊠ **Break** DC 13; **Dexterity (Sleight of Hand)** DC 14
- ⊠ **Break** DC 15; **Dexterity (Sleight of Hand)** DC 16
- ⊠ **Break** DC 17; **Dexterity (Sleight of Hand)** DC 18
- ❎ **Break** DC 18; **Dexterity (Sleight of Hand)** DC 20

The chest mentioned in the description is closed and locked, as follows:

🚪 Locked Horse Supply Chest

- ⊠ **Break** DC 16; **Dexterity (Sleight of Hand)** DC 16
- ⊠ **Break** DC 18; **Dexterity (Sleight of Hand)** DC 18
- ⊠ **Break** DC 20; **Dexterity (Sleight of Hand)** DC 20
- ❎ **Break** DC 21; **Dexterity (Sleight of Hand)** DC 22

It contains the following treasure if accessed:

⚱ Horse Supply Chest

- ⊠ **6 gp; 12 cp; silver bridle** (value **28 gp**)
- ⊠ **19 gp; 25 cp; silver bridle** (value **91 gp**)
- ⊠ **2 pp; 34 gp; gold and silver bridle** (value **183 gp**)
- ❎ **31 pp; 61 gp; gold and silver bridle** (value **384 gp**)

The other containers in this room contain grain, hay, and water, all of which are in good condition.

BF-GF-12: Workshop

💬 This workshop smells of metalwork and leather. In the southwestern corner is a firepit, stove, and cauldron; underneath is a large piece of slate, presumably to act as a fire preventative. Workbenches and bookshelves ring the remaining space.

An empty and open wooden chest sits in the orth next to a potted plant, which has begun to wither.

Simple wooden doors lead to the west and northeast; a set of stronger double doors leads to the south. Windows open onto a view of the west of the house; you can see a large dirt area that may have been used for horse training.

The now-empty **chest** once contained tools; these are now spread out among the two workbenches. If collected and sold to a farmer or stablemaster, there could be some profit to be found:

⚱ Stable & Farm Tools

- ⊠⊠⊠❎ **assorted tools** (12 lbs, value **23 gp**)

The **bookshelf** in the north contains assorted dirty and water-damaged parchment. Some are blank, and others unreadable; they ultimately have zero value.

The double doors to the south are locked and closed when the PCs encounter them:

🚪 Locked Double Doors

- ⊠ **Break** DC 18; **Dexterity (Sleight of Hand)** DC 14
- ⊠ **Break** DC 20; **Dexterity (Sleight of Hand)** DC 16
- ⊠ **Break** DC 22; **Dexterity (Sleight of Hand)** DC 18
- ❎ **Break** DC 24; **Dexterity (Sleight of Hand)** DC 20

The door to the north which leads to the **Kitchen** is unlocked, but closed, when the PCs happen upon it.

BF-GF-13: Pantry

💬 A warm, homey scent greets you here: you know a pantry when you breathe one in. Flour, rice, beans, and all the staples are here, in sacks and barrels and bags.

Three chests are arrayed in the northwest, the southwest, and the southeast.

This is indeed the kitchen pantry.

The door to it is locked when the PCs encounter it, and has the following profile:

🚪 Locked Pantry Door

- ⊠ **Break** DC 14; **Dexterity (Sleight of Hand)** DC 12

- ☒ **Break** DC 14; **Dexterity (Sleight of Hand)** DC 14
- ☒ **Break** DC 16; **Dexterity (Sleight of Hand)** DC 16
- ☒ **Break** DC 18; **Dexterity (Sleight of Hand)** DC 18

Raiding the sacks and barrels will yield drinkable water and some basic meal components:

⚑ Pantry Sacks & Barrels

☒☒☒☒ **wheat** (8 lbs, **1 cp** apiece); **potatoes** (5 lbs, **2 cp** apiece); **flour** (6 lbs, **2 cp** apiece); **trail rations** (6x, **5 sp** apiece); **yogurt** (2x, **1 sp** apiece); **cheese** (5x, **1 sp** apiece)

The chest in the southwestern area is locked when encountered, as follows:

▯ Locked Southwest Pantry Chest

- ☒ **Break** DC 14; **Dexterity (Sleight of Hand)** DC 16
- ☒ **Break** DC 15; **Dexterity (Sleight of Hand)** DC 18
- ☒ **Break** DC 16; **Dexterity (Sleight of Hand)** DC 20
- ☒ **Break** DC 17; **Dexterity (Sleight of Hand)** DC 22

If opened successfully, the chest is found to contain spices and rare foodstuffs:

⚑ Southwest Pantry Chest

☒☒☒☒ **honey** (3 lbs, **1 gp** apiece); **maple syrup** (2 lbs, **1 gp** apiece); **pepper** (2 lbs, **2 gp** apiece); **salt** (4 lbs, **5 gp** apiece); **chocolate** (1 lb, **10 gp value**)

The southeastern chest is unlocked, but has contents likely disappointing to adventurers:

⚑ Southeastern Pantry Chest

☒☒☒☒ **beans** (4 lbs, **2 cp** apiece); **coffee beans** (2 lbs, **5 cp** apiece); **garlic** (2 lbs, **5 sp** apiece);

Finally, the northwestern chest is also unlocked, and contains additional standard fare, but with a spattering of coins thrown in as well:

⚑ Northwest Pantry Chest

- ☒ **12 cp; walnuts** (2 lbs, 3 cp apiece); **turnips** (3 lbs, 2 cp apiece)
- ☒ **26 sp; walnuts** (2 lbs, 3 cp apiece); **turnips** (3 lbs, 2 cp apiece)
- ☒ **9 gp; 42 sp; walnuts** (2 lbs, 3 cp apiece); **turnips** (3 lbs, 2 cp apiece)
- ☒ **18 pp; 34 gp; walnuts** (2 lbs, 3 cp apiece); **turnips** (3 lbs, 2 cp apiece)

BF-GF-14: Kitchen

💬 An L-shaped room that smells of the comforts of home forms the northeast corner of the house.

Windows ring the room, providing a great deal of natural light.

A stove sits in the northeast corner; tables and benches sit against the other walls. A set of simple wooden double doors leads to the west; two more simple single wooden doors lead to the south and to the center of the "L" via the south leg of the bend.

To the north, a set of double doors opens onto a raised deck.

While in this room, the sense of dread and foreboding partially evaporate from your psyche, as you imagine the cheer that must have inhabited this chamber.

Amidst the warmth of the room, however, the scent of rotten food hangs in the air like a grain of sand in the eye.

The tables hold an assortment of prepared foodstuffs—pies both savory and sweet, corn pudding, and the like—but it has all gone foul. Any PC may make a passive ⚠ **Profession (Baker)** or related skill check at DC 14 to estimate that the food had been spoiled for at least a week.

The double doors leading to the **Deck** are ajar and unlocked when the PCs encounter them, but may be locked without a key from the inside, and have the following profile:

▯ Deck Double Doors

- ☒ **Break** DC 15; **Dexterity (Sleight of Hand)** DC 15
- ☒ **Break** DC 17; **Dexterity (Sleight of Hand)** DC 17
- ☒ **Break** DC 19; **Dexterity (Sleight of Hand)** DC 19
- ☒ **Break** DC 20; **Dexterity (Sleight of Hand)** DC 21

There is nothing of any value in the **Kitchen**.

BF-GF-15: Deck

💬 A large deck raises about 10 feet off the ground here, wrapping around the northeast corner of the homestead. It's a beautiful vista, looking out across the farmland into the forest. Chairs and a four-seat table sit out here, as well as an array of potted plants and a wooden crate. The plants have fared far better than their interior versions, and appear **Wisdom (Medicine)**thy.

Double doors lead to the kitchen; two sets of wooden stairs lead down to the ground below to the west and the south.

The crate is sealed and may be broken fairly easily, but to inevitable disappointment: it was a spare from a grain shipment, and is empty. It was brought up here

to the deck as a makeshift table on which to put food and the like when occupants dined out here in nice weather.

Empty Deck Crate

⊠⊠⊠⊠ **Break** DC 14

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Adventure
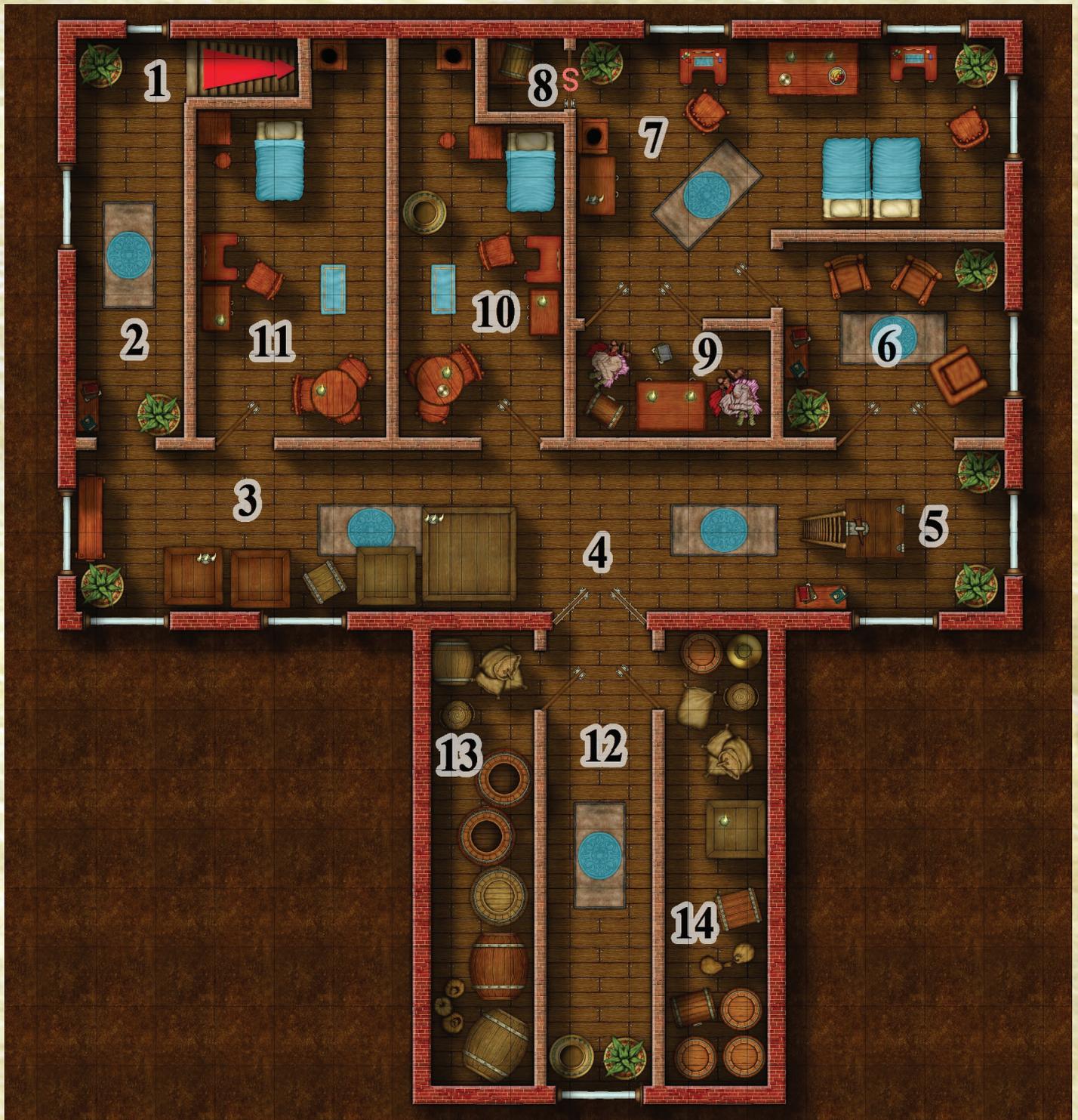
BF-SF: Brushgather Farm (Second Floor)

The second floor is darker than the **Ground Floor** (p. 47).

Atmospheric Notes

All the windows are stained, as though from a grime that has been building over dozens of years, though of course the house was occupied by normal residents until very recently. There's little therefore in the way of natural light, even if the PCs are investigating in the middle of the day; they will likely want to use torches or lanterns or at least candles by which to see.

Floorboards creak, and the wind rustles around the outside of the house; noises are more present here, but none is welcoming.

BF-SF-1: Stairs Down

These lead to the **Dining Area** (p. 50) on the **Ground Floor**.

BF-SF-2: Western Hallway

> The floorboards creak angrily under your feet as you trod down the dark and narrow hallway. There's a layer of dust everywhere. A bookshelf sits in a particularly dark southwest corner.

There's nothing truly interesting to see here, other than the first window on the floor; the GM is encouraged to read **Atmospheric Notes** (above) to convey the proper sense of dread.

BF-SF-3: Main Hallway

> This hallway extends the width of the house. An assortment of crates sits against the south and southwest wall. Among them is a closed wooden chest.
>
> Two simple wooden doors sit in the north wall. The northeast wall holds a set of double doors. To the south-middle of the hall is a set of steel-banded wooden doors.
>
> Although the hallway has many windows, it seems entirely dark in here without the use of supplemental light.

The assorted **crates** store extra and old clothing in various sizes and styles. The crates are sealed and

must be opened, either with a crowbar or with force, as follows:

🚪 Hallway Clothing Crates

❌❌❌❌ **Break** DC 14

If opened, the crates yield clothing:

🏅 Hallway Clothing Crates

❌❌❌❌ **peasant's outfits** (12x, **1 sp** apiece); **ponchos** (6x, **5 sp** apiece)

The **chest** is closed and locked, as follows:

🚪 Locked Hallway Chest

❌ **Break** DC 15; **Dexterity (Sleight of Hand)** DC 16
❌ **Break** DC 17; **Dexterity (Sleight of Hand)** DC 18
❌ **Break** DC 19; **Dexterity (Sleight of Hand)** DC 20
❌ **Break** DC 21; **Dexterity (Sleight of Hand)** DC 22

It contains the following treasure if accessed:

🏅 Hallway Chest

❌❌❌❌ **journal book** (1/2 used, apparently by a toddler, to draw pictures, typically of flowers; value **6 gp**)
❌ 8 gp; **emerald ring** (value **63 gp**)
❌ 3 pp; 60 gp; **emerald ring** (value **221 gp**)
❌ 13 pp; 42 gp; **emerald ring** (value **330 gp**)
❌ 31 pp; 59 gp; **emerald ring** (value **502 gp**)

BF-SF-4: Double Doors

> These sturdy-looking doors are much more formidable than those used elsewhere on this floor. They're reinforced with steel, and bear what appears to be a high-quality lock mechanism.

The doors leading to the Stable Attic section of the second floor are closed and locked as the PCs encounter them, and have the following profile:

🚪 Locked Stable Attic Double Doors

❌ **Break** DC 18; **Dexterity (Sleight of Hand)** DC 16
❌ **Break** DC 20; **Dexterity (Sleight of Hand)** DC 18
❌ **Break** DC 22; **Dexterity (Sleight of Hand)** DC 20
❌ **Break** DC 23; **Dexterity (Sleight of Hand)** DC 22

BF-SF-5: Ceiling Trapdoor

💬 In the ceiling is a wooden trapdoor, whose dark oak stands out against the pine of the ceiling boards. Leaning against a rafter is a sturdy-looking wooden ladder.

The trapdoor is unlocked when the PCs encounter it. The ladder bears the weight of any single Medium-sized creature who wishes to use it at a time.

BF-SF-6: Master Suite Foyer

💬 Three comfortable-looking chairs are arrayed here in a nicely-spaced sitting room, with two plants. A bookshelf sits in the western wall.

Double doors lead to the south, and a single door to the northwest.

The doors are closed and locked when the PCs encounter them; please use the following profile if they attempt to gain access:

🚪 Locked Master Suite Doors

❌ **Break** DC 15; **Dexterity (Sleight of Hand)** DC 15
❌ **Break** DC 17; **Dexterity (Sleight of Hand)** DC 16
❌ **Break** DC 19; **Dexterity (Sleight of Hand)** DC 18
❌ **Break** DC 20; **Dexterity (Sleight of Hand)** DC 19

The door leading to the interior of the **Master Suite** (below) is unlocked but closed when the PCs arrive.

Finally, the **bookshelf** is largely empty, but does contain some scattered writing supplies, which if gathered represent the following treasure:

🏆 Master Suite Bookshelf

❌❌❌❌ **ink** (2 jars, **8 gp** apiece); **inkpen** (2x, **1 sp** apiece); **parchment** (12 sheets, **2 sp** apiece); **sealing wax** (3x, **1 gp** apiece)

BF-SF-7: Master Suite

💬 This expansive bedroom is plain but spacious.

Double beds sit in the east, near multiple windows, a dressing desk, and a cabinet. A privy sits in the northwest corner, next to a cupboard and a potted fern whose fronds have seen better days. Simple double doors sit to the southwest.

The two **cabinets** to the west and north each contain spare clothes of a threadbare and farm-functional nature; if both are raided, the assembled treasure can be represented as follows:

🏆 Master Suite Cupboards

❌❌❌❌ **peasant's outfits** (8x, **1 sp** apiece); **traveler's outfit** (**1 gp**); **leather boots** (4x, **5 sp** apiece)

In the northwest corner, behind the fern, is a secret panel that opens into a **Secret Closet** (below). It's also locked, with a full profile to be found below:

🚪 Locked Secret Master Suite Door

❌ **Wisdom (Perception)** DC 16; **Break** DC 15; **Dexterity (Sleight of Hand)** DC 18
❌ **Wisdom (Perception)** DC 18; **Break** DC 17; **Dexterity (Sleight of Hand)** DC 20
❌ **Wisdom (Perception)** DC 20; **Break** DC 19; **Dexterity (Sleight of Hand)** DC 22
❌ **Wisdom (Perception)** DC 22; **Break** DC 21; **Dexterity (Sleight of Hand)** DC 24

BF-SF-8: Secret Closet

💬 The wooden panel slides aside to reveal a tiny closet behind the fern and privy of the master suite. Inside is a small crate, atop which sits a wooden chest.

The **crate** is disappointingly empty, but may be broken into fairly easily:

🚪 Secret Closet Crate

❌❌❌❌ **Break** DC 14

The **chest** is closed, locked, and trapped when encountered. The sigil carved into the metal of the lock mechanism is a stylized arrow; it would be far-fetched for the party's rogue to deducte that the trap involves a magical arrow that darts out from the keyhole if triggered:

⚔ Acid Arrow Chest Trap

Type Magic; **Trigger** Touch; **Reset** none

❌ **Wisdom (Perception)** DC 18; **Dexterity (Sleight of Hand)** DC 20

Effect spell effect (*acid arrow*; Atk +1 ranged touch (**1d4** acid damage for 2 rounds)

❌ **Wisdom (Perception)** DC 20; **Dexterity (Sleight of Hand)** DC 22

Effect spell effect (*acid arrow*; Atk +3 ranged touch (**2d4** acid damage for 2 rounds)

❌ **Wisdom (Perception)** DC 22; **Dexterity (Sleight of Hand)** DC 24

Effect spell effect (*acid arrow*; Atk +5 ranged touch (**2d4** acid damage for 3 rounds)

❌ **Wisdom (Perception)** DC 24; **Dexterity (Sleight of**

Hand) DC 22

    Effect spell effect (*acid arrow*; Atk +7 ranged touch (**2d4** acid damage for 4 rounds)

If the trap is defeated, the chest itself has the following statistics:

▯ Locked Secret Closet Chest

⊠ **Break** DC 20; **Dexterity (Sleight of Hand)** DC 19

⊠ **Break** DC 21; **Dexterity (Sleight of Hand)** DC 21

⊠ **Break** DC 22; **Dexterity (Sleight of Hand)** DC 23

⊠ **Break** DC 23; **Dexterity (Sleight of Hand)** DC 24

The treasure within may be worth the hassle getting to this point, however:

♟ Secret Closet Chest

⊠⊠⊠⊠ **Brushgather geneology book** (a small book; value **6 gp**)

⊠ **19 gp; opal pendant on gold chain** (value **31 gp**)

⊠ **8 pp; 42 gp; opal pendant on gold chain** (value **72 gp**)

⊠ **19 pp; 37 gp; opal pendant on gold chain** (value **180 gp**)

⊠ **52 pp; 84 gp; opal pendant on gold chain** (value **428 gp**)

Although not particularly valuable as anything but a keepsake and family heirloom, the **Brushgather Geneology Book** is nevertheless useful, as reading it prompts a **Quest**.

▤ Brushgather Geneology Book

Value 6 gp; **Weight** n/a; **Materials** iron; **Nature** non-magical; **Aura** none; **Slot** none; **CL** n/a

This slim volume traces the lineage of the Brushgather family back twelve generations. Careful readers will suspect that it was compiled in this most recent generation, as the the amount of description underneath each entry gets thinner and thinner the farther back in time the chronology goes.

Although much of the subject matter is of use and interest only to family members, adventurers perusing the Homestead will find the most recent entries of interest: the current generation lists the occupants of the Homestead and owners of the farm as **Isadora** and **Thlane Brushgather**, with daughters **Cora** (p 321), **Dora**, and **Lora**.

A quickly-written scrawled entry, appearing to have fresher ink than the rest of the book and scribed in a different hand, notes that **Lora** ran away from home three years ago, and that **Dora** disappeared from **Berinncorte** a few weeks ago.

Construction Requirements 1 lb. iron; blacksmith's forge; **Cost** 1 gp

Perusing this book for any amount of time will reveal the current occupants of the house, and will initiate the following **Quest**, whether such knowledge spawns further interest in the players or not:

🏆 Quest: What of the Brushgathers?

⸖ Summary: A book found in an empty house lists five people as having lived there recently, including one runaway, and one disappearance. The PCs must figure out what became of the family.

⚕ Rewards: ✺ 4 Reward Stars.

⚑ Locations: Brushgather Farm.

👤 Key NPCs: Cora Brushgather (p 321).

▷ Kickoff: The PCs discover the **Brushgather Geneology Book** (p 40).

❔ Description:

Upon reading the **Geneology Book**, the PCs may suspect that there is more to this deserted house than meets the eye.

Although they have the ability to obtain some information about what happened, the PCs will ultimately realize that some aspects of the story will remain shrouded in mystery until a later point.

▫ It's important to set expectations along these lines. Many players expect complete, storybook resolution to any story or side quest introduced in their adventures. While others may enjoy a more realistic tone to their conclusions, "completionist" players will be frustrated to the extreme if care is not taken by the GM to help prepare them for an incomplete resolution. There is no princess to be rescued, dragon to be slain, in this **Quest**... just some incomplete, sad discovery.

Clues can be interpreted here and there, from the recently-empty house, the long-neglected bedroom, the even longer-neglected bedroom on the **Second Floor**, and conversations with **Cora** (p 321) either in **Berinncorte** or in the surrounding area.

The true resolution of this **Quest**, however, is the discovery of the corpses of the parents in the basement.

⇛ What of the Brushgathers (Ignore): ⊠ Chaos +1

If the PCs remain uninterested in what befell the **Brushgather** clan, even after discovering the book and experiencing the bizarrely empty house, they must truly be in the exploration solely for looting.

Ignoring this **Quest** generates a **Catalyst Impact of** ⊠ **Chaos +1**.

⇛ What of the Brushgathers (Conclude):

⚖ Law +3; ♥ Love +2

Finding the bodies of **Isadora** and **Thlane Brushgather** in the basement caverns underneath the **Homestead**, and talking with **Cora Brushgather** about her family's fate, concludes the matter as well as can be done right now, and results in the above **Catalyst Impact**.

↳ Finding the parents' corpses results in ✷ **2 Reward Stars** for the party.

↳ Finding **Cora** afterwards, and discussing her family history, and learning of the disappearance of her one sister and the running away from home of the other sister, is worth an additional ✷ **2 Reward Stars**.

This **Quest** is terminated only after the party discovers the bodies and discusses them with **Cora**; until that point, it remains open and may be resoved at any point.

BF-SF-9: Closet

💬 Behind a swinging set of double doors is a large cabinet, a chest in the southwest, and piles of loose clothes tossed in heaps.

The doors are unlocked and ajar when the PCs first encounter them.

Jump Scare Rat

When the doors are first moved, a ❌ **Rat** emerges, scuttling through the doors and escaping to the hallway.

The Rat is standard-sized, and is normal in every way; it poses zero combat threat and will not attack, even if faced with death. If the PCs truly wish to slay it, it's recommended that either the first attack automatically squishes it in spectacular fashion, or it simply evades them and runs away, too quick to be caught by the party's frightened rage.

However, each PC who wields a ranged weapon (notched bow or loaded crossbow, for example) must make a ⚠ **Reflex** save at DC 14. Failure means they let loose with a shot from their ranged weapon in startled response to the jump-scare. At the GM's discretion, the noise can prompt an immediate roll on "**Table 4: Brushgather Homestead Random Encounters**"; otherwise, the only true effect is embarrassment and an elevated heartrate!

The assortments of clothes on the floor and in the **cabinet** count as the following treasure:

⚜ Master Suite Closet

❌❌❌❌ **peasant's outfits** (12x, **1 sp** apiece); **traveler's outfits** (4x, **1 sp** apiece); **leather boots** (6x, **5 sp** apiece)

The chest is locked when the PCs encounter it, and bears the following statistics:

🗄 Locked Master Suite Closet Chest

❌ **Break** DC 18; **Dexterity (Sleight of Hand)** DC 16

❌ **Break** DC 20; **Dexterity (Sleight of Hand)** DC 18

❌ **Break** DC 22; **Dexterity (Sleight of Hand)** DC 20

❌ **Break** DC 24; **Dexterity (Sleight of Hand)** DC 22

If defeated, the chest is revealed to contain the following treasure:

⚜ Master Suite Closet Chest

❌❌❌❌ **Brushgather homestead key** (see below)

❌ **7 gp; silver dagger**

❌ **3 pp; 13 gp; silver dagger**

❌ **11 pp; 25 gp; masterwork silver dagger**

❌ **32 pp; 63 gp; *+1 dagger***

The **Brushgather Homestead Key** is a unique item and can only be found here. Its profile is below.

🗝 Brushgather Homestead Key

Value 2 sp; **Weight** n/a; **Materials** iron; **Nature** non-magical; **Aura** none; **Slot** none; **CL** n/a

This key has a bizarre array of teeth ringing its rod in a number of different ways. It will open, and can lock, any of the doors or storage containers in the **Brushgather Homestead** that is lockable. ("Lockable" doors or containers are those that have a ⚠ **Dexterity (Sleight of Hand)** DC value in their description; those that lack this statistic cannot be locked by this key.)

Construction Requirements 1 lb. iron; blacksmith's forge; **Cost** 1 gp

BF-SF-10: Bedroom 1 (Cora's)

💬 This bedroom has all the typical trimmings: a privy in the north alcove, a table and stool next to a simple single bed, an empty potted plant, a dressing table with chair, a cupboard, and a small circular sitting table with chairs.

Cora Brushgather (p 321) stays here when she returns home to visit; it is her childhood bedroom though many of her younger possessions have been removed or sold.

The door is locked and closed when the PCs encounter it, as follows:

🗄 Locked Bedroom 1 Door

❌ **Break** DC 14; **Dexterity (Sleight of Hand)** DC 14

❌ **Break** DC 16; **Dexterity (Sleight of Hand)** DC 16

☒ **Break** DC 18; **Dexterity (Sleight of Hand)** DC 18

☒ **Break** DC 20; **Dexterity (Sleight of Hand)** DC 20

The cupboard against the eastern wall is unlocked and contains only typical clothes:

⚜ Bedroom 1 Cupboard

☒☒☒☒ **peasant's outfits** (4x, **1 sp** apiece); **traveler's outfit** (**1 sp**); **leather boots** (2x, **5 sp** apiece)

The **privy** may be searched—disgustingly so—and yields the following treasure, which fell into the muck weeks ago and was never located.

⚜ Bedroom 1 Privy

☒ **jeweled dagger** (value **5 gp**)

☒ **jeweled dagger** (value **42 gp**)

☒ **jeweled masterwork dagger** (value **138 gp**)

☒ **jeweled masterwork dagger** (value **317 gp**)

BF-SF-11: Bedroom 2 (Dora's)

💬 This bedroom holds a sitting table with three chairs; a small cabinet, dressing desk, and chair against the western wall; a simple single bed next to which are a table and a stool; and a privy in the northeastern area.

The room has a thick layer of dust over it, as though untouched for several months.

This was **Dora Brushgather's** room, and remains preserved as a testament to the hopeful return of the abducted youth.

Though closed and unlocked when the PCs encounter it, the door can be locked from the inside without a key, or from either side using the **Brushgather Homestead Key** (p 41).

🚪 Bedroom 2 Door

☒ **Break** DC 14; **Dexterity (Sleight of Hand)** DC 14

☒ **Break** DC 16; **Dexterity (Sleight of Hand)** DC 16

☒ **Break** DC 18; **Dexterity (Sleight of Hand)** DC 18

☒ **Break** DC 20; **Dexterity (Sleight of Hand)** DC 20

The **cabinet** against the west wall bears no lock, but contains only farmer's garb:

⚜ Bedroom 2 Cupboard

☒☒☒☒ **peasant's outfits** (5x, **1 sp** apiece); **leather boots** (2x, **5 sp** apiece)

BF-SF-12: Stable Attic Hallway

💬 The floorboards are heavier and of rougher stock than in the house proper, but less firmly together, and you can see the stables below through the occasional crack or gap.

A dull window sits at the southern end of the hallway, behind a dead potted plant and an empty urn; two wooden doors open to the northeast and northwest.

The design of this area makes you question why the hallway is even present, since the doors to the side storage areas under the eaves are right up in the north; there seems no reason at all to venture south along this passage.

There is indeed no reason to go south, unless it's to look out over the lake outside, though the ever-present window grime makes this difficult and frustrating at best.

The doors to each storage area are closed and locked when encountered, and bear the same profile as follows:

🚪 Stable Attic Storage Doors

☒ **Break** DC 15; **Dexterity (Sleight of Hand)** DC 16

☒ **Break** DC 17; **Dexterity (Sleight of Hand)** DC 18

☒ **Break** DC 19; **Dexterity (Sleight of Hand)** DC 20

☒ **Break** DC 21; **Dexterity (Sleight of Hand)** DC 22

BF-SF-13: Stable Attic Western Storage

💬 Dust spills from the eaves above you as you enter this area, which is low-slung and prompts you to stoop to move about.

There are barrels and bags strewn about here; it's difficult to find space to move among all of the stored items.

This area stores mundane items related to simple farm upkeep. None of the containers is locked, but the **barrels** are sealed, requiring minimal effort to overcome:

🚪 Stable Western Attic Barrels

☒☒☒☒ **Break** DC 12

Once prized open, they yield substantial but largely valueless loot:

⚜ Stable Western Attic Barrels

☒☒☒☒ **wheat** (60 lbs, **1 cp** apiece); **flour** (80 lbs, **2 cp** apiece)

The **sacks** are of course unprotected and easily

accessed, but also likely disappoint adventurers of any level:

⚜ Stable Western Attic Sacks

✖✖✖✖ **trail rations** (10x, **5 sp** each)

There is nothing else of value or interest in this area.

BF-SF-14: Stable Attic Eastern Storage

💬 Barrels, a crate, and two wooden chests are arrayed here, along with a candle and a few sacks.

Both **chests** are locked, untrapped, and share the following profile:

▯ Stable Eastern Attic Chests

✖ **Break** DC 16; **Dexterity (Sleight of Hand)** DC 18

✖ **Break** DC 18; **Dexterity (Sleight of Hand)** DC 19

✖ **Break** DC 20; **Dexterity (Sleight of Hand)** DC 20

✖ **Break** DC 21; **Dexterity (Sleight of Hand)** DC 21

The southern such chest contains the following treasure:

⚜ Stable Attic Southern Chest

✖ **12 sp**; **onyx ring** (value **5 gp**)

✖ **8 gp**; **onyx ring** (value **23 gp**)

✖ **1 pp**; **22 gp**; **onyx ring** (value **71 gp**)

✖ **9 pp**; **57 gp**; **onyx ring**(value **208 gp**)

The chest to its northeast holds items from the elder Brushgather's younger, more reckless days, and yields the following loot if opened:

⚜ Stable Attic Northeastern Chest

✖ **masterwork shortsword (small)**; **masterwork dagger**; **masterwork leather armor (small)**

✖ **masterwork shortsword (small)**; **masterwork dagger**; **masterwork studded leather armor (small)**

✖ *+1 shortsword (small)*; **masterwork dagger**; **masterwork leather armor (small)**

✖ *+1 shortsword*; *+1 dagger*; **masterwork leather armor (small)**

Adventure

BF-TF: Brushgather Farm (Third Floor)

Please refer to page 78 for a GM-redacted copy of this map.

BF-TF-1: Trapdoor Down

This is unlocked, and leads to the **Ceiling Trapdoor** (p 55) on the **Second Floor**.

BF-TF-2: Third Floor Hallway

💬 This hallway is dark and feels cramped despite its somewhat ample size. Barrels and other storage debris lines the southern wall. You see two wooden doors leading to the north.

The **crates** and **barrels** here are all sealed, and require a crowbar or smashing to gain access.

🗋 Third Floor Hallway Containers

⊠⊠⊠⊠ **Break** DC 14

At the GM's discretion, a single check can suffice for all containers, as the contents are minimal.

⚱ Third Floor Hallway Containers

⊠⊠⊠⊠ **sand** (40 lbs, **1 cp** apiece); **soap** (6 bars, **1 cp** apiece); **beans** (30 lbs, **2 cp** apiece)

The bookshelf is empty.

BF-TF-3: Bedroom 3 (Lora's)

💬 A simple but spacious bedroom contains a dressing desk and stool next to the western window, an empty plant potter in the southwest corner, a writing desk and chair on the south wall, a cupboard to the east, and a small circular table in the northeast corner, next to the bed.

Two simple wooden doors open to the northwest and northeast.

There is a thick layer of dust covering every surface. You estimate it must be several year's worth of neglect and disuse.

This was **Lora Brushgather's** room, until she ran away three years ago. Against their daughter's hopeful return someday, the Brushgather elders have kept the room in its present condition, and could not bear to even enter the room since her departure.

The entrance door is closed and unlocked when the PCs encounter it; it may be locked from inside without a key, or from either side using the **Brushgather Homestead Key** (p 58).

🗋 Bedroom 3 Door

⊠ **Break** DC 14; **Dexterity (Sleight of Hand)** DC 12

⊠ **Break** DC 16; **Dexterity (Sleight of Hand)** DC 14

⊠ **Break** DC 18; **Dexterity (Sleight of Hand)** DC 16

⊠ **Break** DC 19; **Dexterity (Sleight of Hand)** DC 18

The **writing desk** against the south wall is unlocked and contains writing supplies:

⚱ Bedroom 3 Writing Desk

⊠⊠⊠⊠ **ink** (2 jars, **8 gp** apiece); **inkpen** (2x, **1 sp** apiece); **parchment** (10 sheets, **2 sp** apiece)

The **cabinet** to the east is unlocked, and contains simple clothing:

⚱ Bedroom 3 Cabinet

⊠⊠⊠⊠ **peasant's outfits** (7x, **1 sp** apiece); **leather boots** (**5 sp**)

BF-TF-4: Bedroom 3 Privy

💬 A well-sized privy sits here, next to a desk with an unlit candle. Strangely, there is little smell here, though if the quarters have been unused for as long as you suspect, this is hardly surprising.

The door admitting entry to this chamber bears no lock and is closed when the PCs encounter it.

There is nothing else of interest in this room.

BF-TF-5: Bedroom 3 Closet

💬 In this spacious closet is a table with an assortment of sacks, a closed wooden chest in the northeast, and two cabinets to the west and north.

A stained, dull window looks out to the northeast.

Dora Brushgather took the key to this room with her, and locked the door before departing; it remains locked to this day. Although the **Brushgather Homestead Key** will unlock it, the parents have never tried since their daughter's departure.

🗋 Bedroom 3 Closet

⊠ **Break** DC 12; **Dexterity (Sleight of Hand)** DC 12

⊠ **Break** DC 13; **Dexterity (Sleight of Hand)** DC 14

⊠ **Break** DC 14; **Dexterity (Sleight of Hand)** DC 15

⊠ **Break** DC 15; **Dexterity (Sleight of Hand)** DC 16

The **sacks** are empty, and contain only some discarded thread; any valuables that had been inside were taken with **Lora** when she left home.

The **chest** is locked and closed when the PCs encounter it, with the following profile:

📇 Locked Bedroom 3 Closet Chest

☒ **Break** DC 14; **Dexterity (Sleight of Hand)** DC 14
☒ **Break** DC 15; **Dexterity (Sleight of Hand)** DC 16
☒ **Break** DC 17; **Dexterity (Sleight of Hand)** DC 18
☒ **Break** DC 18; **Dexterity (Sleight of Hand)** DC 20

Inside, however, is a quite disappointing array that can hardly be called treasure:

♟ Bedroom 3 Closet Chest

☒☒☒☒ 8 cp; **dried flowers** (**2 sp**)

The other **cabinets** are empty, having been cleared out by **Lora**.

BF-TF-6: Bedroom 4 (Spare)

💬 This bedroom is musty, and dusty, and smells only of disuse.

A single bed sits in the north, to one side of a circular table and stool. A cabinet is against the west wall, a writing desk against the south, and a dressing desk and stool sit just beneath the grimy eastern window.

To the northwest and north-center are two simple wooden doors; both are closed.

The door to this bedroom is closed, but unlocked when encountered. It may be locked from the north without a key, or from the south using the **Brushgather Homestead Key** (p 58).

📇 Bedroom 4 Door

☒ **Break** DC 14; **Dexterity (Sleight of Hand)** DC 10
☒ **Break** DC 16; **Dexterity (Sleight of Hand)** DC 12
☒ **Break** DC 18; **Dexterity (Sleight of Hand)** DC 14
☒ **Break** DC 20; **Dexterity (Sleight of Hand)** DC 16

The **writing desk** against the south wall is unlocked and contains writing supplies:

♟ Bedroom 3 Writing Desk

☒☒☒☒ **ink** (1 jar, **8 gp**); **inkpen** (2x, **1 sp** apiece); **parchment** (5 sheets, **2 sp** apiece)

The **cabinet** to the west is unlocked, and contains simple clothing:

♟ Bedroom 3 Cabinet

☒☒☒☒ **peasant's outfits** (2x, **1 sp** apiece); **leather boots** (**5 sp**)

There is nothing else of value or interest in the dusty room.

BF-TF-7: Bedroom 4 Closet

💬 This small closet contains a table with drawstring sacks atop, an urn, two cabinets, and a wooden chest. To the northwest is a blackened window through which it's very difficult to see.

The **closet** is locked when the PCs encounter it:

📇 Bedroom 4 Closet

☒ **Break** DC 12; **Dexterity (Sleight of Hand)** DC 10
☒ **Break** DC 14; **Dexterity (Sleight of Hand)** DC 12
☒ **Break** DC 16; **Dexterity (Sleight of Hand)** DC 14
☒ **Break** DC 18; **Dexterity (Sleight of Hand)** DC 16

The **sacks** are empty. The **cabinet** is unlocked, but also empty.

The **chest** is closed and locked when encountered:

📇 Locked Bedroom 4 Closet Chest

☒ **Break** DC 12; **Dexterity (Sleight of Hand)** DC 14
☒ **Break** DC 14; **Dexterity (Sleight of Hand)** DC 16
☒ **Break** DC 16; **Dexterity (Sleight of Hand)** DC 18
☒ **Break** DC 18; **Dexterity (Sleight of Hand)** DC 20

Inside are effects from a prior tenant or visitor, long forgotten:

♟ Bedroom 4 Closet Chest

☒ 9 sp; **silver bracelet** (value **11 gp**)
☒ 3 gp; 13 sp; **silver bracelet** (value **52 gp**)
☒ 1 pp; 17 gp; **silver bracelet** (value **188 gp**)
☒ 13 pp; 40 gp; **silver bracelet** (value **313 gp**)

There is nothing else of interest in the closet.

BF-TF-8: Bedroom 4 Privy

💬 A nice, spacious privy chamber sits here. The privy itself is in th enortheast corner; to its right is a convenient table with unlit candleabra and empty bowl.

The door to the privy chamber is unlocked when the PCs encounter it, and indeed has no lock so cannot be secured.

There is nothing of interest in this chamber.

BF-TF-9: Ceiling Trapdoor

💬 In the ceiling, above a stack of crates, is a wooden trapdoor. A sturdy-looking ladder leans against the crates underneath.

Whether the PCs have smashed the crates or not, it's still possible to ascend, though if they have smashed all the crates, one PC will have to stay below to hold the ladder up so the others can Strength (Athletics) it.

The trapdoor is unlocked and bears no such security option. It leads to the **Attic** (p 64).

Adventure

BF-HA: Brushgather Farm (Attic)

Please refer to page 75 for a GM-redacted copy of this map.

The top floor of the Homestead contains some treasure and a small horror. It's also the darkest floor of the house, lit from outside only via two small windows, both of which are darkened and grimy.

BF-HA-1: Trapdoor Down

💬 A wooden trapdoor sits in the floorboards here, granting descent.

This leads to the **Third Floor** (p 60).

BF-HA-2: Attic Hallway

💬 This narrow corridor is small, cramped, and dark. The roof feels so thin you swear you can feel, not just hear, the wind outside.

Two simple wooden doors sit to the east and west; a steel-reinforced door is in the north wall.

The northern door should be obviously more sturdy and secure than the others.

BF-HA-3: Attic Southwest Storage

💬 You have to crouch down to even move among the barrels and sacks in this room. It's musty and smells of the outside; occasional thick cracks in the roof and some water damage here and there from leaks make you feel vaguely nauseous.

The door to this chamber is locked when the PCs enter this area:

Attic Southwest Storage Doors

☒ **Break** DC 13; **Dexterity (Sleight of Hand)** DC 14

☒ **Break** DC 15; **Dexterity (Sleight of Hand)** DC 16

☒ **Break** DC 16; **Dexterity (Sleight of Hand)** DC 18

☒ **Break** DC 18; **Dexterity (Sleight of Hand)** DC 19

Two of the **barrels** are empty; the others merely contain water, which is perfectly potable, though tastes like stale dust. The water barrels are sealed and must be hacked into or pried open:

Attic Water Barrels

☒☒☒☒ **Break** DC 20

The sacks contain typical emergency storage:

Attic Southwest Sacks

☒☒☒☒ **wheat** (20 lbs, **1 cp** apiece); **flour** (15 lbs, **2 cp** apiece)

Finally, there is a bolt of pure white silk, surely a prized artifact either gifted to the family or procured in a treasured transaction about which many stories have been shared:

Attic Southwest

☒☒☒☒ **silk** (4 sq. yards, **12 sp** each)

BF-HA-4: Attic Southeast Storage

💬 Your head bangs against the low rafters as you enter here.

Barrels, sacks, a crate, and two chests sit here, gathering dust.

The **door** granting access to this chamber is locked when the PCs encounter it:

Attic Southeast Storage Doors

☒ **Break** DC 13; **Dexterity (Sleight of Hand)** DC 14

☒ **Break** DC 15; **Dexterity (Sleight of Hand)** DC 16

☒ **Break** DC 20; **Dexterity (Sleight of Hand)** DC 17

☒ **Break** DC 22; **Dexterity (Sleight of Hand)** DC 19

One **barrel** is empty; the other two are sealed, but also empty. Sealed barrels must be pried or smashed open:

Attic Empty Barrels

☒☒☒☒ **Break** DC 16

The single **crate** is similarly sealed, but neither trapped nor locked:

Attic Southeast Crate

☒☒☒☒ **Break** DC 15

Once accessed, the **crate** contains rather boring fare unfortunately:

Attic Southeast Crate

☒☒☒☒ **beans** (40 lbs, **2 cp** apiece)

The **northern chest** is locked when encountered:

Attic Southeast North Chest

☒ **Break** DC 15; **Dexterity (Sleight of Hand)** DC 16

☒ **Break** DC 17; **Dexterity (Sleight of Hand)** DC 18

☒ **Break** DC 19; **Dexterity (Sleight of Hand)** DC 19

☒ **Break** DC 21; **Dexterity (Sleight of Hand)** DC 20

The **crate** contains the profits from a major business deal years ago; the Brushgathers have all but forgotten it up here.

⚜ Attic Southeast North Chest

☒ **119 gp**; jade armband (value **42 gp**)

☒ **394 gp**; jade armband (value **127 gp**)

☒ **56 pp**; **62 gp**; jade armband (value **209 gp**)

☒ **71 pp**; **86 gp**; jade armband (value **407 gp**)

The **southern chest** is also locked when encountered, but with an inferior, rusted lock:

▯ Attic Southeast South Chest

☒ **Break** DC 14; **Dexterity (Sleight of Hand)** DC 12

☒ **Break** DC 16; **Dexterity (Sleight of Hand)** DC 14

☒ **Break** DC 19; **Dexterity (Sleight of Hand)** DC 16

☒ **Break** DC 20; **Dexterity (Sleight of Hand)** DC 18

Though profit-seeking adventurers may drool to realize how heavy this **crate** feels, once inside, they are apt to be disappointed to discover it contains simply the lower-value runoff of other transactions over the years... the medieval-era equivalent of a spare-change bin.

The **"fake diamond" rings** described below appear to be genuine; if the inspector passes the described **skill check**, their true nature (and lower value) is revealed accurately.

⚜ Attic Southeast South Chest

☒ **413 cp**; **12 sp**; **copper ring with square-cut fake diamond** (perceived value **400 gp / 2 sp** actual value per DC 14 ⚠ **Wisdom (Wisdom (Perception))** or **Craft (Jewelry)**)

☒ **612 cp**; **35 sp**; **copper ring with square-cut fake diamond** (perceived value **1,200 gp / 6 sp** actual value per DC 14 ⚠ **Wisdom (Wisdom (Perception))** or **Craft (Jewelry)**)

☒ **701 cp**; **61 sp**; **copper ring with square-cut fake diamond** (perceived value **2,800 gp / 12 sp** actual value per DC 14 ⚠ **Wisdom (Wisdom (Perception))** or **Craft (Jewelry)**)

☒ **861 cp**; **78 sp**; **copper ring with square-cut fake diamond** (perceived value **5,000 gp / 18 sp** actual value per DC 14 ⚠ **Wisdom (Wisdom (Perception))** or **Craft (Jewelry)**)

The **sacks** all contain **spoiled grain** and are of no value.

The room contains nothing else of notice.

BF-HA-5: Attic Secure Hallway

💬 This musty hallway smells of disuse and rain damage. Winds howl from outside through tiny holes and cracks in the roof. The window on the north wall is blackened and grimy, to the point of being completely opaque.

To the south is a formidably-reinforced door, quite out of place in a rickety attic such as this. To the northeast and southeast are simple wooden doors that lead under the eaves of the rooftop.

To gain access to this corridor, first the party must bypass the locked and trapped **door** to the south:

⚔ Attic Hallway Poison Needle Trap

Type Mechanical; **Trigger** Touch; **Reset** Repair

☒ **Wisdom (Perception)** DC 18; **Dexterity (Sleight of Hand)** DC 18

> **Effect** Atk +4 melee and melee touch (**1d6** plus **small centipede poison**)
>
> **Small Centipede Poison:** Injury; **Save** Fort DC 11; **Frequency** 1/round for 4 rounds; **Effect** 1d2 Dex; **Cure** 1 save

☒ **Wisdom (Perception)** DC 20; **Dexterity (Sleight of Hand)** DC 20

> **Effect** Atk +6 melee and melee touch (**1d6** plus **small centipede poison**)
>
> **Small Centipede Poison:** Injury; **Save** Fort DC 11; **Frequency** 1/round for 4 rounds; **Effect** 1d2 Dex; **Cure** 1 save

☒ **Wisdom (Perception)** DC 22; **Dexterity (Sleight of Hand)** DC 22

> **Effect** Atk +8 melee and melee touch (**1d8** plus **large scorpion venom**)
>
> **Large Scorpion Venom:** Injury; **Save** Fort DC 17; **Frequency** 1/round for 6 rounds; **Effect** 1d2 Str; **Cure** 1 save

☒ **Wisdom (Perception)** DC 24; **Dexterity (Sleight of Hand)** DC 24

> **Effect** Atk +10 melee and melee touch (**1d8** plus **large scorpion venom**)
>
> **Large Scorpion Venom:** Injury; **Save** Fort DC 17; **Frequency** 1/round for 6 rounds; **Effect** 1d2 Str; **Cure** 1 save

▯ Attic Secure Hallway Door

☒ **Break** DC 16; **Dexterity (Sleight of Hand)** DC 17

☒ **Break** DC 18; **Dexterity (Sleight of Hand)** DC 19

☒ **Break** DC 20; **Dexterity (Sleight of Hand)** DC 21

☒ **Break** DC 22; **Dexterity (Sleight of Hand)** DC 22

Once the door opens, from the north of the locked door, **3** ☒ **Skulks** and **2** ☒ **Skeleton Rogues** attack

the party.

☒ Skulk

(see page 119)

☒ **CR** 1; **XP** 400

☒ **CR** 5; **XP** 1,600

☒ **CR** 9; **XP** 6,400

☒ **CR** 13; **XP** 25,600

☒ Skeleton Rogue

(see page 116)

☒ **CR** 1; **XP** 400

☒ **CR** 5; **XP** 1,600

☒ **CR** 9; **XP** 6,400

☒ **CR** 13; **XP** 25,600

The creatures will attack until they are destroyed, and will not retreat—both because of their nature as well as the fact that there is really nowhere to retreat to!

Aside from their corpses and possessions, the monsters leave no treasure in the hallway itself once defeated.

The two wooden **doors** to the northwest and northeast are both untrapped and unlocked.

BF-HA-6: Attic Secure Storage West

💬 The unlocked door creaks open, a noise that instanly seems to summon a flock of skeletonized bats from the eaves!

A **Skelebat Swarm** attacks the party upon opening the door.

☒ Bat Swarm

(see page 81)

☒ **CR** 2; **XP** 600

☒ **CR** 4; **XP** 1,200

☒ **CR** 12; **XP** 19,200

☒ **CR** 16; **XP** 76,800

The swarm will attack for four rounds, then will flee the room, breaking through the window to the north of the **Attic Secure Hallway** and flying into the farmlands. They do this regardless of how the fight is going.

Once the swarm is no longer hassling them, the party may investigate the room itself.

💬 An empty and open chest sits in the northwest. A sack of spoiled grain and an empty urn are to the west. In the southeast corner is a pile of miscellaneous belongings and treasure.

There is neither trap nor lock on the out-in-the-open pile, which appears as though someone took the **chest** in the

northwest and simply dumped it out onto the floor (which is in truth precisely what occured here a month ago).

⚜ Attic Western Secure Eaves Pile

☒ 34 gp; 61 sp; 112 cp; **emerald pendant** (value **62 gp**)

☒ 3 pp; 108 gp; 49 sp; 181 cp; **emerald pendant** (value **139 gp**)

☒ 17 pp; 288 gp; 61 sp; 200 cp; **emerald pendant** (value **284 gp**)

☒ 52 pp; 358 gp; 91 sp; 218 cp; **emerald pendant** (value **514 gp**)

There is nothing else of note in this chamber.

BF-HA-7: Attic Secure Storage East

💬 This door opens swiftly, on well-oiled hinges. Inside is a cluster of urns and sacks, a sealed barrel, and a closed wooden chest.

Initially, nothing attacks the party. However, four rounds after opening the door, no matter where the party is, a quiet group of 6 ☒ **Crawling Hands** attacks the party.

☒ Crawling Hand

(see page 83)

☒ **CR** 1/2; **XP** 200

☒ **CR** 4; **XP** 1,200

☒ **CR** 8; **XP** 4,800

☒ **CR** 12; **XP** 19,200

These creepy things will attack until they are destroyed.

The **urns** have lids, but are neither sealed nor locked; all contain dirt. Those noting the unusual nature of this might investigate further to find bones in the dirt; the earth is actually **gravedirt**. The dusty macabre filth has no inherent value, but can be used as a material component in some necromantic spells and rituals and thus may have value for the PCs if they are of that persuasion.

The graves themselves were from far away, and included in a business deal gone sour. Not knowing quite what to do with the contents, the **Brushgathers** stowed the creepy things here in the attic, and quickly forgot about them. Those whose remnants are inside are from a hundred years ago, and quite unconnected to the family and to the rest of the proceedings here.

The **sacks** contain **spoiled grain** and are useless.

The **barrel** is sealed and contains well-preserved and perfectly usable **holy water**:

📦 Attic East Secure Eaves Barrel

⌧⌧⌧⌧ **Break** DC 14

🍴 Attic East Secure Eaves Barrel

⌧⌧⌧⌧ **holy water** (10 gallons / 80 pints, **25 gp** per pint)

How to transport such a bizarre treasure is up to the PCs; typically those who recognize the water's nature will simply dip any empty vessels they have in to collect what they can, and leave the rest.

Finally, the **chest** in the northeast corner of the eaves is locked:

📦 Attic Secure Eaves Northeast Chest

⌧ **Break** DC 18; **Dexterity (Sleight of Hand)** DC 18

⌧ **Break** DC 20; **Dexterity (Sleight of Hand)** DC 19

⌧ **Break** DC 21; **Dexterity (Sleight of Hand)** DC 20

⌧ **Break** DC 22; **Dexterity (Sleight of Hand)** DC 22

The **chest** contains the family fortune, such as it is, and mementoes besides.

It also contains a major clue as to the second half of this adventure, leading the PCs to the **basements** (page 69) if they have not already discovered them.

🍴 Attic Secure Eaves Northeast Chest

⌧⌧⌧⌧ **Homestead Builder's Journal** (value **4 gp**)

⌧ **206 gp**; **spherical ruby** (value **118 gp**)

⌧ **411 gp**; **spherical ruby** (value **277 gp**)

⌧ **549 gp**; **spherical ruby** (value **515 gp**)

⌧ **606 gp**; **spherical ruby** (value **688 gp**)

Upon discovering the **Homestead Builder's Journal**, assuming the PCs read through it, feel free to read or paraphrase the following item profile:

📕 Homestead Builder's Journal

Value 4 gp; **Weight** n/a; **Materials** iron; **Nature** non-magical; **Aura** none; **Slot** none; **CL** n/a

Written initially by those who built the **Brushgather Homestead**, this small book has been added to in a different hand and script later in the pages by the family themselves. Much of the contents are of interest only to architects or construction experts, and even to them, much of it is quite dry and even outright incorrect.

The relevant and valuable portion of the booklet is the realization that the house was constructed on top of a series of quite elaborate natural caverns. The tone of the original writing is focused on discussing and proving why it was not necessary to build any further supports into the foundation to account for this phenomenon, given the ground composition, the load-bearing nature of the bedrock and the layout of the caves, and so on. In latter pages on the topic, the Brushgathers have annotated some very crude drawings of the caverns (you may show the players the **Players Maps** of the basement levels). Their scrawled note is shown below.

may it never come to that, but could use as an escape

Construction Requirements blank book or journal; inkpen
Cost 1 gp

As though to underscore the importance of the caverns, and the threat to the homestead, while the PCs are perusing the item, a ⌧ **Zombie Rat Swarm** emerges from the rotted grain in the sacks nearby and attacks the party.

⌧ Rat Swarm

(see page 106)

⌧ **CR** 2; **XP** 600

⌧ **CR** 6; **XP** 2,400

⌧ **CR** 10; **XP** 9,600

⌧ **CR** 14; **XP** 38,400

The **rats** will fight to the death, and grant no treasure once defeated.

One square equals 5 ft.

Adventure
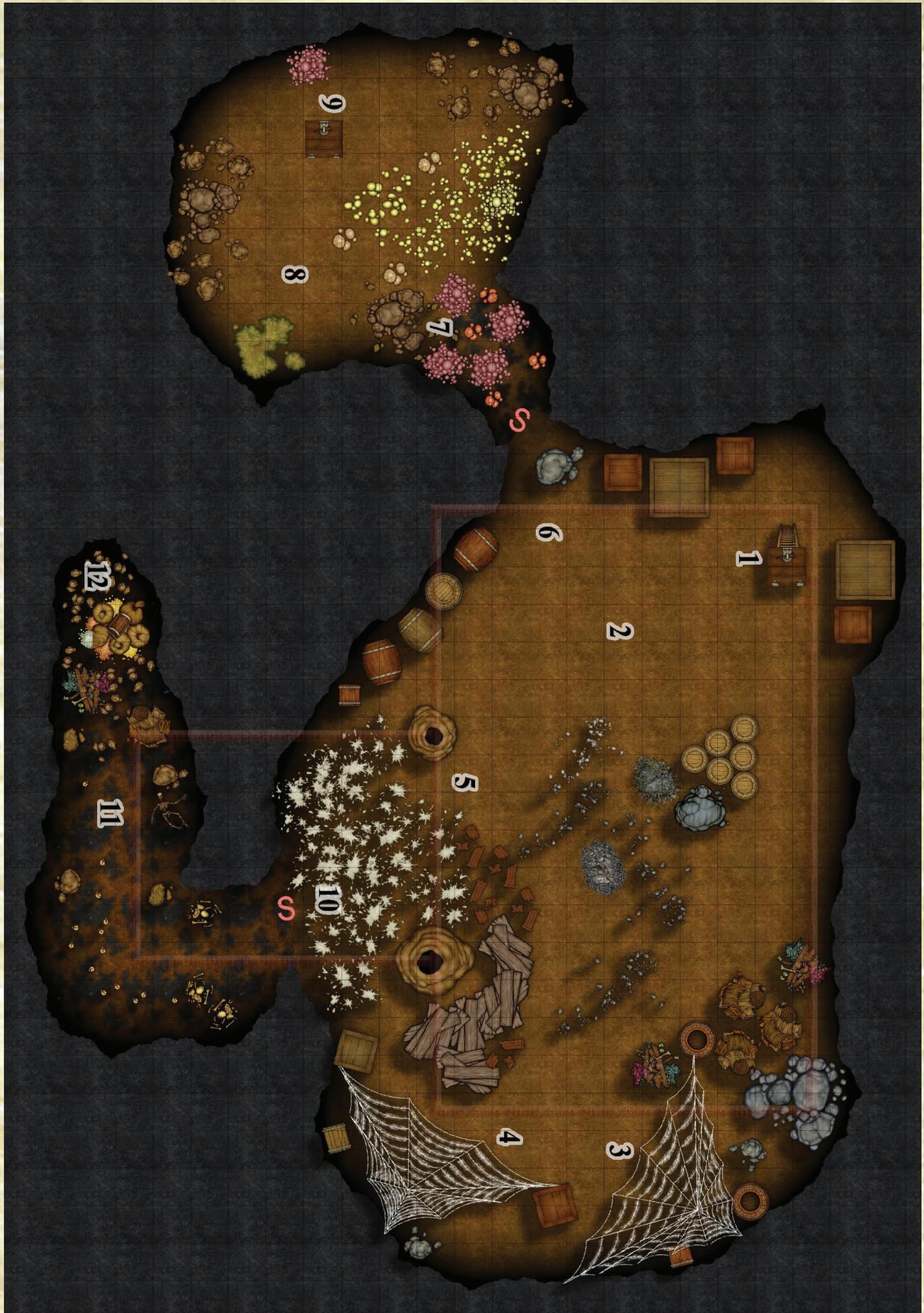
BF-HB1: Brushgather Farm (Basement, Level 1)

Nautre and History

The basements of the **Brushgather Homestead** are naturally-occuring, with some carved-out components here and there to connect to secret chambers and the like.

The general plot of things here is that the caverns beneath the house have always been used for storage, but never truly explored to any great extent. A hundred years or more ago, before the house was built, it was used as an adventuring cave and has played host and served as lair to any number of beasties over the years, all without the Brushgathers themselves knowing.

Plot Points: A Tragic Escape

Sensing imminent doom from encroaching chaos and evil, Isadora and Thlane Brushgather took what treasure and supplies they could and escaped to the basement. Hoping they would be able to surface again after the **Obelisk Eruption** presumably subsided, they hid some possessions here and there, and kept venturing more deeply into the unexplored levels beneath their home.

Tragically, their ignorance that the basements of their own home was also home to monsters led to their deaths.

Basement Encounters

For every **10 minutes** spent in the **Basement Levels**, roll on the **Basement Random Encounters** table below.

> As with other random encounter introductions, the GM is encouraged to use their own judgment here. Activating a random encounter immediately after a fixed encounter, or pushing the PCs to the point of demise simply on the fate of a die roll, is acceptable in some gaming groups, but generally speaking, random encounters should be used to keep up a pace and a sense of danger and immediacy, not to simply cull the HP and resources of the party.

BF-HB1-1: Ceiling Trapdoor

This leads to the **Brushgather Homestead Ground Floor** (p 47).

- **Use Context A:**
  By default, or if no other circumstances apply.

- **Use Context B:**
  If the party is in the midst of actively pursuing the plot, or you would like to dial back the difficulty slightly.

- **Use Context C:**
  If the party has suffered greatly, or if you would prefer to avoid distracting them from the main story.

- **Use Context D:**
  If the party (or you!) are eager for combat, or if they are failing to take the proceedings seriously.

FlexTable 5: Basement Random Encounters

D%A	D%B	D%C	D%D	Result	Description
01-20	01-30	01-40	01-05	No Encounter	The coast is clear... for now!
21-40	31-50	41-60	06-20	Dire Rats	**Dire Rat** attack (2d6).
41-55	51-70	61-75	21-40	Zombies	**Zombies** attack (2d4).
56-65	71-80	76-85	41-55	Ghouls	**Ghoul** attack (1d6).
66-75	81-85	86-90	56-65	Slime Mold	**Slime Mold** lies around the next corner (1d3).
76-80	86-90	91-95	66-72	Skulk	**Skulk** ambush (1d3).
81-85	91-94	96-97	73-80	Shadow	**Shadow** ambush (1d2).
86-90	95-96	98	81-90	Dark Stalker	**Dark Stalker** ambush (1x).
91-95	97-98	99	91-95	Giant Scorpion	**Giant Scorpion** attack(1d3).
96-00	99-00	00	96-00	Spriggan	**Spriggan** ambush (1d4).

It is not locked when the PCs encounter it from above, and a sturdy wooden ladder allows easy one-at-a-time access for any Medium creature or smaller to venture down or up.

BF-HB1-2: Basement

💬 This large chamber seems to be naturally-occuring, with an earthen floor and rough cave walls of stone and soil. It's much cooler down here than above, and damp as well. You can feel an air current from somewhere; examining the dirt portions of the walls, it seems as though smaller tunnels inches in diameter extend through the rock, perhaps to up above.

Man-sized cobwebs cover the eastern and southeastern areas. Debris coats much of the eastern and southern areas. Closer to the trapdoor, crates and barrels are arranged.

The air currents are slight, periodic, and are indeed from the tiny fissures in the cave walls, which in turn lead to the surface.

Absent some impressive natural abilities or advanced magical talents, there is little means of taking advantage of this fact, other than the Basement levels always have an infinite supply of fresh air, not that it should come up as an issue in the context of planned encounters herein!

BF-HB1-3: Northeastern Trash

💬 Piles of natural debris and dropped trash sit here haphazardly among empty barrels, giant spiderwebs, and piles of rocks sticking out of the ground.

There is a wooden chest sitting against the far eastern wall, nearly invisible underneath a haze of spiderwebs.

If the PCs approach the chest, once they get within 10 feet, 🎲 1d4 ❌ **Giant Skeletal Centipedes** burst forth from the trashpiles and attacks them.

❌ Centipede, Giant

(see page 92)

❌ **CR** 1; **XP** 400 *(maximum 2x)*

❌ **CR** 4; **XP** 1,200 *(maximum 3x)*

❌ **CR** 8; **XP** 4,800

❌ **CR** 12; **XP** 19,200

The **centipedes** leave no trash once destroyed, and will fight to the death.

The **trash piles** themselves contain nothing of note.

The **chest** is locked:

🚪 Basement 1 Centipede Chest

❌ **Break** DC 16; **Dexterity (Sleight of Hand)** DC 17

❌ **Break** DC 18; **Dexterity (Sleight of Hand)** DC 18

❌ **Break** DC 20; **Dexterity (Sleight of Hand)** DC 19

❌ **Break** DC 22; **Dexterity (Sleight of Hand)** DC 21

Within is a scant treasure, but treasure nevertheless:

♟ Basement 1 Centipede Chest

❌❌❌❌ torches (10x; **1 cp** apiece)

❌ **12 gp; 9 sp; masterwork dagger**

❌ **62 gp; 18 sp; masterwork dagger;** *everburning torch* (110 gp)

🟧 **6 pp; 31 gp;** *dagger +1*; *everburning torch* (2x, 110 gp apiece)

❌ **12 pp; 54 gp;** *dagger +1*; *everburning torch* (2x, 110 gp apiece)

There is nothing else of note in this region.

BF-HB1-4: Southeastern Debris

💬 A massive cobweb stretches from crate to crate and thence to the wall in this corner, near which is arrayed an assortment of wooden planking that appears to be surplus from the house's deck.

The giant spiderweb is a remnant of a former denizen of the caverns; it's currently occupied by a swarm of **Scarlet Spiders**.

If the PCs touch the spiderweb at all, either in walking around this area, or in searching any of the **crates**, they will trigger 🎲 3d4 ❌ **Scarlet Spiders** dropping on the party.

❌ Spider, Scarlet

(see page 110)

❌ **CR** 1/4; **XP** 100 *(maximum 6x)*

❌ **CR** 3; **XP** 800 *(maximum 8x)*

❌ **CR** 8; **XP** 4,800

❌ **CR** 102; **XP** 9,600

They will attack until more than half their number are slain, and will then try to retreat into the Guano area to the center-south. If they make it there, a keen-eyed observer (make one check for each PC, ⚠ **Wisdom (Perception)** at DC 16) might notice that the surviving spiders seem to disappear into the **secret wall** to the south, possibly leading to a reveal.

BF-HB1-5: Pillar

💬 Two natural rock pillars stand here in the south of the main chamber, south of rocks and fungus. From what you recall of up above, they appear to be directly underneath the southern wall of the Homestead above, forming natural support for the building.

To the southwest, four barrels in various sizes and colors sit against the earthen wall; to their southeast is a closed wooden chest.

The **barrels** are all sealed, but not locked; using a crowbar or smashing them requires the following information:

📄 Basement 1 Southwestern Barrels

❌❌❌❌ **Break** DC 15

All three **barrels** on their sides contain drinkable yet stale-tasting **water**.

The upright **barrel** contains well-preserved **ale**, as follows:

🔱 Basement 1 Southwest Upright Barrel

❌❌❌❌ **ale** (15 gallons, **2 sp** each)

The crate to the south of the line of barrels is locked when the PCs encounter it:

📄 Basement 1 Pillar Chest

❌ **Break** DC 18; **Dexterity (Sleight of Hand)** DC 16

❌ **Break** DC 20; **Dexterity (Sleight of Hand)** DC 18

❌ **Break** DC 21; **Dexterity (Sleight of Hand)** DC 20

❌ **Break** DC 22; **Dexterity (Sleight of Hand)** DC 22

Inside is a nice assortment of gems, as follows:

🔱 Basement 1 Pillar Chest

❌❌❌❌ **bullseye lantern (12 gp)**

❌ **spherical onyx (23 gp); uncut opal (17 gp); square-cut sapphire (61 gp)**

❌ **spherical onyx (52 gp); uncut opal (44 gp); square-cut sapphire (117 gp)**

❌ **spherical onyx (93 gp); uncut opal (87 gp); square-cut sapphire (199 gp)**

❌ **spherical onyx (137 gp); uncut opal (121 gp); square-cut sapphire (318 gp)**

There is nothing else of note in this area.

BF-HB1-6: Casks & Secret Tunnel

💬 Against the western wall are three crates; two more are against the northern wall right north of the trapdoor.

An oddly out of place solitary rock formation sits to the south of the crates in a gap between the line of crates to the north and the line of barrels to the south.

The rock formation sits in front of a **secret passage**, covered over in damp earth and somewhat easily visible to those who investigate:

📄 Basement 1 Western Secret Tunnel

❌ **Wisdom (Perception)** DC 14

❌ **Wisdom (Perception)** DC 16

❌ **Wisdom (Perception)** DC 18

❌ **Wisdom (Perception)** DC 20

Clawing at the dirt for **two rounds** will swiftly make the tunnel passable for any **Medium**-sized creature or smaller.

All five **crates** are sealed, and require smashing or a crowbar to open:

📄 Basement 1 North/Western Crates

❌❌❌❌ **Break** DC 16

The two **northern crates** contain **spoiled grain** and are useless.

The two **darker western crates** each contain foodstuffs:

🔱 Basement 1 Western Dark Crates

❌❌❌❌ **wheat** (32 lbs, **1 cp** apiece); **flour** (12 lbs, **2 cp** apiece)

Finally, the lighter-toned, **large western crate** has the same profile as the one above, but there are scratches and marks clearly visible all around the top surface, as though someone had tried desperately to open it, but lacked the proper tools to do so.

It contains somewhat nicer adventuring loot:

🔱 Basement 1 Western Light Crate

❌❌❌❌ **5 bedrolls; 10 blankets; 5 folding chairs; 5 cots; 2 hammocks; 5 small tents; 1 bear trap; 1 fishing net; silk rope (50 ft.); 5 bullseye lanterns; 15 torches**

This haul of adventuring staples was put aside by the Brushgather parents to be used as a kind of combination of a posisble camping vacation, and an emergency stash of equipment should the need present itself to travel quickly as a family.

Sadly, the darkness of the Obelisk descended upon the

farmland too quickly for the remaining Brushgathers to take advantage of their foresight.

BF-HB1-7: Fungal Secret Tunnel

> 💬 This damp passage opens up quickly past the entrance. Fungal growths sprout up from below in an unavoidable terrace; clumps of mushrooms in purple, red, yellow, and taupe cover the ground amidst a rock pile.

Although seasoned adventurers will likely wish to tread lightly, there is no myconid danger here.

Alchemists and other types might wish to harvest the mushrooms for resale; doing so takes **5 minutes** and results in the following, which realistically may only be sold at an apothecary, alchemist, or other related enterprise where such harvest is valued:

🎖 Basement 1 Fungal Secret Tunnel

❌❌❌❌ **mushrooms** (10 lbs, **2 gp** apiece)

BF-HB1-8: Secret Fungus Chamber

> 💬 In the southern edge of this concealed chamber is a cluster of rocks which appear to have fallen from the ceiling over the years. To the southeast is a large greenish patch of what appears to be slimy mold.

This is a ❌ **Garden Ooze**, which will pursue and attack the PCs at any point during which at least one party member is within 20' of it:

❌ Garden Ooze

(see page 88)

❌ **CR** 2; **XP** 600

❌ **CR** 5; **XP** 1,600

❌ **CR** 9; **XP** 6,400

❌ **CR** 13; **XP** 25,600

The **Ooze** will keep attacking until its defeat, or until all PCs are more than 20' away from it; if the latter occurs it will remain stationary for two rounds, then will slink back to its original position in the southeast of this chamber.

The creature possesses no treasure to speak of.

BF-HB1-9: Trapdoor Down

> 💬 A grimy wooden trapdoor sits in the earthen floor here. Its boards and supporting frame have begun to rot, but it appears solid enough for purpose.

This leads to the **Brushgather Farm Basement Level 2** (p 74).

The door bears no lock, and can fit any Medium-sized

creature or smaller through its aperture.

BF-HB1-10: Guano Secret

> 💬 This area between the two pillars and to the south is coated in a layer of slimy offal.

There is nothing of any value or interest in this area, other than the secret tunnel to the south, which is not immediately visible from afar.

If the party ignores this area altogether, they might still see something that sparks their interest in the way of the secret tunnel to the south:

🚪 Basement 1 Southern Secret Tunnel

❌ **Wisdom (Perception)** DC 18

❌ **Wisdom (Perception)** DC 19

❌ **Wisdom (Perception)** DC 21

❌ **Wisdom (Perception)** DC 22

If any PC steps in any portion of the guano, a ❌ **Bat Swarm** erupts from the tunnel, inadvertently revealing it to all but the most dense observer.

❌ Bat Swarm

(see page 81)

❌ **CR** 2; **XP** 600

❌ **CR** 5; **XP** 1,600

❌ **CR** 10; **XP** 9,600

❌ **CR** 12; **XP** 19,200

The **Swarm** attacks until reduced to fewer than 10 hit points, and will then attempt to disperse, causing the party no further hassle and rewarding them with full 🎖 **XP** benefit.

Once the **Bat Swarm** has been defeated, the PCs glimpse the nature of their lair:

> 💬 The earthen wall to the south now has holes in it. They're not obviously bat-shaped, but it's clear enough what occured: the bats emerged through holes in the earth to attack you, and presumably, had sanctuary before that in some region beyond what appears to be a solid wall.

At this point, the secret tunnel leading to the **Southern Secret Chamber** is now revealed and requires no further skill checks to notice.

BF-HB1-11: Southern Secret Chamber

> 💬 You claw your way through the dirt wall, which crumbles readily at your touch. Beyond is a dark chamber stained in further guano, and smelling

strongly of confined animal refuse.

Scattered across the entrance area, before the tunnel bends around to the west, are three skeleton piles. The bones have been picked clean, and there appears to be no treasure or other belongings in the piles.

Another such skeleton lies around the bend to the northwest.

The remains are from prior victims of the secret chamber's denizen, a venerable and wounded ☒ **Mohrg**.

Ordinarily, such a foe would represent an **Untouchable**-caliber encounter, a challenge from which the party should likely run away. However, this Mohrg is different: Decades ago, it was wounded by a magical blade that has prevented perfect Wisdom (Medicine)ing.

As a result, it starts battle with **1/4** its normal **hit points** (round down), takes a **-5** penalty to **to-hit** and **damage** rolls, and suffers a **-4** penalty to its **Armor Class**. Additionally, the **DC** of its abilities is reduced by **3**.

Finally, in reflection of the significant above penalties, the ▨ **XP** awarded for defeating the creature should be halved from the natural amounts below.

☒ Wounded Mohrg

(see page 104)

☒ **CR** 8; **XP** 4,800

☒ **CR** 10; **XP** 9,600

☒ **CR** 14; **XP** 38,400

☒ **CR** 18; **XP** 153,600

As it begins combat cornered in its own lair, the **Mohrg** will attack the party until it is slain.

Barring some significant magical manipulation, the monster must be defeated in order to gain access to the **treasure** to its west (see below).

BF-HB1-12: Secret Treasure

💬 Piles of wealth and equipment lay here. From the formidable nature of your recent foe and the stripped-down skeletons on the way into the lair, you assume this treasure represents the accumulated wealth of an unknown series of adventurers over the years.

This description is indeed accurate, though the **Mohrg** has had to subsist on bats in the decades since the Brushgathers built their home atop his lair.

There are neither traps nor locks on this pile, which is

freely accessible only once the monster guarding it has been dealt with:

▨ Basement 1 Secret Treasure

☒☒☒☒ **bullseye lantern** (12 gp); **leather armor; studded leather armor** (4x, two Small); **light plate armor; heavy steel shield** (2x); **light wooden shield** (3x, one Small); **longsword** (2x, one Small); **short sword** (4x, one Small); **dagger** (8x, three Small)

☒ 11 pp; 47 gp; 89 sp; *+1 short sword*

☒ 36 pp; 122 gp; 173 sp; *+1 longsword; +1 short sword (Small); necklace of fireballs* (Type I, **1,650 gp**)

☒ 57 pp; 319 gp; 291 sp; *+1 cold iron longsword; +2 short sword (Small); necklace of fireballs* (Type IV, **5,400 gp**)

☒ 88 pp; 401 gp; 339 sp; *+2 longsword; +2 flaming short sword (Small); necklace of fireballs* (Type VI, **8,100 gp**)

Adventure
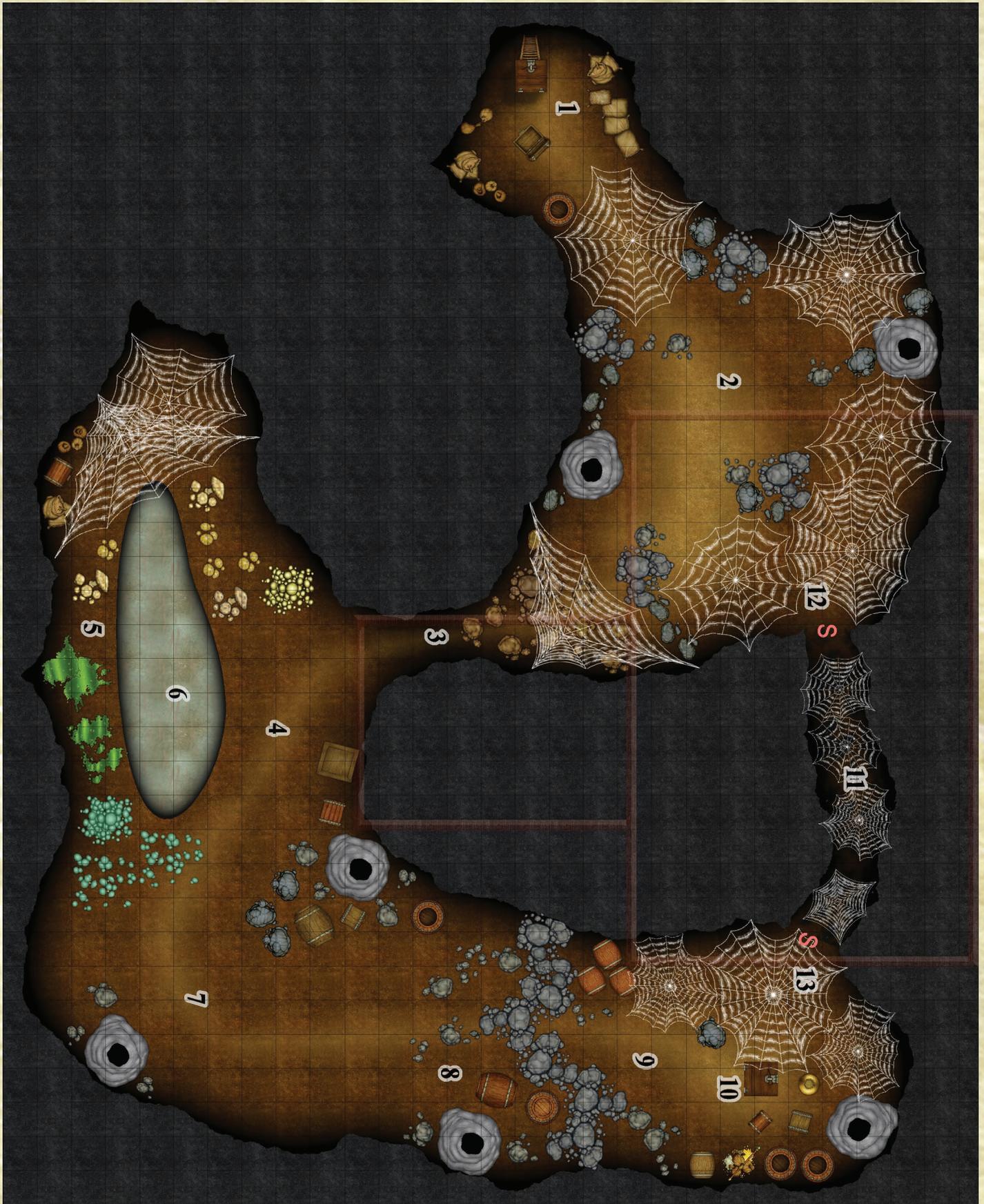
Please refer to page 77 for a GM-redacted copy of this map.

This level is quite a bit larger than the one above, expanding far beyond the structure of the **Homestead** above. Unless the party discovered the rather-easy-to-see secret passage on **Basement Level 1** (p 69), they may miss this area altogether.

📖 It's important to manage potential frustration if the party is earnestly attempting to complete the 🏆 **Quest** "What of the Brushgathers?" (p 57).

It is tremendously unusual in most players' experience to have a Quest, indeed the "main quest" or storyline of an adventure, dependent upon discovering a secret door. Typically secret doors represent additional opportunities, threats, treasures, reduction of risks present elsewhere, or side quests that aren't directly related to the main gist of things.

One easy way around this is for the PCs to "discover" the secret in the basement up above. Perhaps one of the monsters in that level pushes the party back to the wall, and they fall into the secret tunnel.

BF-HB2-1: Ceiling Trapdoor

📖 Though the planks are rotting, and the ladder is grimy with a layer of slick mold, this apparatus seems solid enough to get you down and up.

Sacks and bags lie sprinkled about, and an open and empty wooden chest is in the room's center. To the east, an empty barrel sits.

This leads to the floor trapdoor in **Basement Level 1** (p 69).

The hatch admits any **Medium**-sized creature or smaller without difficulty, one at a time, either up or down.

The **sacks** all contain **spoiled grain** and are useless.

BF-HB2-2: Spiderweb Chamber

📖 This chamber's perimeter is coated in spiderwebs from floor to ceiling. Piles of rock lie strewn about, either having fallen from

Rock pillars reaching the whole height of the room are positioned in the north and south.

A tunnel leads to the southeast.

Seasoned adventurers know what they're likely in for, here: ⊠ **Giant Spiders**. While that fear is eventually merited, initially, the spiders take no notice of the intruders.

Each time one of the PCs touches any of the spiderwebs on the map, there is a 🎲 **30%** chance the spiders will realize the invaders are there, and attack. Add **5%** for each party member who touches a spiderweb; thus, upon initially entering the room, a party of **5** PCs would have a **55%** chance of drawing attention, since it's impossible to enter this chamber without entering through the spiderweb to the southwest.

How many spiders attack depends on the party's difficulty level, as follows.

⊠ Giant Spider

(see page 96)

⊠ **CR** 8; **XP** 4,800; 🎲 **2d4-2** spiders (minimum 1x)

⊠ **CR** 10; **XP** 9,600; 🎲 **2d4** spiders

⊠ **CR** 14; **XP** 38,400; 🎲 **2d4+2** spiders

⊠ **CR** 18; **XP** 153,600; 🎲 **2d6+2** spiders

The spiders will attack to defend their lair, and to the death, but in any scenario that begins with more than 2 spiders, once only one spider remains of the group, it will attempt to scurry away into the secret tunnel to the northeast (p 82).

If the lone survivor reaches the wall, it will burrow through the earth in one round, allowing it to escape further east, and revealing the secret corridor.

This room is perilous to move through as well as to fight amidst: treat all squares containing a spiderweb and/or rocks as **difficult terrain**.

There is no treasure to speak of among the dead.

BF-HB2-3: Narrow Passage

📖 You can just barely squeeze through this narrow passage, one at a time. You sense a dampness from southward.

Any **Medium**-sized creature may move through here as though it were **difficult terrain**, and only one creature at a time.

BF-HB2-4: Lakeroom

📖 An underground lake is revealed to your south

as the tunnel opens up. To the east and west are large open areas, dotted with multicolored fungal patches.

Crates and chests sit among rock formations to your east. In the southwest, beyond the lake and behind floor-to-ceiling spiderwebs, you glimpse a pile of canvas sacks and a wooden chest.

Nearly all the fungus described is harmless and valueless if harvested (see **Fungal Patches**, below, for the **slime**).

The **chest** to the southwest is trapped and locked when the PCs encounter it:

⚷ Southwest Chest Fire Shield Trap

Type Magical; **Trigger** Touch; **Reset** none

☒ **Wisdom (Perception)** DC 18; **Dexterity (Sleight of Hand)** DC 22

   Effect automatic **1d6+4** fire damage to triggering PC (**Reflex** save at DC 13 to avoid)

☒ **Wisdom (Perception)** DC 20; **Dexterity (Sleight of Hand)** DC 24

   Effect automatic **1d8+4** fire damage to triggering PC (**Reflex** save at DC 17 to avoid)

☒ **Wisdom (Perception)** DC 22; **Dexterity (Sleight of Hand)** DC 26

   Effect automatic **2d6+6** fire damage to triggering PC (**Reflex** save at DC 20 to avoid)

☒ **Wisdom (Perception)** DC 24; **Dexterity (Sleight of Hand)** DC 28

   Effect automatic **3d8+8** fire damage to triggering PC (**Reflex** save at DC 22 to avoid)

Once the trap is triggered or defeated, the chest itself has the following statistics:

🗄 Locked Southwest Lake Chest

☒ **Break** DC 18; **Dexterity (Sleight of Hand)** DC 17

☒ **Break** DC 19; **Dexterity (Sleight of Hand)** DC 19

☒ **Break** DC 20; **Dexterity (Sleight of Hand)** DC 20

☒ **Break** DC 22; **Dexterity (Sleight of Hand)** DC 22

Inside is the following loot:

⚱ Southwest Lake Chest

☒☒☒☒ **torches** (6x; **1 cp** each)

☒ **5 gp**; tourmaline armband (value **63 gp**)

☒ **2 pp**; **33 gp**; tourmaline armband (value **107 gp**)

☒ **11 pp**; **82 gp**; tourmaline armband (value **281 gp**)

☒ **34 pp**; **159 gp**; tourmaline armband (value **409 gp**)

The **sacks** are of course unlocked and untrapped, and contain a middling yet heavy treasure among them:

⚱ Southwest Sacks

☒☒☒☒ **torches** (6x; **1 cp** each)

☒ **5 gp**; tourmaline armband (value **63 gp**)

☒ **2 pp**; **33 gp**; tourmaline armband (value **107 gp**)

☒ **11 pp**; **82 gp**; tourmaline armband (value **281 gp**)

☒ **34 pp**; **159 gp**; tourmaline armband (value **409 gp**)

The **spiderweb** to the west is a remnant from a former lair positioning of the Giant Spiders who currently live to the north; there is no threat to be found here now (though it should be treated as **difficult terrain**).

The **crate** and **barrel** to the east are sealed and weakened, and require a tool or weapon to gain access:

🗄 Basement 2 Lake Room Containers

☒☒☒☒ **Break** DC 14

The **crate** is sadly empty, its contents having been raided long ago.

The **barrel** contains **20 gallons** of **potable water** that tastes of earth.

Finally, the two **chests** around the base of the rock pillar to the east are both locked when encountered, and have the same profile:

🗄 Locked Rock Pillar Chests

☒ **Break** DC 15; **Dexterity (Sleight of Hand)** DC 16

☒ **Break** DC 17; **Dexterity (Sleight of Hand)** DC 18

☒ **Break** DC 20; **Dexterity (Sleight of Hand)** DC 20

☒ **Break** DC 22; **Dexterity (Sleight of Hand)** DC 22

Sadly, each chest is empty!

⬚ At the GM's option, fiddling with either chest may arouse the attention of the **Gelatinous Cube** to the east (see below).

BF-HB2-5: Fungal Patches

🗨 Amidst the colored fungus blooms is a slimy patch of goo to the south of the lake. As you approach, it shifts subtly, and you realize it's more than a simple pile of liquid.

This is a ☒ **Gray Ooze**, a comparatively formidable creature. The good news is that it will only notice and attack the party if provoked, for example, if the party attempts to approach the chest and sacks to the west via this southern route around the lake.

⊠ Gray Ooze

(see page 136)

⊠ **CR** 4; **XP** 1,200

⊠ **CR** 6; **XP** 2,400

⊠ **CR** 10; **XP** 9,600

⊠ **CR** 14; **XP** 38,400

Once it has turned against the party and attacked, it will continue to attack until reduced to fewer than **20 hit points**, at which point it will attempt to slither into the **Underground Pond** (see below).

The pond itself offers little in the way of true protection, so a party who pursues it may likely finish it off without too much trouble, but the **Ooze** is banking on being left alone if it escapes.

The mushrooms are non-volatile and valueless if harvested.

BF-HB2-6: Underground Pond

💬 This filthy, grimy pool of opaque brown water seems to be naturally-occuring, forming in a depression of the earth underfoot.

Other than possibly holding a wounded **Gray Ooze** if the party fought it to the south (see above), there is nothing special about this lake.

BF-HB2-7: Open Passage

💬 The cavern opens here, a bit taller and broader than the previous chambers. Two natural rock pillars reach from floor to ceiling in the northwest and southeast.

Strangely, in comparison to the rest of the cave so far, there is little debris on the ground here—no rocks or rubble, and a somewhat well-worn path arcing around to the north.

This area is well-cleaned primarily because of the ⊠ **Gelatinous Cube** which hides to the north, just to the north of the empty barrel next to the rock pillar.

Because of the curve of the wall there, the rock pillar, and the height of the ceiling in that area, the creature is not easily visible until the party approaches the "7" marked in the map denoting this area.

Once the party touches this marker, the **Cube** will emerge and attack.

⊠ Gelatinous Cube

(see page 134)

⊠ **CR** 3; **XP** 800

⊠ **CR** 6; **XP** 2,400

⊠ **CR** 10; **XP** 9,600

⊠ **CR** 14; **XP** 38,400

The Cube will continue to attack until it is slain, or until the party escapes. It is too large to fit through the narrow tunnels in **BF-HB2-3** or **BF-HB2-11**, so PCs wishing to avoid rather than destroy the **Cube** may use those avenues to get around the creature.

There is no treasure to be found amidst the gooey corpse of the foe.

BF-HB2-8: Rockpiles

💬 A massive quantity of rocks has fallen here from the ceiling, forming a thigh-high wall of rubble. A rock pillar stands to the east edge of the wall; next to it are two sealed barrels.

Slightly beyond the rock wall, immediately to the northwest of it, is a trio of smaller barrels.

The entire rock area should be treated as **difficult terrain**. Although no monsters attack the PCs as they are crossing over, this region may prove perilous for parties attempting to maneuver during combat with the monsters to the north or south of this area.

Both large **barrels** to the southeast of the wall are sealed and require tool or force to access:

🛢 Basement 2 Rock Wall Barrels

⊠⊠⊠⊠ **Break** DC 15

Inside each is a well-preserved supply of **applejack whiskey**:

🍶 Basement 2 Rock Wall Barrels

⊠⊠⊠⊠ **applejack** (**10 gallons** per barrel; **4 sp** per gallon)

The three **small barrels** to the northwest of the wall are also sealed:

🛢 Basement 2 Rockwall Northwest Barrels

⊠⊠⊠⊠ **Break** DC 14

All three barrels contain water that has been infected with a somewhat nasty bacteria; anyone imbibing must make a ⚠ **Fortitude** check (DC ⊠ 14; ⊠ 16; ⊠ 18; ⊠ 20) or become **Sickened** for 2 hours (−2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks).

There is nothing else of note in this area.

BF-HB2-9: Northeast Spiderwebs

💬 Enormous webs stretch across the entire northwest region of this chamber.

To the northeast, you see two empty wooden barrels, two closed wooden chests, an empty brass urn, a sealed barrel on its side, and what appears to be a pile of treasure.

Spiderwebbed squares count as **difficult terrain**.

If any PC touches any of these webs, any **Giant Spiders** from **BF-HB2-2** (p 60) who weren't slain as the party moved through their room immediately take notice and start moving through the **Secret Webbed Passage** separating their room and this one. They arrive in two minutes, and immediately attack the party if they are still within 30' of the entrance at **Secret Passage West** (see below).

If this occurs, and the party defeats the **Spiders**, it reveals the **Secret Webbed Passage**.

The **large barrels** and the **urn** are empty.

Each of the two **closed wooden chests** is locked, but untrapped:

🗄 Locked Northeast Chests

☒	**Break** DC 15; **Dexterity (Sleight of Hand)** DC 16
☒	**Break** DC 17; **Dexterity (Sleight of Hand)** DC 18
☒	**Break** DC 18; **Dexterity (Sleight of Hand)** DC 20
☒	**Break** DC 20; **Dexterity (Sleight of Hand)** DC 21

Each contains the identical treasure, as follows (loot described is per chest):

♟ Northeast Chest

☒☒☒☒ **torches** (2x; **1 cp** each); **coffee beans** (5 lbs; **5 cp** apiece); **maple syrup** (3 lbs; **1 gp** apiece); **honey** (4 lbs; **1 gp** apiece)

The **treasure pile** isn't trapped in the formal sense, but is impromptu home to a ☒ **Greensting Scorpion**, which attacks if any of its home is disturbed:

☒ Scorpion, Greensting

(see page 132)

☒	**CR** 1/4; **XP** 100
☒	**CR** 3; **XP** 800
☒	**CR** 8; **XP** 4,800
☒	**CR** 10; **XP** 9,600

The **treasure pile** itself contains the following:

♟ Basement 2 Northeast Treasure Pile

☒☒☒☒ **light plate armor; studded leather armor** (Small); **quarterstaff** (2x); **daggers** (6x); **daggers** (3x, Small); **heavy flail**

☒	47 gp; **masterwork heavy steel shield**
☒	3 pp; 71 gp; *+1 heavy steel shield*
☒	15 pp; 110 gp; *+2 heavy steel shield*
☒	29 pp; 207 gp; *+3 heavy steel shield*

The **sealed barrel on its side** contains potable water, but must be prized open first:

🗄 Basement 2 Northeast Barrel

☒☒☒☒ **Break** DC 13

BF-HB2-10: Trapdoor Down

💬 Beneath a layer of dirt and web is a solid wooden trapdoor in the floor. It doesn't appear to have a lock.

The trapdoor indeed lacks a lock, but the wood has warped and expanded over time due to the moisture in the cavern. It won't open unless it's destroyed or forced open, as follows:

🗄 Basement 2 Stuck Trapdoor Down

☒	**Break** DC 13
☒	**Break** DC 15
☒	**Break** DC 26
☒	**Break** DC 18

Once un-stuck or destroyed, the trapdoor may be used by any **Medium**-sized creature or smaller, one at a time.

It leads to **Basement Level 3** (p 79).

BF-HB2-11: Secret Webbed Passage

💬 This narrow, dark, webbed passage gives you claustrophobia whether or not you had it before. The floor is a mess of pebbles, earth, and small pools of water; mud splashes everywhere as you make your way.

Although every square of this passage counts as **difficult terrain**, there is otherwise no threat or problem in this zone normally. Unlike with much of the other webs in this basement level, disturbing the webs in this passage does not alert the attention of any creatures.

The only true danger here is if the **Giant Spiders** from the western chamber escaped combat through here; if they did, then any remaining such **Spiders** are in residence here, and will attack to the death.

BF-HB2-12: Secret Passage East

Only read the italicized portion below if the secret entrance here has been revealed, either through successful investigation or if the **Spiders** to the west have used the entrance as an escape.

💬 *The earthen wall here has broken away, revealing a web-strewn, damp passage that reeks of must and dirt.*

To detect the passage, the party must brave the spiderwebs in this area, possibly alerting the attention of the **Giant Spiders** nearby, and then notice the strangeness of the wall:

📋 Basement 2 Secret Passage East

☒ **Wisdom (Perception)** DC 18

☒ **Wisdom (Perception)** DC 20

☒ **Wisdom (Perception)** DC 22

☒ **Wisdom (Perception)** DC 23

It is particularly challenging to notice the secret passage here, because it is so completely covered by webbing.

Once discovered, it requires no special strength to prize the earth away to reveal the tunnel leading east.

BF-HB2-13: Secret Passage West

Only read the italicized portion below if the secret entrance here has been revealed, either through successful investigation or if the **Spiders** to the west have used the entrance here to attack the party.

💬 *The earthen wall here has broken away, revealing a web-strewn, damp passage that reeks of must and dirt.*

To detect the passage, the party must move through the spiderwebs here, and then notice the strangeness of the wall:

📋 Basement 2 Secret Passage West

☒ **Wisdom (Perception)** DC 20

☒ **Wisdom (Perception)** DC 21

☒ **Wisdom (Perception)** DC 23

☒ **Wisdom (Perception)** DC 24

It is particularly challenging to notice the secret passage here, because it is so completely covered by webbing.

Once discovered, it requires no special strength to prize the earth away to reveal the tunnel leading west.

BF-ҺB3: Brushgather Farm (Basement, Level 3)

Please refer to page 78 for a GM-redacted copy of this map.

This deepest layer of basement underneath the **Brushgather Homestead** (p 47) is also the most perilous, as one might expect.

💭 Use your best judgment here as to whether to roll for random encounters. Remember that although the farm has been corrupted and invaded by horrible forces, it's ultimately not the horrific font of evil and chaos that the **Dark Obelisk** itself is within the city limits.

Encounters here which result in a total party kill likely indicate either that the players have been unreasonably aggressive, or that the GM hasn't managed the difficulty appropriately to the intent and tone of the adventure.

BF-HB3-1: Ceiling Trapdoor & Fungal Chamber

💬 The wood here is warped but solid, and the ladder underneath seems brand-new.

A dense semicircle of yellow toadstools rings the chamber to the west, north, and east. In the middle of the room is a rock pillar that leads to the ceiling.

To the south, clumps of additional mushrooms are scattered among piles of fallen rocks and larger boulders.

The trapdoor leads upstairs to **Basement Level 2** (p 74). Once the trapdoor has been smashed or heaved open, it admits one **Medium**-sized creature or smaller at a time via the sturdy ladder.

All squares containing any rock or fungus should be treated as **difficult terrain**.

The **toadstools** here are somewhat useful to apothecaries or alchemists. Per **5 minutes** spent harvesting, the party may realize the following yield:

⚕ Basement 3 Toadstools

☒☒☒☒ **alchemical toadstools** (**5 lbs**, **2 sp** apiece)

The secret tunnel to the northwest can be noticed using the following profile:

🗝 Basement 3 Secret Passage Northeast

☒ **Wisdom (Perception)** DC 17

☒ **Wisdom (Perception)** DC 18

☒ **Wisdom (Perception)** DC 20

☒ **Wisdom (Perception)** DC 22

BF-HB3-2: River Entrance

💬 The eastern cave wall widens here, leading to what appears to be an underground river, which snakes around to the east after traveling south for a few dozen feet.

The river begins even with the ground, and appears to deepen to 2-3' in places. There doesn't appear to be a current; the water's surface is calm. It may therefore not be a true river at all, but instead a riverlike underground lake.

The water is pretty much as it appears. It's not safe to drink; doing so causes no permanent damage but will not slake thirst and will likely cause the imbiber to throw up fairly soon after the attempt.

Follow the typical rules for walking through water; as a convenience, you may simply treat it as **difficult terrain**.

BF-HB3-3: Winding River

💬 The river curves around here, heading north.

The water's surface ripples up ahead. It's difficult to tell whether it's due to the disturbances in the liquid caused by your presence... or something else.

Spoiler alert: It's "something else".

☒ **Giant Leeches**, to be specific, which swim south from the island to the north as soon as the party touches the "3" marked on the map to denote this region.

☒ Giant Leeches

(see page 130)

☒ **CR** 2; **XP** 600; 🎲 **1d4-1** *(minimum 1 leech)*

☒ **CR** 5; **XP** 1,600; 🎲 **1d6-1** *(minimum 1 leech)*

☒ **CR** 11; **XP** 12,800; 🎲 **2d4-1** *(minimum 1 leech)*

☒ **CR** 14; **XP** 38,400; 🎲 **2d6-2** *(minimum 1 leech)*

The creatures swim south to engage the party and will continue to attack until destroyed.

Giant Leeches, as a rule, carry no treasure. They have slain numerous interlopers here in their day, but typically will bring any arms, armor, or otherwise indeigestible loot back to the **River Island** (see below).

BF-HB3-4: River Island

💬 The rock and earth floor of the river bulges out of the water here in a slimy heap dotted with toadstools and small boulders.

An intentional search of the water in this area, and a lucky ⚠ **Wisdom (Perception)** check (DC ❌ 18; ❌ 20; ❌ 22; ❌ 24), is required to locate the accumulated treasure here, spoils of the the **Giant Leeches'** defense of their home.

♟ Basement 3 River Island

❌❌❌ sickle (2x)

❌ 2 pp; 19 gp; diamond circlet (value **329 gp**)

❌ 18 pp; 92 gp; diamond circlet (value **618 gp**)

❌ 34 pp; 154 gp; diamond circlet (value **647 gp**)

❌ 51 pp; 213 gp; diamond circlet (value **881 gp**)

BF-HB3-5: Fungal Fork

💬 The chamber branches here, with arms of the chamber heading to the west and to the north. Spots of red-and-yellow toadstools continue in sporadic clumps, as do occasional rock pillars.

To the north, you glimpse patches of grayish fungus and slime amidst the brown and black earth.

Assuming the PCs came here via the entrance in area BF-HB3-1, they've had a boring time of it coming to this point.

The "fungus and slime" which appear to the north are mostly harmless, but amidst them is a ❌ **Gray Ooze**:

❌ Gray Ooze

(see page 136)

❌ **CR** 4; **XP** 1,200

❌ **CR** 6; **XP** 2,400

❌ **CR** 10; **XP** 9,600

❌ **CR** 14; **XP** 38,400

The **Ooze** is particularly lethargic, and will only attack the party if stepped upon. Barring some kind of floating magic, taking the north tunnel guarantees an attack.

It's possible to simply head west and avoid the threat; indeed, if that was the party's plan anyway, they may never even realize there was a monster in this area.

The **Ooze** carries no treasure.

BF-HB3-6: Central Fungal Passage

💬 The tunnel is somewhat cramped here, and smells particularly earthen; fungus in clumps of various colors appears along the eastern wall.

To your north, just before the tunnel opens up into a larger chamber, is a puddle of slime.

The party may be excused from concluding this is a threat, particularly if coming from the south, where a **Gray Ooze** likely assaulted them (see above).

However, the puddle of slime is simply a combination of water, mud, and other debris—foul, but harmless.

BF-HB3-7: Pillar Room

💬 A large chamber is centered around a huge stone pillar in the center-north. Around its base to the north and east are clusters of rubble.

To the east are more rock clusters, and a patch of yellow mushrooms. To the west are additional brown rock spills.

The room itself is quite boring; there is nothing of interest, threat, or value to encounter. Even the mushrooms are uselessly ordinary and not worth harvesting.

There are, however, **three secret passages** heading off to the **east**, **southwest**, and **northwest**. Each one must be detected separately; once found, opening them requires no tool or check, as the secret "doors" are merely buildups of dirt.

It takes **3 rounds** of dedicated digging to fully "open" any one of these secret tunnels, after which any **Medium-**sized creature or smaller may squeeze through at a time.

🚪 Basement 3 Central Secret East

❌ **Wisdom (Perception)** DC 18

❌ **Wisdom (Perception)** DC 20

❌ **Wisdom (Perception)** DC 22

❌ **Wisdom (Perception)** DC 24

🚪 Basement 3 Central Secret Southwest

❌ **Wisdom (Perception)** DC 16

❌ **Wisdom (Perception)** DC 18

❌ **Wisdom (Perception)** DC 20

❌ **Wisdom (Perception)** DC 22

🚪 Basement 3 Central Secret Northwest

❌ **Wisdom (Perception)** DC 20

⊠ **Wisdom (Perception)** DC 21

⊠ **Wisdom (Perception)** DC 23

⊠ **Wisdom (Perception)** DC 24

Perhaps obviously, if the party is coming into this room from one of the above tunnels, they need not "discover" it, but must still dig through the dirt which blocks entry into this room.

BF-HB3-8: Western Secret Hall

⌨ A low-ceilinged, wet-earth tunnel is here, with chunks of black rock and soot on the ground.

No threat exists here, though the entire tunnel should be considered **difficult terrain**.

BF-HB3-9: Western Secret Tunnel

⌨ A short, narrow passage connects to larger chambers to the north and south. Underfoot is a layer of thick black grime that sticks to your boots.

Terrorized as they may be by the description, the impact of the ichor is merely cosmetic.

BF-HB3-10: Northwestern Secret Passage

⌨ This secret tunnel makes a sharp bend to the south at its western apex, connecting the enormous room to the east with the smaller room to the south.

The tunnel should be counted as **difficult terrain**, but is otherwise of no particular interest.

BF-HB3-11: Southwestern Secret Wall

⌨ Thick clumps of rocks and rubble are strewn about this area on the east and west walls of the chamber.

Detecting the secret passage to the west is somewhat difficult given the curve of the room and the rocks in front of it:

Basement 3 Southwestern Secret Wall

⊠ **Wisdom (Perception)** DC 18

⊠ **Wisdom (Perception)** DC 20

⊠ **Wisdom (Perception)** DC 22

⊠ **Wisdom (Perception)** DC 24

Once revealed, the tunnel may be accessed by peeling away the hardened earthen residue; it requires no special skill or tool but consumes **5 rounds** to execute.

BF-HB3-12: Western Pillar Room

⌨ A rock pillar extends from the floor to the ceiling in the center of this chamber. To the north and west are yellow toadstools; to the east and south are rocky rubble patches.

As you enter the room, you see a shape move amidst the toadstools to the north.

Regardless of how the party enters this area, the ⊠ **Fungal Crawler** here attacks them as soon as they are within 10' of the pillar (entering from the south), or as they enter through the secret door to the north.

⊠ Fungal Crawler

(see page 128)

⊠ **CR** 3; **XP** 800

⊠ **CR** 6; **XP** 2,400

⊠ **CR** 10; **XP** 9,600

⊠ **CR** 14; **XP** 38,400

The beast attacks the party until slain. It carries no treasure.

The secret passage to the north requires a keen eye to identify:

Basement 3 Western Pillar Secret

⊠ **Wisdom (Perception)** DC 19

⊠ **Wisdom (Perception)** DC 20

⊠ **Wisdom (Perception)** DC 22

⊠ **Wisdom (Perception)** DC 24

Once the party knows about it, or if entering this area from the north, it takes **2 minutes** of focused digging through the dirt to open up the tunnel.

BF-HB3-13: Western Cavern

Only read the *italicized* portion if the party is entering this room from the east, and has not yet discovered the secret passage to the north:

⌨ This region is a three-way split to the north, east, and south. Smaller grey stones in the intersection presage much larger clusters leading to the south.

The northern branch of the passage ends about 30' to the north.

All squares with any rock in them should be treated as **difficult terrain**.

Of course, the northern branch does not truly end there; a secret wall connects it to the chamber to its

north:

⬛ Basement 3 Western Cavern North Secret Wall

⊠ **Wisdom (Perception)** DC 17

⊠ **Wisdom (Perception)** DC 19

⊠ **Wisdom (Perception)** DC 21

⊠ **Wisdom (Perception)** DC 23

Once known about, the wall requires a simple and quick push to dislodge the accumulated earth.

BF-HB3-14: Southwestern Crevice

🗩 The cavern terminates in a sharp crevice, narrowing into an eastern point amidst grey rocks and dirt.

As you approach the area, what had appeared to be skeletons amidst a pile of rocks animates, and moves toward you.

The foes are ⊠ **Barbarian Skeletons**, and they attack immediately any party member approaching within 20' of the crevice point.

⊠ Skeleton, Barbarian

(see page 125)

⊠ **CR** 2; **XP** 600

⊠ **CR** 4; **XP** 1,200

⊠ **CR** 12; **XP** 19,200

⊠ **CR** 16; **XP** 76,800

Other than their equipment, the crevice contains the following treasure, which is stuck deep down in the crevice and requires concentrated searching to locate and retrieve:

⚜ Basement 3 Southwest Crevice

⊠⊠⊠⊠ **human skulls** (5x); **halfling skulls** (2x)

⊠ **12 sp; uncut garnet** (value **13 gp**)

⊠ **8 gp; 37 sp; uncut garnet** (value **51 gp**)

⊠ **51 gp; 62 sp; uncut garnet** (value **169 gp**)

⊠ **3 pp; 147 gp; 98 sp; uncut garnet** (value **308 gp**)

BF-HB3-15: Southwest Lake

🗩 Here sits a small lake with muddily opaque waters. It seems deep, at least several feet, falling off sharply from the edge that connects to the tunnel. Rocks jut from the water here and there.

It appears as though the wall here fell apart due to the erosion of this naturally-occuring wellwater.

The water is muddy but yet is drinkable, though with a grittly, sandy taste and texture.

Underneath the surface of these waters lurks a ⊠ **Fungal Crawler**, which emerges and attacks the PCs if anything disturbs the lake. This includes if anything is thrown into the water.

⊠ Fungal Crawler

(see page 128)

⊠ **CR** 3; **XP** 800

⊠ **CR** 6; **XP** 2,400

⊠ **CR** 10; **XP** 9,600

⊠ **CR** 14; **XP** 38,400

The **Crawler's treasure** is the result of former victims, and is somewhat scant, as everything else has deteriorated over time.

Due to the opaqueness of the water, it requires concentrated searching and a successful ⚠ **Wisdom (Perception)** check at **DC 18** to locate the loot under the surface:

⚜ Basement 3 Southwest Lake

⊠⊠⊠⊠ **iron quarterstaff; breastplate (Small); daggers (3x); bullseye lantern**

⊠ **greatsword**

⊠ **masterwork greatsword**

⊠ *+1 greatsword*

⊠ *+1 corrosive greatsword*

BF-HB3-16: Northwestern Secret Room

🗩 This small chamber is dotted with rock piles about its perimeter. To the northeast is a clump of toadstools again the wall.

If the PCs are entering this room from the west, and have not yet discovered the secret tunnel to the northeast, they may do so with a concentrated search and some fortune or skill:

⬛ Basement 3 NW Secret Room Northeastern Tunnel

⊠ **Wisdom (Perception)** DC 18

⊠ **Wisdom (Perception)** DC 20

⊠ **Wisdom (Perception)** DC 22

⊠ **Wisdom (Perception)** DC 24

There is nothing else of interest in this area.

BF-HB3-17: Northwestern Crevice

> ▢ A small natural lake sits here against the western wall. It's very shallow, a few inches to a foot or so at its deepest. The water is mostly transparent; you see nothing of interest within.
>
> Alcoves to the north and east harbor toadstool clumps. To the northeast, the tunnel collapses to a point amidst rockpiles that reach waist-high.

Lakewater here is drinkable, though gritty.

Behind the rocky outcroppings is a ✖ **Slime Mold**. It will ignore the party until they attempt to search the **crevice**, at which point it will attack them.

✖ Slime Mold

(see page 100)

✖ **CR** 2; **XP** 600

✖ **CR** 6; **XP** 2,400

✖ **CR** 11; **XP** 12,800

✖ **CR** 16; **XP** 76,800

Once the **Slime Mold** has been defeated, its collection of trinkets, located deep within the crevice, may be plundered:

♟ Basement 3 Northwestern Crevice

✖✖✖✖ torches (4x); studded leather armor; heavy wooden shield (Small)

✖ 4 pp; **tourmaline diadem** (value **117 gp**)

✖ 39 pp; **tourmaline diadem** (value **302 gp**)

✖ 57 pp; **tourmaline diadem** (value **518 gp**)

✖ 139 pp; **tourmaline diadem** (value **787 gp**)

It is also in this corner where the bodies of the hapless **Brushgather** parents came to their final rest. Only read the *italicized* portion if the PCs have started the Quest "**What of the Brushgathers?**" (p 57).

> ▢ Two halfling bodies are here, feasted upon to varying degrees by the horrible denizens of the caverns. They appear to be middle-aged, and from their wounds and condition, slain only in the past few weeks.
> *This appears to be Isadora and Thlane Brushgather.*

Player Handout Maps

Player Handouts

Player Handouts

Player Handouts

One square equals 5 ft.
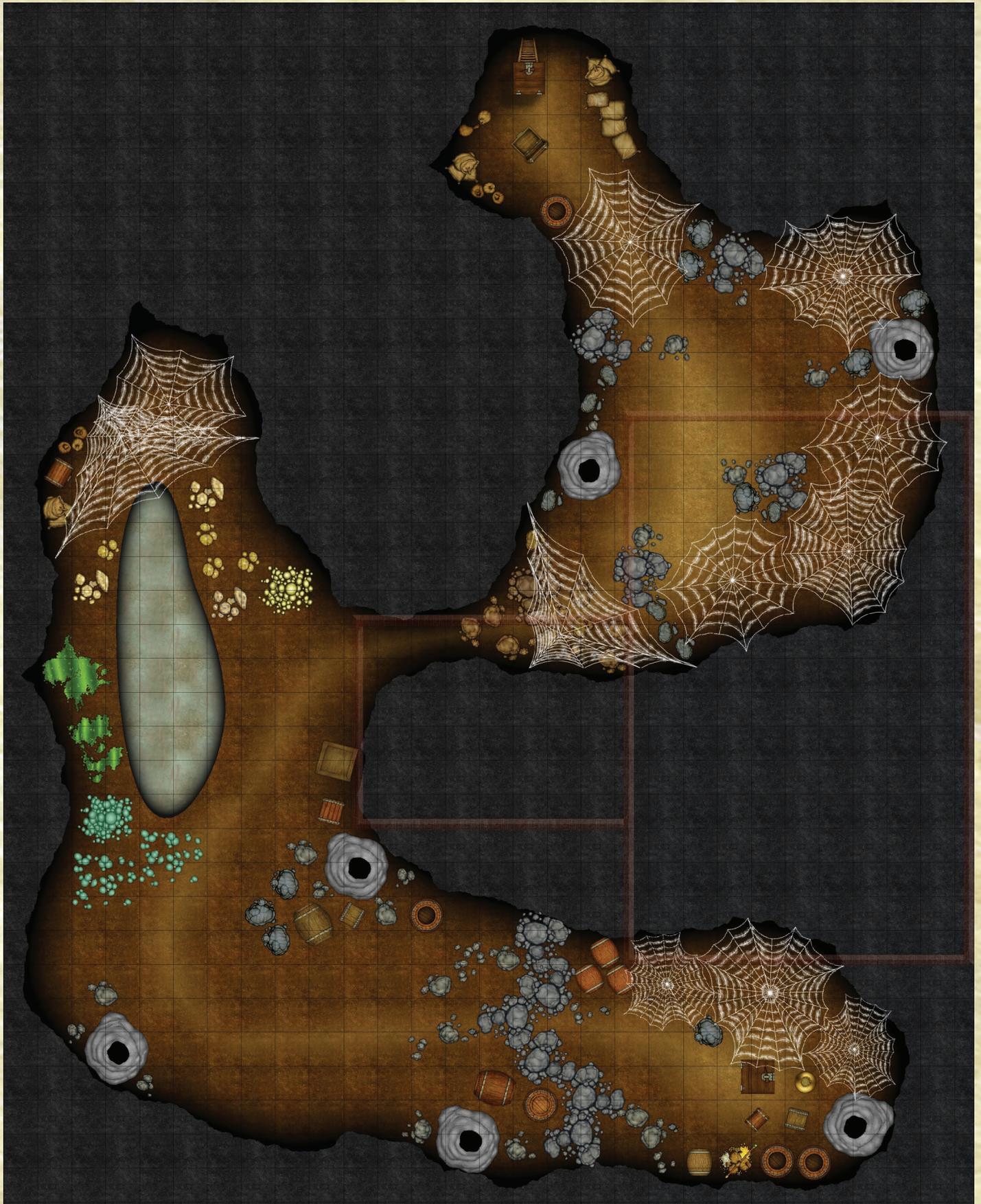
Player Handouts
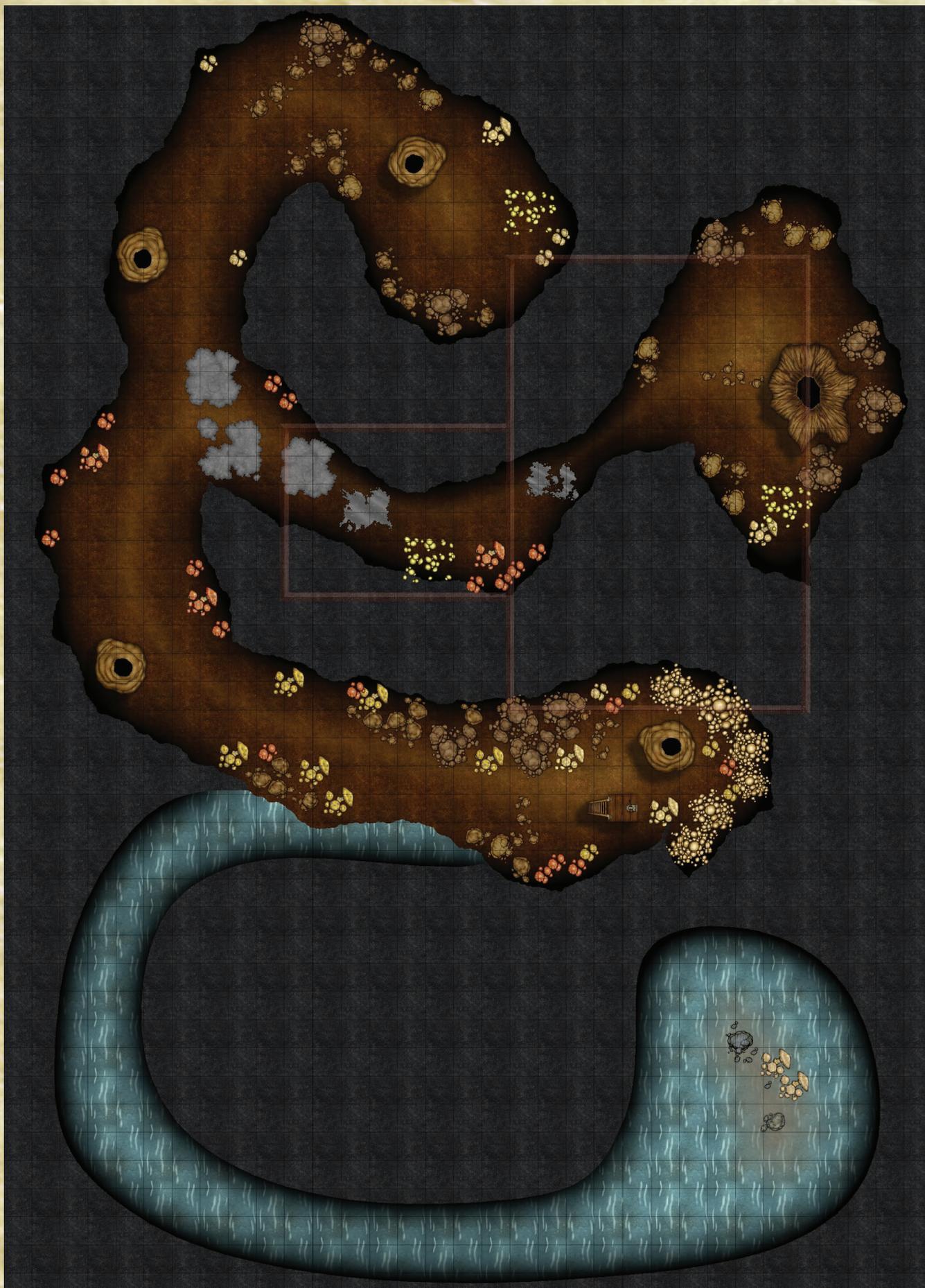
Bestiary

Bestiary Index

Quadded Statblocks & Variable Difficulty

Recall the earlier discussion at the start of the adventure on **Variable Difficulty** (p 19).

The goal with every Infinium Game Studio product is that it should be usable with an adventuring party of any composition, any size, and with PCs of any level.

To this end, the monsters in this Bestiary are provided in **Quadded Statblock** form: that is, four complete statblocks for each monster.

With 27 monsters, this means a whopping 108 statblocks: the adventure is designed to contain everything you might need to run it for any adventuring party, and yet still provide adequate and appropriate challenge for the PCs.

FlexAI for Dynamic Combat Behavior

FlexAI is **Infinium Game Studio's** custom rules extension for determining dynamic creature behavior.

The full **FlexAI Guidebook** (available separately on **DriveThruRPG**) contains over 280 tables with thousands of combinations of context, creature and NPC type, style, and relationship to the adventuring party.

It's all engineered to provide a wealth of options governing combat and non-combat behavior in a manner that's realistic and appropriate given the combination of elements at play.

All it takes is the roll of dice to give your monsters or NPCs interesting and dynamic, with zero preparation time whatosever.

The monsters in this adventure's Bestiary contain badges and stats representing how to use them with **FlexAI**. This is of course entirely optional.

In the **Appendix** of this adventure (p 135) is a very trimmed-down and concise set of FlexAI rules that can be considered the "absolute essentials". Although only a dozen or so tables, these essential rules nevertheless provide everything you need to make combat so much more interesting and exciting—again, with zero D/GM prep time required!

Bestiary

Bat Swarm

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
📍 Terrain	Any Temperate or Tropical			
🔍 Rarity	Common			
Role	Skirmisher / Normal			
⚙ Organization	Solitary, Pair, Flight (3-6x), or Colony (11-20x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	**15** (natural armor)	**16** (natural armor)	**16** (natural armor)	**16** (natural armor)
Hit Points	15	35	60	83
Speed	5 ft. Fly 40 ft. (Good)			
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned
Ability Scores / Saves	STR 1 (-5) DEX 13 (+1) CON 9 (-1) INT 1 (-5) WIS 12 (+1) CHA 2 (-4)	STR 1 (-5) DEX 15 (+2) CON 9 (-1) INT 1 (-5) WIS 12 (+1) CHA 2 (-4)	STR 1 (-5) DEX 16 (+3) CON 9 (-1) INT 1 (-5) WIS 12 (+1) CHA 2 (-4)	STR 1 (-5) DEX 17 (+3) CON 9 (-1) INT 1 (-5) WIS 12 (+1) CHA 2 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Critical Hits, Flanking, Weapon Damage			
Vulnerabilities	-			
Senses	Passive Perception +13, Blindsight 2 ft., Darkvision 60 ft.	Passive Perception +14, Blindsight 2 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 2 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 2 ft., Darkvision 60 ft.
Languages	-			
Challenge	**3**	**8**	**13**	**18**
Special Abilities & Qualities	**Saving Throw** Constitution DC 11	**Saving Throw** Constitution DC 12	**Saving Throw** Constitution DC 14	**Saving Throw** Constitution DC 15

Distraction You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Constitution save negates the effect.

Wounding Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Medicine check or the application of a cure spell or some other healing magic.

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Standard Actions	**Swarm** Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d6 (6) bludgeoning damage.	**Swarm** Melee weapon attack: -7 to hit, reach 0 ft., one target. Hit 1d8 (8) bludgeoning damage.	**Swarm** Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d8 (8) bludgeoning damage.	**Swarm** Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d8 (8) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

CRAWLING HAND

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any Land			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Gang (2-5x)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	15 (natural armor)	15 (natural armor)
Hit Points	7	39	75	97
Speed	40 ft. Climb 40 ft.			
Size, Type, Alignment	Tiny undead, neutral evil	Tiny undead, neutral evil	Tiny undead, neutral evil	Tiny undead, neutral evil
Ability Scores / Saves	STR 11 (+0) DEX 9 (-1) CON 10 (+0) INT 1 (-5) WIS 9 (-1) CHA 12 (+1)	STR 12 (+1) DEX 9 (-1) CON 10 (+0) INT 1 (-5) WIS 9 (-1) CHA 12 (+1)	STR 12 (+1) DEX 10 (+0) CON 10 (+0) INT 1 (-5) WIS 9 (-1) CHA 12 (+1)	STR 13 (+1) DEX 10 (+0) CON 10 (+0) INT 1 (-5) WIS 9 (-1) CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft.
Languages	Common, Cannot Speak			
Challenge	4	8	12	16

Special Abilities & Qualities

Mark Quarry A crawling hand is assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand has no current quarry, it automatically gains the next creature it damages as its quarry. Once attuned to a target, it becomes aware of the target's location as if under the effect of a continuous locate creature spell. The hand gains advantage on all attack rolls, damage rolls, and skill checks made to seek out and destroy the marked quarry. The mark quarry ability lasts until the quarry or the hand is slain.

Strangle An opponent grappled by the creature cannot speak or cast spells with verbal components.

Standard Actions

Low	Moderate	Advanced	Elite
Claw Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d1+1 (2) slashing damage.	**Claw** Melee weapon attack: +2 to hit, reach 0 ft., one target. Hit 1d1+3 (4) slashing damage.	**Claw** Melee weapon attack: +2 to hit, reach 0 ft., one target. Hit 1d1+3 (4) slashing damage.	**Claw** Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d1+3 (4) slashing damage.

☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Legendary Actions -			
Innate Spellcasting -			
Spellcasting -			
Possessions -			

Dark Stalker

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
📍 **Terrain**	Any Underground			
🔍 **Rarity**	Rare			
👤 **Role**	Skirmisher / Elite			
⚙ **Organization**	Solitary, Gang (1 plus others), or Clan (many)			
🎖 **Treasure**	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	20 (natural armor)
Hit Points	39	94	162	248
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, chaotic neutral	Medium humanoid, chaotic neutral	Medium humanoid, chaotic neutral	Large humanoid, chaotic neutral
Ability Scores / Saves	STR 12 (+1) DEX 16 (+3) CON 12 (+1) INT 7 (-2) WIS 9 (-1) CHA 11 (+0)	STR 14 (+2) DEX 18 (+4) CON 16 (+3) INT 9 (-1) WIS 7 (-2) CHA 11 (+0)	STR 17 (+3) DEX 21 (+5) CON 18 (+4) INT 13 (+1) WIS 11 (+0) CHA 15 (+2)	STR 19 (+4) DEX 20 (+5) CON 20 (+5) INT 13 (+1) WIS 11 (+0) CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	Light Blindness			
Senses	Passive Perception +9	Passive Perception +11	Passive Perception +13	Passive Perception +13
Languages	Dark Folk, Undercommon			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 18

Death Throes When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a fireball that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A Dexterity save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion.

Light Blindness You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. You are dazzled as long as you remain in areas of bright light.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	**See in Darkness** Dark Folk can see perfectly in darkness of any kind, including that created by magical darkness.			
Standard Actions	**Shortsword** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6/9-00 (4) slashing damage. **Blowgun** Ranged weapon attack: +5 to hit, one target. Hit 1d2 (2) bludgeoning damage.	**Cold Iron Shortsword** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/9-00 (4) slashing damage. **Blowgun** Ranged weapon attack: +6 to hit, one target. Hit 1d2 (2) bludgeoning damage.	**Cold Iron Shortsword** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6/19-00 (10) bludgeoning damage. **Blowgun** Ranged weapon attack: +7 to hit, one target. Hit 1d2 (2) bludgeoning damage.	**Cold Iron Shortsword** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+10/19-00 (14) bludgeoning damage. **Blowgun** Ranged weapon attack: +6 to hit, one target. Hit 1d2 (2) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	*detect magic (at will); fog cloud (at will)*			
Spellcasting	-			
Possessions	Shortsword; blowgun; blogun darts (10x)			

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.

Bestiary

	☒ 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	-			

GARDEN OOZE

	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests, Marshes, and Urban			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Patch (3-5x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	16	45	99	160
Speed	20 ft. Climb 20 ft.			
Size, Type, Alignment	Small ooze, unaligned	Small ooze, unaligned	Small ooze, unaligned	Medium ooze, unaligned
Ability Scores / Saves	STR 9 (-1) DEX 14 (+2) CON 13 (+1) INT 10 (+0) WIS 1 (-5) CHA 1 (-5)	STR 10 (+0) DEX 14 (+2) CON 13 (+1) INT 10 (+0) WIS 1 (-5) CHA 1 (-5)	STR 15 (+2) DEX 17 (+3) CON 17 (+3) INT 10 (+0) WIS 3 (-4) CHA 4 (-3)	STR 18 (+4) DEX 16 (+3) CON 18 (+4) INT 10 (+0) WIS 3 (-4) CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Acid, 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	3	7	11	15
Special Abilities & Qualities	**Damage** 1d6	**Damage** 2d4	**Damage** 1d8	**Damage** 2d6

Acid Each successful melee strike from the creature's slam attack inflicts additional acid damage. A garden ooze excretes digestive acid that can dissolve flesh. Creatures made of harder materials or plant matter are immune to the ooze's acid.

Camouflage A garden ooze is difficult to spot when it is at rest among plant growth of any type. All Perception checks to notice a Garden Ooze as a separate entity and not a diseased portion of the plant it rests upon suffer disadvantage in this state. The ooze automatically hits with a slam against any creature that fails to notice the ooze and enters its square.

Bestiary

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	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	**Saving Throw** Constitution DC 13	**Saving Throw** Constitution DC 14	**Saving Throw** Constitution DC 17	**Saving Throw** Constitution DC 19
	Stink Once every 24 hours, a garden ooze can release foul-smelling gases in a 5-foot-radius spread centered on the ooze. The ooze usually does so after it is first injured. The stench of these vapors is overpowering during the first round it exists, causing living creatures within it to become sickened for 1d3 rounds (Constitution save negates). This is a poison effect.			
Standard Actions	**Slam** Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4 (4) bludgeoning damage.	**Slam** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.	**Slam** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.	**Slam** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (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			

	⊠ 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	-			

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 advantage 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	-			

Centipede (Giant)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
⚲ Terrain	Temperate or Warm Forest or Underground			
🔍 Rarity	Common			
Role	Brute / Minion			
⚙ Organization	Solitary, Pair, or Colony (3-6x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	5	19	60	122
Speed	40 ft. Climb 40 ft.			
Size, Type, Alignment	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned
Ability Scores / Saves	STR 7 (-2) DEX 13 (+1) CON 10 (+0) INT 10 (+0) WIS 8 (-1) CHA 1 (-5)	STR 8 (-1) DEX 13 (+1) CON 10 (+0) INT 10 (+0) WIS 8 (-1) CHA 1 (-5)	STR 12 (+1) DEX 17 (+3) CON 14 (+2) INT 10 (+0) WIS 12 (+1) CHA 5 (-3)	STR 17 (+3) DEX 16 (+3) CON 17 (+3) INT 10 (+0) WIS 12 (+1) CHA 5 (-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	1	5	9	13
Special Abilities & Qualities	**Saving Throw** Constitution DC 12	**Saving Throw** Constitution DC 13	**Saving Throw** Constitution DC 16	**Saving Throw** Constitution DC 18
	Poison Bite - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing.			
Standard Actions	**Bite** Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.	**Bite** Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	**Bite** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.	**Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.

Bestiary

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

Leech (Giant)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
📍 **Terrain**	Temperate or Warm Marshes			
🔍 **Rarity**	Common			
🎭 **Role**	Lurker / Normal			
⚙ **Organization**	Cluster, Pair, or Brood (3-6x)			
🏅 **Treasure**	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	14 (natural armor)	14 (natural armor)	14 (natural armor)
Hit Points	12	35	67	88
Speed	5 ft. Swim 20 ft.			
Size, Type, Alignment	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned
Ability Scores / Saves	STR 9 (-1) DEX 10 (+0) CON 12 (+1) INT 10 (+0) WIS 8 (-1) CHA 1 (-5)	STR 10 (+0) DEX 10 (+0) CON 12 (+1) INT 10 (+0) WIS 8 (-1) CHA 1 (-5)	STR 12 (+1) DEX 10 (+0) CON 12 (+1) INT 10 (+0) WIS 8 (-1) CHA 1 (-5)	STR 12 (+1) DEX 10 (+0) CON 12 (+1) INT 10 (+0) WIS 8 (-1) CHA 1 (-5)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	**Susceptible to Salt** A handful of salt burns a leech as if it were a flask of acid, causing 1d6 points of damage per use.			
Senses	Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	3	6	12	15
Special Abilities & Qualities	**Attach** When a giant leech hits with a bite attack, it latches onto its target and automatically grapples. The giant leech loses its Dexterity bonus to AC and has an AC of 10, but holds on with great tenacity and automatically inflicts bite damage each round. A giant leech has advantage to maintain its grapple on a foe once it is attached. An attached giant leech can be struck with a weapon or grappled itself-if its prey manages to win a grapple check or ability check against it, the giant leech is removed.			

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|	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	**Blood Drain** A giant leech drains blood at the end of each turn it is attached, inflicting 1 point of Strength and Constitution damage. Ability damage lost in this manner may be restored following a long rest.			
Standard Actions	**Bite** Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	**Bite** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.	**Bite** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.	**Bite** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

Scorpion (Giant)
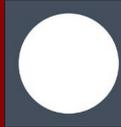
	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Warm or Temperate Deserts, Forests, Plains, or Underground			
Rarity	Common			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	38	63	116	191
Speed	50 ft.			
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 14 (+2) INT 10 (+0) WIS 8 (-1) CHA 1 (-5)	STR 17 (+3) DEX 8 (-1) CON 14 (+2) INT 10 (+0) WIS 8 (-1) CHA 1 (-5)	STR 20 (+5) DEX 12 (+1) CON 17 (+3) INT 10 (+0) WIS 12 (+1) CHA 4 (-3)	STR 22 (+6) DEX 10 (+0) CON 19 (+4) INT 10 (+0) WIS 12 (+1) CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	5	9	13	17
Special Abilities & Qualities	**Damage** 1d6	**Damage** 2d6	**Damage** 3d6	**Damage** 5d6
	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	**Saving Throw** Constitution DC 15	**Saving Throw** Constitution DC 16	**Saving Throw** Constitution DC 18	**Saving Throw** Constitution DC 20
	Poison Sting-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect must be recovered via restoration or more potent healing magic.			

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Standard Actions	**Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) slashing damage. **Sting** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) piercing damage.	**Claw** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+5 (10) slashing damage. **Sting** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+5 (10) piercing damage.	**Claw** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage. **Sting** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.	**Claw** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) slashing damage. **Sting** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

Bestiary

Spider (Giant)
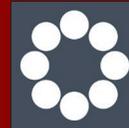
	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
📍 Terrain	Any			
🔍 Rarity	Common			
🐾 Role	Lurker / Normal			
⚙ Organization	Solitary, Pair, or Colony (3-8x)			
🎖 Treasure	Incidental			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	19	40	96	152
Speed	30 ft. Climb 30 ft.			
Size, Type, Alignment	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned
Ability Scores / Saves	STR 9 (-1) DEX 15 (+2) CON 10 (+0) INT 10 (+0) WIS 8 (-1) CHA 1 (-5)	STR 9 (-1) DEX 16 (+3) CON 10 (+0) INT 10 (+0) WIS 8 (-1) CHA 1 (-5)	STR 14 (+2) DEX 18 (+4) CON 14 (+2) INT 10 (+0) WIS 12 (+1) CHA 4 (-3)	STR 17 (+3) DEX 17 (+3) CON 17 (+3) INT 10 (+0) WIS 12 (+1) CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	3	7	11	15
Special Abilities & Qualities	**Saving Throw** Constitution DC 12	**Saving Throw** Constitution DC 13	**Saving Throw** Constitution DC 26	**Saving Throw** Constitution DC 28

Poison Bite-injury; save Constitution; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect is recovered following a long rest.

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Special Abilities & Qualities	**Check** DC 12	**Check** DC 13	**Check** DC 26	**Check** DC 28
	Web You can use webs to support yourself and up to one additional creature of the same size. In addition, you can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than you. An entangled creature can escape with a successful Athletics check or burst the web with a Strength check. Attempts to burst a web by those caught in it are made at disadvantage. Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing are made at advantage if the trapped creature has something to walk on or grab while pulling free. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.			
Standard Actions	**Bite** Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	**Bite** Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d8 (8) piercing damage.	**Bite** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.	**Bite** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

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Vulture (Giant)
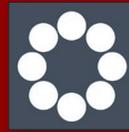
	Low	Moderate	Advanced	Elite
Terrain	Warm Plains or Hills			
Rarity	Common			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Flock (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	51	80	137	206
Speed	10 ft. Fly 50 ft. (Average)			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 18 (+4) DEX 13 (+1) CON 16 (+3) INT 1 (-5) WIS 13 (+1) CHA 5 (-3)	STR 18 (+4) DEX 13 (+1) CON 16 (+3) INT 1 (-5) WIS 13 (+1) CHA 5 (-3)	STR 21 (+5) DEX 17 (+3) CON 18 (+4) INT 1 (-5) WIS 17 (+3) CHA 9 (-1)	STR 24 (+7) DEX 15 (+2) CON 20 (+5) INT 1 (-5) WIS 17 (+3) CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	-			
Challenge	5	9	13	17
Special Abilities & Qualities	Saving Throw Constitution DC 16	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21

Diseased Due to their filthy eating habits and constant exposure to decaying flesh, giant vultures are harbingers of disease-much more so than the standard vulture. Any creature bitten by a giant vulture has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease. Once this check is made, a victim can no longer be infected by this particular giant vulture, though attacks by different giant vultures are resolved normally and may result in multiple illnesses. While vultures aren't immune to all diseases, they do gain advantage on all saving throws against such ailments.

Standard Actions	**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.	**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+6 (16) piercing damage.	**Bite** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+9 (20) piercing damage.	**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+11/19-00 (25) piercing damage.

Gray Ooze

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
📍 Terrain	Cold Marshes and Underground			
🔍 Rarity	Uncommon			
👤 Role	Lurker / Normal			
⚙ Organization	Solitary			
🏆 Treasure	None			

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Armor Class	**12** (natural armor)	**12** (natural armor)	**13** (natural armor)	**13** (natural armor)
Hit Points	59	112	194	285
Speed	10 ft.			
Size, Type, Alignment	Medium ooze, unaligned	Medium ooze, unaligned	Medium ooze, unaligned	Large ooze, unaligned
Ability Scores / Saves	STR 14 (+2) DEX 1 (-5) CON 20 (+5) INT 10 (+0) WIS 1 (-5) CHA 1 (-5)	STR 14 (+2) DEX 1 (-5) CON 20 (+5) INT 10 (+0) WIS 1 (-5) CHA 1 (-5)	STR 17 (+3) DEX 3 (-4) CON 23 (+6) INT 10 (+0) WIS 3 (-4) CHA 3 (-4)	STR 19 (+4) DEX 1 (-5) CON 26 (+8) INT 10 (+0) WIS 3 (-4) CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Cold, Critical Hits, Fire, 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	**Saving Throw** Dexterity DC 17 **Damage** 1d6	**Saving Throw** Dexterity DC 18 **Damage** 2d6	**Saving Throw** Dexterity DC 20 **Damage** 3d6	**Saving Throw** Dexterity DC 23 **Damage** 4d6

Acid The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a Dexterity saving throw. A wooden or metal weapon that strikes a gray ooze takes acid damage unless the weapon's wielder succeeds on a Dexterity save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage.

	Low	Moderate	Advanced	Elite
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 4d6	Damage 5d6
	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	**Transparent** Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.			
Standard Actions	**Slam** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	**Slam** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	**Slam** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.	**Slam** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

SLIME MOLD

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
📍 Terrain	Temperate Forests			
🔍 Rarity	Uncommon			
👤 Role	Lurker / Normal			
⚙ Organization	Single or Infestation (2-5x)			
🎖 Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	**13** (natural armor)	**13** (natural armor)	**14** (natural armor)	**14** (natural armor)
Hit Points	39	85	150	226
Speed	20 ft.			
Size, Type, Alignment	Large ooze, unaligned	Large ooze, unaligned	Large ooze, unaligned	Huge ooze, unaligned
Ability Scores / Saves	STR 14 (+2) DEX 6 (-2) CON 18 (+4) INT 10 (+0) WIS 1 (-5) CHA 1 (-5)	STR 15 (+2) DEX 6 (-2) CON 18 (+4) INT 10 (+0) WIS 1 (-5) CHA 1 (-5)	STR 18 (+4) DEX 10 (+0) CON 20 (+5) INT 10 (+0) WIS 3 (-4) CHA 3 (-4)	STR 20 (+5) DEX 8 (-1) CON 22 (+6) INT 10 (+0) WIS 3 (-4) CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	Fire			
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	**3**	**7**	**11**	**15**
Special Abilities & Qualities	**Saving Throw** Constitution DC 16	**Saving Throw** Constitution DC 17	**Saving Throw** Constitution DC 19	**Saving Throw** Constitution DC 21

Disease Fungal rot: Slam - contact; save Constitution; onset 1 day; frequency 1/day; effect 1d2 Strength damage and 1 Constitution damage and fatigue; cure 1 save. Any creature that touches a slime mold with an unarmed strike or a natural attack is also exposed to this foul disease. Ability damage suffered to this effect can only be recovered via restoration or more potent healing magic applied once the disease itself has been removed.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	**Saving Throw** Dexterity DC 16	**Saving Throw** Dexterity DC 17	**Saving Throw** Dexterity DC 19	**Saving Throw** Dexterity DC 21

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. Targeted creatures can make attacks of opportunity against the creature, but if they do so, they are not entitled to a saving throw against the engulf attack. 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 (target's choice) as the creature moves forward. Engulfed opponents gain the pinned condition, 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.

Special Abilities & Qualities	**Freeze** The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The creature gains advantage on all Stealth checks to hide in plain sight as this kind of inanimate object.			
Standard Actions	**Slam** Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	**Slam** Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	**Slam** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage.	**Slam** Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+12 (19) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

Scorpion (Greensting)

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Terrain	Warm or Temperate Forests			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Colony (3-6x)			
Treasure	None			

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Armor Class	17 (natural armor)	17 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	7	19	51	77
Speed	20 ft.			
Size, Type, Alignment	Tiny vermin, unaligned	Tiny vermin, unaligned	Tiny vermin, unaligned	Tiny vermin, unaligned
Ability Scores / Saves	STR 1 (-5) DEX 14 (+2) CON 8 (-1) INT 10 (+0) WIS 8 (-1) CHA 1 (-5)	STR 1 (-5) DEX 15 (+2) CON 8 (-1) INT 10 (+0) WIS 8 (-1) CHA 1 (-5)	STR 1 (-5) DEX 16 (+3) CON 8 (-1) INT 10 (+0) WIS 8 (-1) CHA 1 (-5)	STR 1 (-5) DEX 16 (+3) CON 9 (-1) INT 10 (+0) WIS 8 (-1) CHA 1 (-5)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	1	4	10	15
Special Abilities & Qualities	**Damage** 1d4	**Damage** 2d4	**Damage** 3d4	**Damage** 4d4
	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	**Saving Throw** Constitution DC 11	**Saving Throw** Constitution DC 11	**Saving Throw** Constitution DC 13	**Saving Throw** Constitution DC 14
	Poison Sting-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect must be recovered via restoration or more potent healing magic.			

Bestiary

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	**Claw** Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.	**Claw** Melee weapon attack: -7 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.	**Claw** Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.	**Claw** Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.
	Sting Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d2+0 (2) piercing damage.	**Sting** Melee weapon attack: -7 to hit, reach 0 ft., one target. Hit 1d2+0 (2) piercing damage.	**Sting** Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d2+0 (2) piercing damage.	**Sting** Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d2+0 (2) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

HOWLER

	Low	Moderate	Advanced	Elite
Terrain	Any Land (Abyss)			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary or Pack (2-4x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	48	87	143	208
Speed	60 ft.			
Size, Type, Alignment	Large fiend, chaotic evil	Large fiend, chaotic evil	Large fiend, chaotic evil	Huge fiend, chaotic evil
Ability Scores / Saves	STR 16 (+3) DEX 13 (+1) CON 13 (+1) INT 4 (-3) WIS 12 (+1) CHA 9 (-1)	STR 16 (+3) DEX 13 (+1) CON 14 (+2) INT 4 (-3) WIS 12 (+1) CHA 9 (-1)	STR 18 (+4) DEX 17 (+3) CON 17 (+3) INT 8 (-1) WIS 16 (+3) CHA 13 (+1)	STR 20 (+5) DEX 16 (+3) CON 20 (+5) INT 8 (-1) WIS 16 (+3) CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
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	Abyssal, Cannot Speak			
Challenge	5	9	13	17
Special Abilities & Qualities	**Aligned** Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.			

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Special Abilities & Qualities	**Saving Throw** Wisdom DC 14	**Saving Throw** Wisdom DC 16	**Saving Throw** Wisdom DC 18	**Saving Throw** Wisdom DC 21

Howl A howler's constant howling is a grating, exhausting baying that can drive listeners insane. All beings other than outsiders within 120 feet of a howling howler must succeed on a Wisdom save or become cursed by the creature's howl. Once a creature becomes cursed in this way, she takes no additional penalty for being exposed to additional howlers' howls until the current howler curse is lifted. This is a sonic mind-affecting effect. Howler Howl: Curse; save Constitution negates; frequency 1/hour; effect 1 Wisdom damage; cure 1 save. Ability damage suffered in this manner may be restored via restoration or more potent healing magic.

Special Abilities & Qualities	**Saving Throw** Dexterity DC 14	**Saving Throw** Dexterity DC 16	**Saving Throw** Dexterity DC 18	**Saving Throw** Dexterity DC 21

Pain Whenever a creature takes damage from a howler's quill attack or its quill defense, that creature must make a Dexterity save or a quill breaks off in its flesh, causing the target to become sickened until the quill is removed. Removing one quill requires a DC 15 Medicine check made as a full-round action. For every 5 by which the check is exceeded, one additional quill can be removed. On a failed check, a quill is still removed, but the process deals 1d4+1 points of damage to the victim.

Special Abilities & Qualities

Quill Defense Any creature that strikes a howler with a non-reach melee weapon, unarmed strike, or natural weapon takes piercing damage from the howler's quills and suffers from the howler's pain attack.

Standard Actions	**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage. **Quills** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+2 (4) piercing damage.	**Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage. **Quills** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+2 (6) piercing damage.	**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage. **Quills** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+3 (6) piercing damage.	**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+8 (18) piercing damage. **Quills** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

Bestiary

Mohrg

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
📍 Terrain	Any			
🔍 Rarity	Rare			
👤 Role	Soldier / Elite			
⚙ Organization	Solitary, Gang (2-4x), or Mob (2-4x+)			
🏅 Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	**18** (natural armor)	**18** (natural armor)	**18** (natural armor)	**20** (natural armor)
Hit Points	39	55	79	151
Speed	30 ft.			
Size, Type, Alignment	Medium undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
Ability Scores / Saves	STR 18 (+4) DEX 17 (+3) CON 10 (+0) INT 9 (-1) WIS 8 (-1) CHA 12 (+1)	STR 18 (+4) DEX 17 (+3) CON 10 (+0) INT 9 (-1) WIS 8 (-1) CHA 12 (+1)	STR 18 (+4) DEX 17 (+3) CON 10 (+0) INT 9 (-1) WIS 8 (-1) CHA 12 (+1)	STR 22 (+6) DEX 18 (+4) CON 10 (+0) INT 13 (+1) WIS 12 (+1) CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	6	10	14	18
Special Abilities & Qualities	**Create Spawn** Humanoid creatures killed by a mohrg rise immediately as fast zombies under the mohrg's control. The sudden bloom of unlife when a mohrg's victim dies and becomes a zombie causes a surge of negative energy to flow through the mohrg. Whenever a mohrg creates a zombie in this manner, it is healed 1d6 hit points per HD possessed by the slain creature and acts as if hasted for the round immediately following the spawn's creation.			
Special Abilities & Qualities	**Saving Throw** Constitution DC 14	**Saving Throw** Constitution DC 15	**Saving Throw** Constitution DC 16	**Saving Throw** Constitution DC 19
	Paralysis Creatures struck by the Mohrg's melee attacks can be rendered immobile for 1d4 minutes, Fortitude save negates.			

Bestiary

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	**Slam** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d8+5 (14) bludgeoning damage.	**Slam** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d8+5 (14) bludgeoning damage.	**Slam** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d8+5 (14) bludgeoning damage.	**Slam** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d8+9 (27) bludgeoning damage.
	Tongue Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.	**Tongue** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.	**Tongue** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.	**Tongue** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d1 (2) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

Rat Swarm

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary, Pack (2-5x), or Infestation (6-12x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	15 (natural armor)	15 (natural armor)
Hit Points	17	45	71	113
Speed	15 ft. Climb 15 ft. Swim 15 ft.	20 ft. Climb 15 ft. Swim 15 ft.		
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned
Ability Scores / Saves	STR 1 (-5) DEX 13 (+1) CON 11 (+0) INT 1 (-5) WIS 11 (+0) CHA 1 (-5)	STR 1 (-5) DEX 15 (+2) CON 11 (+0) INT 1 (-5) WIS 11 (+0) CHA 1 (-5)	STR 1 (-5) DEX 16 (+3) CON 11 (+0) INT 1 (-5) WIS 11 (+0) CHA 1 (-5)	STR 1 (-5) DEX 16 (+3) CON 12 (+1) INT 1 (-5) WIS 11 (+0) CHA 1 (-5)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Critical Hits, Flanking, Weapon Damage			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	-			
Challenge	3	8	13	18
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 13	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17

Disease Filth Fever-Bite injury; Save Constitution; Onset 1d3 days; Frequency 1/day; Effect 1d3 Dexterity damage and 1d3 Constitution damage; Cure 2 consecutive saves. Ability damage sufffered from this condition must be restored via restoration or more potent healing magic.

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Special Abilities & Qualities	**Saving Throw** Constitution DC 12	**Saving Throw** Constitution DC 13	**Saving Throw** Constitution DC 15	**Saving Throw** Constitution DC 17
	Distraction You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Constitution save negates the effect.			
Standard Actions	**Swarm** Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d6 (6) bludgeoning damage.	**Swarm** Melee weapon attack: -7 to hit, reach 0 ft., one target. Hit 1d8 (8) bludgeoning damage.	**Swarm** Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d8 (8) bludgeoning damage.	**Swarm** Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d8 (8) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

Rat (Dire)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
📍 Terrain	Any Temperate			
🔍 Rarity	Common			
👤 Role	Skirmisher / Minion			
🔄 Organization	Solitary, Pair, Nest (3-12x), or Plague (13-100x) / Companion			
🏅 Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	9	34	84	141
Speed	40 ft. Climb 20 ft. Swim 20 ft.			
Size, Type, Alignment	Small beast, unaligned	Small beast, unaligned	Small beast, unaligned	Medium beast, unaligned
Ability Scores / Saves	STR 8 (-1) DEX 15 (+2) CON 11 (+0) INT 1 (-5) WIS 11 (+0) CHA 2 (-4)	STR 8 (-1) DEX 16 (+3) CON 11 (+0) INT 1 (-5) WIS 11 (+0) CHA 2 (-4)	STR 12 (+1) DEX 18 (+4) CON 16 (+3) INT 1 (-5) WIS 15 (+2) CHA 6 (-2)	STR 17 (+3) DEX 17 (+3) CON 18 (+4) INT 1 (-5) WIS 15 (+2) CHA 6 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
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	1	6	10	14
Special Abilities & Qualities	**Saving Throw** Constitution DC 12	**Saving Throw** Constitution DC 13	**Saving Throw** Constitution DC 17	**Saving Throw** Constitution DC 19
	Disease Filth Fever-Bite injury; Save Constitution; Onset 1d3 days; Frequency 1/day; Effect 1d3 Dexterity damage and 1d3 Constitution damage; Cure 2 consecutive saves. Ability damage suffered fromt his condition must be recovered via restoration or more potent healing magic.			
Standard Actions	**Bite** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	**Bite** Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	**Bite** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.	**Bite** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.

Bestiary

Spider (Scarlet)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any Land			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Colony (3-8x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	8	33	69	117
Speed	30 ft. Climb 30 ft.			
Size, Type, Alignment	Tiny vermin, unaligned	Tiny vermin, unaligned	Tiny vermin, unaligned	Small vermin, unaligned
Ability Scores / Saves	STR 1 (-5) DEX 11 (+0) CON 8 (-1) INT 10 (+0) WIS 8 (-1) CHA 1 (-5)	STR 1 (-5) DEX 12 (+1) CON 8 (-1) INT 10 (+0) WIS 8 (-1) CHA 1 (-5)	STR 6 (-2) DEX 16 (+3) CON 12 (+1) INT 10 (+0) WIS 12 (+1) CHA 4 (-3)	STR 11 (+0) DEX 14 (+2) CON 16 (+3) INT 10 (+0) WIS 12 (+1) CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	**Saving Throw** Constitution DC 11	**Saving Throw** Constitution DC 12	**Saving Throw** Constitution DC 15	**Saving Throw** Constitution DC 18

Poison Bite-injury; save Constitution; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect is recovered following a long rest.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	**Check** DC 11	**Check** DC 12	**Check** DC 15	**Check** DC 18
	Web You can use webs to support yourself and up to one additional creature of the same size. In addition, you can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than you. An entangled creature can escape with a successful Athletics check or burst the web with a Strength check. Attempts to burst a web by those caught in it are made at disadvantage. Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing are made at advantage if the trapped creature has something to walk on or grab while pulling free. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.			
Standard Actions	**Bite** Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	**Bite** Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing 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+1 (4) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

SHADOW
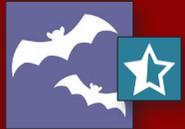
	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
📍 Terrain	Any			
🔍 Rarity	Uncommon			
👤 Role	Lurker / Normal			
⚙ Organization	Solitary, Pair, Gang (3-6x), or Swarm (7-12x)			
🎖 Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	23	44	98	131
Speed	Fly 40 ft. (Good)			
Size, Type, Alignment	Medium undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
Ability Scores / Saves	STR 10 (+0) DEX 12 (+1) CON 10 (+0) INT 4 (-3) WIS 10 (+0) CHA 13 (+1)	STR 10 (+0) DEX 13 (+1) CON 10 (+0) INT 4 (-3) WIS 10 (+0) CHA 13 (+1)	STR 10 (+0) DEX 17 (+3) CON 10 (+0) INT 8 (-1) WIS 14 (+2) CHA 17 (+3)	STR 10 (+0) DEX 17 (+3) CON 10 (+0) INT 8 (-1) WIS 14 (+2) CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
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	**Channel Resistance** You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.			
Special Abilities & Qualities	**Create Spawn** A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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.			
Special Abilities & Qualities	**Strength Damage** A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy / necrotic effect. A creature dies if this Strength damage equals or exceeds its actual Strength score. Ability damage suffered from this effect is recovered following a long rest.			
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 1d6 (6) bludgeoning damage.	**Incorporeal Touch** Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8 (8) bludgeoning damage.	**Incorporeal Touch** Melee weapon attack: -1 to hit, reach 10 ft., one target. Hit 2d6 (7) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

SHADOW MASTIFF
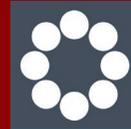
	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
📍 **Terrain**	Any			
🔍 **Rarity**	Rare			
🐾 **Role**	Brute / Normal			
⚙ **Organization**	Solitary, Pair, or Pack (3-8x)			
🏅 **Treasure**	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	**16** (natural armor)	**16** (natural armor)	**18** (natural armor)	**19** (natural armor)
Hit Points	42	74	135	221
Speed	50 ft.			
Size, Type, Alignment	Medium fiend, neutral evil	Medium fiend, neutral evil	Medium fiend, neutral evil	Large fiend, neutral evil
Ability Scores / Saves	STR 17 (+3) DEX 13 (+1) CON 15 (+2) INT 2 (-4) WIS 10 (+0) CHA 11 (+0)	STR 17 (+3) DEX 13 (+1) CON 15 (+2) INT 2 (-4) WIS 10 (+0) CHA 11 (+0)	STR 20 (+5) DEX 17 (+3) CON 18 (+4) INT 6 (-2) WIS 14 (+2) CHA 15 (+2)	STR 22 (+6) DEX 15 (+2) CON 20 (+5) INT 6 (-2) WIS 14 (+2) CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common (cannot speak)			
Challenge	6	10	14	18

Special Abilities & Qualities	**Aligned** Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.			

Special Abilities & Qualities	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 21

Bay When a shadow mastiff howls or barks, all creatures within a 300-foot spread except evil outsiders must succeed at a Wisdom save or become panicked for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. This is a mind-affecting fear effect.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	**Shadow Blend** In any condition of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it concealment (50% miss chance). Artificial illumination, even a light or continual flame spell, does not negate this ability; a daylight spell, however, does. A shadow mastiff can suspend or resume this ability as a free action.			
Standard Actions	**Bite** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage. **Tail Slap** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	**Bite** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+5 (12) piercing damage. **Tail Slap** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) bludgeoning damage.	**Bite** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage. **Tail Slap** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.	**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+10 (20) piercing damage. **Tail Slap** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

SKELETON

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
📍 Terrain	Any			
🔍 Rarity	Common			
👤 Role	Brute / Minion			
⚙ Organization	Any			
🎖 Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	7	27	42	61
Speed	30 ft.			
Size, Type, Alignment	Medium undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil	Large undead, neutral evil
Ability Scores / Saves	STR 13 (+1) DEX 12 (+1) CON 10 (+0) INT 10 (+0) WIS 8 (-1) CHA 8 (-1)	STR 14 (+2) DEX 12 (+1) CON 10 (+0) INT 10 (+0) WIS 8 (-1) CHA 8 (-1)	STR 18 (+4) DEX 16 (+3) CON 10 (+0) INT 10 (+0) WIS 12 (+1) CHA 8 (-1)	STR 20 (+5) DEX 14 (+2) CON 10 (+0) INT 10 (+0) WIS 12 (+1) CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	all physical attacks except bludgeoning			
Immunities	Cold, diseased, exhaustion, fatigued, psychic, 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	1	6	10	14
Standard Actions	**Scimitar** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6/18-00 (6) slashing damage. **Claw** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.	**Scimitar** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d618-00 (4) slashing damage. **Claw** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.	**Scimitar** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6/18-00 (10) slashing damage. **Claw** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.	**Scimitar** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+11/18-00 (14) slashing damage. **Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) slashing damage.

Bestiary

Legendary Actions   -

Possessions   Scimitar

Illustration 1: Skeleton

Skeleton Rogue
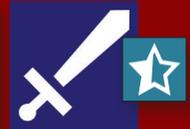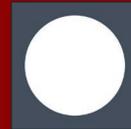
	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
📍 **Terrain**	Any			
🔍 **Rarity**	Uncommon			
🙂 **Role**	Skirmisher / Normal			
⚙ **Organization**	Solitary or Pair			
🏅 **Treasure**	Incidental			

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	20	44	61	78
Speed	30 ft.			
Size, Type, Alignment	Medium undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil
Ability Scores / Saves	STR 12 (+1) DEX 14 (+2) CON 10 (+0) INT 10 (+0) WIS 8 (-1) CHA 8 (-1)	STR 12 (+1) DEX 15 (+2) CON 10 (+0) INT 10 (+0) WIS 8 (-1) CHA 8 (-1)	STR 12 (+1) DEX 16 (+3) CON 10 (+0) INT 10 (+0) WIS 8 (-1) CHA 8 (-1)	STR 13 (+1) DEX 16 (+3) CON 10 (+0) INT 10 (+0) WIS 8 (-1) CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	all physical attacks except bludgeoning			
Immunities	Cold, diseased, exhaustion, fatigued, psychic, 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	Common			
Challenge	1	6	10	14
Special Abilities & Qualities	**Evasion** You can avoid damage from many area-effect attacks. If you make a successful Dexterity saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.			
Special Abilities & Qualities	**Uncanny Dodge** You can react to danger before your senses would normally allow you to do so. You cannot be caught by surprise.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	**Shortsword** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) slashing damage.	**Dagger** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.	**Dagger** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.	**Dagger** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.
	Dagger Melee weapon attack: +2 to hit, reach 5 ft., 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.	**Dagger** Ranged weapon attack: +6 to hit, one target. Hit 1d4/19-00 (3) piercing damage.	**Dagger** Ranged weapon attack: +6 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.	**Shortsword** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) slashing damage.	**Shortsword** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) bludgeoning damage.	**Shortsword** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) bludgeoning damage.
	Javelin Ranged weapon attack: +4 to hit, one target. Hit 1d6+2 (6) bludgeoning damage.	**Javelin** Ranged weapon attack: +4 to hit, one target. Hit 1d6+2 (6) bludgeoning damage.	**Javelin** Ranged weapon attack: +6 to hit, one target. Hit 1d6+2 (6) bludgeoning damage.	**Javelin** Ranged weapon attack: +6 to hit, one target. Hit 1d6+4 (8) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Javelin (4x); shortsword; dagger (2x)			

Skeleton Barbarian

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
📍 Terrain	Any			
🔍 Rarity	Rare			
🎭 Role	Brute / Normal			
⚙ Organization	Solitary			
🏅 Treasure	Incidental			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	34	52	86	111
Speed	40 ft., Fast Movement			
Size, Type, Alignment	Medium undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil
Ability Scores / Saves	STR 13 (+1) DEX 12 (+1) CON 10 (+0) INT 10 (+0) WIS 8 (-1) CHA 8 (-1)	STR 14 (+2) DEX 12 (+1) CON 10 (+0) INT 10 (+0) WIS 8 (-1) CHA 8 (-1)	STR 15 (+2) DEX 12 (+1) CON 10 (+0) INT 10 (+0) WIS 8 (-1) CHA 8 (-1)	STR 16 (+3) DEX 12 (+1) CON 10 (+0) INT 10 (+0) WIS 8 (-1) CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	all physical attacks except bludgeoning			
Immunities	Cold, diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	**Rage** When the creature takes damage in combat, on its next turn it can fly into a rage as a free action. It gains advantage on Constitution and Strength checks, but attacks made against it gain advantage. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	**Greatsword** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 2d6/19-00 (8) slashing damage. **Claw** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage. **Scimitar** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6/18-00 (6) slashing damage.	**Greatsword** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6/19-00 (8) bludgeoning damage. **Claw** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage. **Scimitar** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d618-00 (4) slashing damage.	**Greatsword** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+6/19-00 (13) bludgeoning damage. **Claw** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage. **Scimitar** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d618-00 (4) slashing damage.	**Greatsword** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+9/19-00 (16) bludgeoning damage. **Claw** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage. **Scimitar** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d618-00 (4) slashing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Greatsword; scimitar			

SKULK

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
📍 Terrain	Any Land or Underground			
🔍 Rarity	Uncommon			
👤 Role	Lurker / Normal			
⚙ Organization	Solitary, Pair, Band (3-8x), or Tribe (9-16x)			
🏅 Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	20	48	101	166
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 9 (-1) DEX 12 (+1) CON 11 (+0) INT 8 (-1) WIS 12 (+1) CHA 5 (-3)	STR 10 (+0) DEX 12 (+1) CON 11 (+0) INT 8 (-1) WIS 12 (+1) CHA 5 (-3)	STR 15 (+2) DEX 16 (+3) CON 16 (+3) INT 12 (+1) WIS 16 (+3) CHA 9 (-1)	STR 18 (+4) DEX 14 (+2) CON 18 (+4) INT 12 (+1) WIS 16 (+3) CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Undercommon			
Challenge	3	7	11	15
Special Abilities & Qualities	**Camouflaged Step** Skulks can pass through forest and subterranean settings almost without a trace. All attempts to track a Skulk in such circumstances suffer disadvantage.			
Special Abilities & Qualities	**Chameleon Skin** A skulk's racial bonus to Stealth comes from his ability to change the color of his skin to match his surroundings, even complex or regular patterns like bricks and mortar. A skulk loses this conditional bonus if he is wearing armor, or if he wears any clothing that covers more than one-quarter of his body, as skulks can only change their own flesh, not things they carry. A skulk normally conceals small items behind his body; by putting his back to a wall and changing his front half, he can hide the item because observers don't have line of sight to the item.			

Bestiary

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
Standard Actions	**Dagger** Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4/19-00 (4) piercing damage. **Dagger** Ranged weapon attack: +2 to hit, one target. Hit 1d4/19-00 (4) piercing damage. **Shortsword** Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6/19-00 (6) slashing damage.	**Dagger** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage. **Dagger** Ranged weapon attack: +1 to hit, one target. Hit 1d4/19-00 (3) piercing damage. **Shortsword** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) slashing damage.	**Dagger** Melee weapon attack: +2 to hit, reach 5 ft., 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. **Shortsword** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) slashing damage.	**Swort**sword Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+8/19-00 (12) slashing damage. **Dagger** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6/19-00 (4) piercing damage. **Dagger** Ranged weapon attack: +2 to hit, one target. Hit 1d6+8/19-00 (12) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Shortsword; dagger (4x)			

SPRIGGAN

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
📍 Terrain	Any Hills or Forests			
🔍 Rarity	Common			
👤 Role	Skirmisher / Normal			
⚙ Organization	Solitary, Pair, or Mob (3-12x)			
🏅 Treasure	Incidental			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	20	42	92	151
Speed	20 ft.			
Size, Type, Alignment	Small humanoid, chaotic evil	Small humanoid, chaotic evil	Small humanoid, chaotic evil	Medium humanoid, chaotic evil
Ability Scores / Saves	STR 7 (-2) DEX 17 (+3) CON 10 (+0) INT 8 (-1) WIS 8 (-1) CHA 7 (-2)	STR 8 (-1) DEX 17 (+3) CON 10 (+0) INT 8 (-1) WIS 8 (-1) CHA 7 (-2)	STR 12 (+1) DEX 19 (+4) CON 14 (+2) INT 12 (+1) WIS 12 (+1) CHA 11 (+0)	STR 17 (+3) DEX 18 (+4) CON 17 (+3) INT 12 (+1) WIS 12 (+1) CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9	Passive Perception +9	Passive Perception +15	Passive Perception +16
Languages	Aklo, Gnomish			
Challenge	4	8	12	16
Special Abilities & Qualities	**Size Alteration** At will as a standard action, a spriggan can change his size between Small and Large. Weapons, armor, and other objects on the spriggan's person grow proportionally when he changes size (objects revert to normal size 1 round after a spriggan releases them). When a spriggan becomes Large, his speed increases to 30 feet, he gains +12 Strength, -2 Dexterity, and +6 Constitution, and he takes a -2 size penalty to his AC. While Large, a spriggan cannot use his sneak attack or his racial spell-like abilities (although if he possesses either from class levels or templates, he retains their use in both sizes).			

Bestiary

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	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	**Crossbow, Light** Ranged weapon attack: +4 to hit, one target. Hit 1d6/19-00 (6) piercing damage.	**Crossbow, Light** Ranged weapon attack: +3 to hit, one target. Hit 1d6/19-00 (6) piercing damage.	**Crossbow, Light** Ranged weapon attack: +5 to hit, one target. Hit 1d6/19-00 (6) piercing damage.	**Morningstar** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+6/19-00 (10) piercing/bludgeoning damage.
	Morningstar Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing/bludgeoning damage.	**Morningstar** Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing/bludgeoning damage.	**Morningstar** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing/bludgeoning damage.	**Crossbow, Light** Ranged weapon attack: +4 to hit, one target. Hit 1d8/19-00 (5) piercing damage.
Legendary Actions	-			
Innate Spellcasting	*shatter (at will)*			
Spellcasting	-			
Possessions	Light crossbow; crossbow bolts (10x); morningstar			

ZOMBIE

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
📍 **Terrain**	Any			
🔍 **Rarity**	Uncommon			
👤 **Role**	Brute / Minion			
⚙ **Organization**	Any			
🏆 **Treasure**	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	14 (natural armor4	16 (natural armor5	18 (natural armor6
Hit Points	14	35	75	106
Speed	30 ft.			
Size, Type, Alignment	Medium undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil	Large undead, neutral evil
Ability Scores / Saves	STR 15 (+2) DEX 8 (-1) CON 10 (+0) INT 10 (+0) WIS 8 (-1) CHA 8 (-1)	STR 16 (+3) DEX 8 (-1) CON 10 (+0) INT 10 (+0) WIS 8 (-1) CHA 8 (-1)	STR 18 (+4) DEX 12 (+1) CON 10 (+0) INT 10 (+0) WIS 12 (+1) CHA 12 (+1)	STR 21 (+5) DEX 10 (+0) CON 10 (+0) INT 10 (+0) WIS 12 (+1) CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks except slashing			
Immunities	diseased, exhaustion, fatigued, psychic, 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	2	6	10	14
Special Abilities & Qualities	**Staggered** Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.			
Standard Actions	**Slam** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+5 (8) bludgeoning damage.	**Slam** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+8 (12) bludgeoning damage.	**Slam** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+12 (16) bludgeoning damage.	**Slam** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+17 (22) bludgeoning damage.

Bestiary

FlexAl Rules

FlexAI

What is FlexAI?

FlexAI is an attempt to model and simulate monster and NPC behavior in a combat encounter. It scales in complexity from very simple to as complex as you as a GM would like it to be. It can be used in any tabletop roleplaying game with zero preparation time.

The system takes only a few minutes to learn, is easy and quick to use, and can enhance any tabletop roleplaying combat experience.

Summary vs. Full Version

The full FlexAI guidbook contains nearly 300 FlexTables which guide contextual monster behavior for hundreds of different combinations and scenarios.

This **summary description** contains some basic elements of the concepts of FlexAI, and only a single FlexTable per Role.

How to Use FlexAI

Sanity Checks & Rerolls

Generally speaking, if something "feels wrong", reroll it.

More specifically, if the Outcome determined by FlexAI do not apply (e.g., creature lacks a ranged attack altogether) or are inappropriate to the circumstances (e.g., maneuver when the creature is surrounded by melee opponents), reroll the result to determine a more appropriate Outcome.

Three Tiers of Complexity

Not everyone needs, or is interested in, complex AI combat mechanics. Sometimes, you just want to quickly roll on a single table, and determine an outcome.

Conversely, some gaming groups like the thrill of the unknown, and like to add even more

To support this array of interests, FlexAI provides three levels of complexity: **Simple, Full,** and **Advanced.**

📖 You can pick and choose which of these three approaches you wish to employ. You can even switch the method used at any time—even round-to-round within the scope of the same combat and monsters!

Behavior Common Concepts

All three levels of complexity share two elements: **Outcomes**, and **Targeting**.

Simply put, these are what you need to determine the behavior of a creature in combat.

Targeting dictates *who* the creature attacks; **Outcomes** dictate *how* it goes about it.

Together, **Outcome** and **Targeting** are referred to as a creature's **behavior**.

Combat Outcomes

All three levels of FlexAI difficulty involve **Combat Outcomes** as the main output of using the tool.

This represents the behavior of a creature in the combat situation.

Note that not every Combat Outcome necessarily applies to every creature. For example, not every creature has both a primary and a secondary attack. The GM is encouraged to sanity check outcomes (see above).

If the Outcome determined does not require a target, ignore the Targeting aspect of the behavior determined.

Table 3: Combat Outcomes

Outcome	Description
❌ **Attack Main**	Creature attacks its target using its standard attack. For most creatures, this will be melee; for others, it will be ranged.
◎ **Attack Secondary**	If the creature's main attack is Melee, the creature attacks using a Ranged attack, and vice versa.
⤢ **Maneuver**	Creature moves about, either to get closer to its preferred target (see **Targeting**), to evade the enemies currently surrounding it, or to take advantage of battlefield characteristics.
🧪 **Use / Defend**	Creature uses an item, such as a wand or staff or potion. If it does not carry one, creature takes a defensive stance.

Outcome	Description
Ability	Creature uses a special ability against its current target.
	If it lacks any special abilities, or none of its abilities apply, reroll this result.
Flee	Creature tries to flee the combat encounter entirely.
	This creature flees in a direction most away from its current Target.

Combat Targeting

In many circumstances, you can simply use the Outcome to dictate the current round's worth of behavior for a given creature. During most combat, a creature's current target does not change round-to-round.

However, there is value in dynamically changing targeting using FlexAI rules.

First, it can make things very interesting and keep PCs off their guard if a monster changes its target from round to round. Intelligent monsters might do so even if it serves to their temporary disadvantage (e.g., if it triggers attacks of opportunity or a less favorable battlefield positioning).

Second, creatures who are not typically invovled in melee as their primary combat approach might indeed change their target round-to-round, particularly if their attacks or abilities inflict status changes (e.g., debuffs) or spell effects.

The table to the left summarizes the Combat Targeting results that FlexAI defines.

Table 4: Combat Targeting Summary

Outcome	Description
Frontline	The frontmost adversaries. This can be, but is not always, the same as the **Closest** enemy.
	For the purposes of determining "front" and "back", consider the starting positions of each side in the battle; the frontmost creatures of either side are those who began the combat encounter closest to their enemies.
Rearguard	As **Frontline**, but the rear-most enemies.
	This may be, but is not always, the same as the **Farthest** enemy.

Outcome	Description
Closest	The opponent which is currently physically closest to this creature.
	In most melee circumstances, this represents the creature's current target.
Farthest	The opponent which is currently physically farthest away from this creature.
	This result applies irrespective of whether the creature can physically reach the Farthest enemy by moving this round.
Strongest	The enemy who is currently "strongest", Wisdom (Medicine) thiest, or furthest from death.
	Typically this can be represented by the enemy with the most current hit points.
Weakest	As **Strongest**, but the enemy closest to death.
Ranged Enemy	This targets an enemy who uses a ranged attack as their primary attack.
	In the event of multiple enemies who employ ranged attacks, select one of them (you can pick the closest, randomize your selection, or roll again on whatever table you just used for Targeting to determine the specific Ranged Enemy within those who qualify).
	Note that this does not imply anything about how this creature goes about attacking its enemy: it may well use a melee attack to attack the **Ranged Enemy**.
Melee Enemy	As **Ranged Enemy**, but select an enemy who uses a melee attack as their primary mode of attack.

Simple AI Rules

Simple AI rules assume the most common circumstances of the creature involved, the combat environment, and the status of the participants.

Advantages & When to Use

Much of the time, the single table that results will provide a rich, dynamic result.

The single dice roll, the fact that it's a d20 as opposed to a d100, and the fact that there is a single table that does not have to be looked up (and indeed, whose contents could even be memorized) all make using the Simple AI approach very easy and quick to integrate.

Limitations

It should be noted that the entire purpose of design behind the FlexAI concept is intended to acount for a more nuanced, contextually-appropriate pool of results and related probability. An elder dragon at full Wisdom (Medicine)th should simply not behave anything similar to a lurking thief hiding in the shadows; the Simple AI approach cannot take this into account.

Simple AI Outcome Table

Use the following table to quickly and easily determine the combat action a creature takes.

Table 5: Simple AI Outcomes

D20	Outcome
01-12	✖ Attack Main
13-14	◎ Attack Secondary
15	⤢ Maneuver
16	⚗ Use / Defend
17-19	⚡ Ability
20	🏃 Flee

Simple AI Targets

Use the following table to quickly and easily determine the targeting behavior of a creature in combat.

Table 6: Simple AI Targeting

D20	Outcome
01-05	✖ Frontline
06-07	◎ Rearguard
08-13	⤢ Closest
14	⚗ Farthest
15-16	⚡ Strongest
18	🏃 Weakest
19	⚡ Ranged Enemy
20	🏃 Melee Enemy

FlexAI Rules

Full AI Rules

This is the heart of FlexAI and its power to provide contextually-appropriate combat actions.

Instead of traditional tables, you use **FlexTables** (see the overview of FlexTale earlier in this document). And instead of using the same table regardless of what is going on, you intelligently select the appropriate FlexTable based on the nature of the creature involved and the battlefield circumstances.

In short, the concepts of **Outcomes** and **Targeting** still apply; it's just a matter of how they are determined.

Advantages & When to Use

Use the **Full AI** rules when you want to simulate dynamic and contextually-appropriate creature behavior in combat, but want to adhere to RAW (Rules as Written) logic and standards that govern combat mechanics without further interference.

Limitations

It does take a simple extra step to select the appropriate FlexTable.

However, creatures that are part of the *Aquilae: Bestiary of the Realm* collection of monsters already have all of the needed information assigned to them and defined. Using an *ABR* monster with FlexAI is as simple as looking up the right page to use in the full *FlexAI Guidebook*.

For monsters and NPCs that are not part of this collection, however, the GM must assign FlexTables to the creature.

> ⚔ The **Full Edition of FlexAI** contains tools and rules for assigning FlexAI guidelines for your own, new, or existing published monsters or NPCs.
>
> It also contains a wealth of easy-to-use guidelines for quickly picking FlexTables for a given monster.
>
> In short: It should take less than a minute for a seasoned GM to take a monster or NPC and "enable" them for FlexAI use!

Additional Factors: Role & Stance

To determine which FlexTable is most appropriate for the monster and combat circumstances, Full AI rules require two additional elements: **Roles** and **Stances**.

A creature's **Role** represents its typical combat behavior and approach to battle.

A creature's **Stance** indicates its current combat circumstances.

Together, these two factors help determine the contextual probabilities that should apply to the creature's behavior in combat.

Combat Roles

A tarrasque does not approach combat the same as a giant sanke. A cockatrice lies in wait; an orc chieftain is much more likely to charge. Mimics might even be immobile, so are phyiscally incapable of approaching combat in the same manner as other monsters.

And so on; you get the idea: each monster is likely to approach battle differently, based on its own strengths, weaknesses, and abilities. Although it would be possible to create a separate set of FlexTables for each creature, customized exactly to that creature's characteristics, such an endeavor would be exhausting, consume a mammoth amount of pages... and, ultimately, not add a great deal of value on top of the approach that FlexAI takes.

Instead of having 8 or more customized FlexTables for each monster, FlexAi recognizes that, ultimately, there are only so many ways that a creature might go about fighting. An orc lord and a hill giant might well be different in any number of important ways, but the two monsters will probably wade into a fight with much the same gusto.

> ⚔ Those readers familiar with the **4th Edition** of the world's most popular roleplaying game will recognize some of this terminology and these concepts. Role was a key element of monster descriptions in materials from that rules system.
>
> Reasonable people can disagree as to whether 4E represents the best or worst elements of the tabletop roleplaying concept, and indeed, endless debate has raged around this controversial rules set.
>
> One can even debate as to whether the Combat Role concept was a creative, brilliant shorthand for accelerating GM prep time; or a huge, shackling hindrance to gameplay, immersion, or GM flexibility.
>
> Regardless of these debatable matters, however, FlexAI's "echo" of the Role gameplay element is intentional. For all its controversy, 4E provided a great and accessible terminology starting point for defining creature AI in combat.
>
> No matter your own personal perspective on 4E—or if you are even familiar with it in the first place!—I can assure you that 4E mechanics and concepts have nothing to do with FlexAI's mechanics.

The names and set of Roles is the only concept that is borrowed herein.

fit evenly into those categories. Some creatures may therefore have Role Variations.

These may apply to any of the standard Roles. So, for example, you could have an **Elite Lurker**, or a **Solo Controller**.

Combat Role Summary

The following table summarizes the Combat Roles that FlexAI uses, and their typical characteristics.

Table 7: Combat Roles

Role	Description
Brute	Inflicts high damage, typically via melee attacks. Has a great deal of hit points, but possibly low defenses.
Soldier	Focuses on defense, usually in melee, but can also have high ranged defenses. Average Wisdom (Medicine)th, and a variety of attack strengths.
Artillery	Ranged attacks are the main focus of Artillery. Typically have very low hit points and/or defenses, however.
Skirmisher	Skirmishers may be average in many categories, but excel in mobility, and use this to their tactical advantage in selecting targets where they can do the most damage.
Lurker	Most Lurkers prefer to surprise or ambush their opponents, or to remove themselves from the possibility of easy attack once battle is joined.
Controller	Controllers typically have sets of abilities that allow them to force enemies into disadvantage, either by moving enemies around, or controlling the battlefield itself.
Leader	Leaders are special creatures with sets of abilities that make them a force to be reckoned with regardless of the circumstances. Although "leader" typically indicates that the creature is in charge of others, Leader creatures may be encountered on their own.

Table 8: Combat Role Variations

Role Variant	Description
Normal	Many monsters and most NPCs fall into this category. Neither particularly powerful nor weaksauce, Normal creatures as just that: normal.
Minion	Minions are weaker than Normal creatures, and are rarely found in the absence of a ruling, more powerful, presence. Typically, Minions are encountered in groups.
Elite	Elite creatures are powerful, flexible, and formidable enemies. A single Elite creature might rule over dozens of Minions and several Normal creatures in a complex combat encounter.
Solo	Solo creatures are often special cases: typically discovered on their own, they usually have sufficient power and ability to represent a significant challenge in and of themselves.
Mindless	Mindless creatures do not typically think or plan their combat reactions, and simply act from a visceral, second-to-second standpoint. Most of the time, this means fighting to the death, but even Mindless creatures can make combat actions that spice things up a bit from the typical "skeleton keeps attacking the first PC they see" approach to things.

Combat Role Variations

The core set of seven Roles described above covers the majority of monsters and NPCs.

However, there are some types of creature that do not

Combat Stances

A haughty noble fresh from a good night's sleep and at maximum hit points will behave very differently than that same noble after prolonged combat, suffering from exhaustion and bloody from multiple wounds.

A creature's combat Stance is an assessment of its current fighting circumstances. This context can and

will change throughout the fight, and allows FlexAI to differentiate the changing behavior of a creature in response to the situation at hand.

Combat Stance Summary

There are probably dozens, if not hundreds, of different scenarios to take into account to truly represent the diversity of combat that is possible in a fantasy roleplaying environment.

To simplify the possibilities, however, there are 8 fundamental Stances that can be used to represent or approximate the full set of combat circumstances for a creature.

Table 9: Combat Stances

Role	Description
Ambushing	The creature is ambushing its prey: lying in wait, hiding, or using Dexterity (Stealth), invisibility, or aspects of the terrain to make their presence unknown until the moment to strike is nigh. This Stance also applies to situations in which the PCs are simply unaware of the creature and are surprised by it. A Mimic that has not been detected is in an **Ambushing** stance.
Unprepared	The reverse of Ambushing, in a way: the creature is surprised by the PCs, or is aware of them, but not ready to participate in combat. This could be because the creature is not expecting combat to occur, or because it does not have its weapons drawn or at the ready. An NPC woken from sleep, or one with whom the PCs have merely been talking up until the moment one draws its sword, typically counts as **Unprepared**.

Role	Description
Fresh	In most combats, creatures begin the encounter in this Stance: well-rested, at full hit points, and ready to do battle. Creatures in this Stance neither have advantage over their enemies, or are taken by surprise by them; they are at full combat capability. If it is unclear which Stance applies to a combat situation, **Fresh** is typically a good assumption. A bear encountered in the wild, which sees the PCs just as they see it, counts as **Fresh**.
Bloodied	Creatures fight differently when they have suffered wounds. Some fight more aggressively; others become more defensive; many will tend toward fleeing outright if brought low by injury. A young dragon reduced to 1/5 its maximum hit points counts as **Bloodied**.
Cornered	Creatures who are Cornered have few options in terms of maneuverability, either as a result of the combat environment, and/or the PCs themselves. Cornered creatures cannot easily flee without substantial risk, and for many, this is when the true instinct of "fight or flight" kicks in. Some creatures become truly deadly and imposing when **Cornered**. A street urchin backed into an alley with no escape counts as **Cornered**.

Role	Description
Overwhelmed	Overwhelmed creatures are fighting against significant odds, in some combination of capability and/or simple numbers.
	Many creatures turn desperate or frightened when Overwhelmed; some turn into brutal and vicious combat machines when facing bad odds.
	A single kobold facing six PCs is **Overwhelmed**.
Relentless	Relentless creatures fight with little care for odds or the environment in which they do battle.
	Some Relentless creatures start combat in that Stance, and some may not even change, others can end up in this Stance due to circumstances.
	A raging Barbarian orc chieftain counts as **Relentless**.
Mindless	Mindless creatures may still take different kinds of actions in combat round-to-round, but are not driven so much by tactics or intelligence.
	A skeleton warrior counts as **Mindless**.

When to Apply Each Stance

For creatures with a FlexAI profile, the circumstances of when to apply each Stance are described as part of that profile. For example, some creatures become **Bloodied** when reduced to half their maximum hit points; others do not suffer this change until reduced to far fewer Wisdom (Medicine)th.

FlexAI & FlexTable Listing

The **Full Edition of FlexAI** contains a separate FlexTable for each distinct combination of Role and Stance.

With 35 Roles and 8 Stances, that makes for a grand total of 280 FlexTables, each one designed for a unique combination of a type of creature behavior, and its current circumstances.

Advanced AI Rules

In addition to the wide range of dynamic combat behavior offered by the Full AI Rules, FlexAI offers Advanced AI rules. These allow for even more versatility in combat behavior, and reflect a more complex and nuanced creature intelligence.

Advantages & When to Use

Advanced AI is pretty much the same system as Full AI, with possible additional boosts and penalties to the creature involved. It's a useful tool in providing a more unexpected and interesting combat experience for your PCs.

Limitations

Of the three FlexAI rules systems, Advanced AI is the only one that departs tangibly from the RAW (Rules as Written) combat mechanics of the roleplaying system you are using.

Since Advanced AI provides the possibility of additional bonuses and penalties on combat actions, and does so outside the context of spells, spell-like abilities, racial effects, and so on, there is little in the rules mechanics

It is strongly suggested that you discuss this option with your players before a combat encounter even starts, so your gaming group can come to a consensus as to how you collectively feel about this approach.

Many may love it, but if even one player has a rules objection to its use, you may wish to consider sticking with the Full AI rules approach.

Surges & Lulls

Advanced AI takes the Full AI rules and extends them through the use of Surges and Lulls.

This is intended to represent the wide variance of combat abilities and behavior that every creature exhibits. Rules purists will point out that the roll of a die (typically a d20) to provide randomness already models this range of behavior.

In the wild, however, many factors influence the results of a battle: adrenaline and insight can boost Charisma (Performance)ance, whereas sun glare, sweat, hunger, and even a simple root placed unexpectedly in the ground can trip up even the ablest of combatants.

The FlexTables provided in FlexAI describe not only the Outcomes involved, but also the possibility of Surges and Lulls for each Outcome.

Surges and Lulls are a great companion to the

concept of Quadded Statblocks and Variable Difficulty (https://www.drivethrurpg.com/product/190268/Quadded-Statblocks-to-Enable-VariableDifficulty-Adventures-in-Pathfinder-RPG).

The Quadded Stats approach enhances and degrades a "regular" monster or NPC's statblocks in a manner designed to support use of that crunch in a wide variety of PC levels and challenge.

The whole point of Quadded Statblocks is that every creature should be usable in any gaming group, no matter what the relative levels or difficulty.

Surges and Lulls, used with the correct Context in the FlexTables they appear in, are a great way of adding to this concept: boosting less-formidable monsters so they still pose a threat to higher-level PCs, and handicapping top-tier creatures so a lower-powered party isn't instantly wiped out.

Combat Surges

A Surge is a boost to a creature's combat behavior. If a Surge is indicated in the FlexTable results rolled, it applies for the combat actions of that creature alone, and for the current combat round only.

Surges rolled do not apply to any other creature, friend or foe, this round. Benefits last until the start of the next round of combat for that creature.

This means that the benefit may still apply during the enemy's combat turn. For example, a Surge for a creature using the **Use/Defend** Outcome might boost its Armor Class; this benefit lasts throughout the enemy's next round.

📖 Surges are fun, useful additions to combat, and a great way of ensuring that battles are dynamic and unexpected, even for seasoned players.

However, if used without restraint or control, it can also make combat very different from how you, or a third-party adventure designer who does not support Variable Difficulty, intends. It could be, for instance, that the PCs are never supposed to be able to defeat Monster X in Hallway Y, and that the mere presence of that type of monster in that hallway effectively "blocks" the PCs from traveling in that direction.

Surges and Lulls and Advanced AI may handicap that monster to the point where the party can defeat it after all.

As a GM, you should be familiar enough with the adventure you're running to know whether this

concern applies to your gaming session. Plan your use of Advanced AI accordingly!

Types of Surge

Combat Surges are specific to the context of the Outcome that is rolled.

Attack Surges

The creature receives the listed bonus ot its attack roll. If it is capable of multiple attacks, the listed bonus applies to ALL attacks it can make this round.

Note that as Combat Surges remain in effect until the start of the affected creature's next round, Attack surge benefits apply to attacks made during the enemy's turn—for example, opportunity attacks, of those apply.

Damage

The creature's attacks inflict additional damage.

The listed value is applied to the damage that is calculated, and stacks with all other values for purposes of calculating damage. That is, if a **"+2 Damage" Combat Surge** is applied to a creature normally capable of inflicting **2d6+3** damage, the total damage it inflicts is **2d6+5**.

The bonus damage applies to all attacks the creature makes between the result's application and the start of its next turn. Therefore, opportunity attacks and other attacks made during the enemy's turn receive the benefit as well.

Init

The creature's Initiative gains a bonus. Note that this may not fully help the creature this turn, as most uses of FlexAI will apply at the start of a creature's turn; gaining Initiative at that point will not benefit the creature for most purposes as its "place in line" of Initiative order has already been determined.

For the purposes of determining Initiative order next round, however, the Init bonus will be in place.

Move

The creature's standard Movement receives the listed bonus. This stacks with all other bonuses to Movement that might apply, and remains in effect until the start of the creature's next turn.

For creatures capable of multiple methods of movement, this bonus applies to its primary mode of mobility.

If it is unclear as to which type of movement is its "primary", assume the one capable of the farthest travel. In the event of a tie, apply the bonus to both

types of movement.

Impact / Impact Dice

"Impact" is a shorthand for what a usable item does. A Wisdom (Medicine)ing potion restores hitpoints; a wand of magic missiles casts a spell effect. Almost every usable item that produces a valuable effect has an impact—a measurable outcome that in most cases has some innate variability to it.

In scenarios that produce a **Use/Defend** Outcome, if the creature has a usable item that results in a variable effect, that effect is referred to as an Impact.

"**+1 Impact**" means that whatever the result is, add **+1** to the result. So a potion of cure light wounds that restores **2d6** hit points would instead restore **2d6+1** hit points when paired with this **Combat Surge** result.

+1 Impact Die means that you add one die when measuring the result. Following the above example, the potion would Wisdom (Medicine) **3d6** hit points.

> 📖 Use common sense when applying **Combat Surges** of all kinds, but particularly when applying **Impact** and **Impact Dice** outcomes.
>
> Remember that these mechanics are meant to represent a net positive benefit for the creature involved, so if a potion or other usable item has a variable results which is a negative value, then make the Surge values negative as well.
>
> For example, if the creature's usable item is a staff which reduces the AC of a target opponent by **1d6** points, and it receives a "**+2 Impact**" Combat Surge, then the enemy's AC should be reduced by **1d6+2** points.

DC

The creature's abililties are more formidable and dangerous temporarily.

Any ability, attack, or other effect produced by the creature that has a DC associated with it receives the additional bonus listed until the start of its next turn. This applies to combat attacks, defensive abilities, auras, and everything about the creature that might involve a DC (including poison/disease and similar effects).

Range

The creature's abilities grow more far-reaching and can affect a broader area.

Any abilities the creature has that involve a range already receive the listed bonus to their maximum range.

A creature's melee abilities or touch-range abilities are unaffected by this bonus—in other words, this Surge does not transform any close-range abilities into ranged abilities!

AC

The creature is more difficult to strike in combat and affect.

The creature receives the listed bonus to its AC until the start of its next turn. This bonus applies to all forms of AC—flat-footed/surprised, touch attack, melee, ranged, and so on.

Combat Surge Summary

Table 10: Combat Surges

Outcome	Minor Surge	Major Surge
Attack Main	⌧ +1 Attack ⌧ +2 Attack ⌧ +3 Attack ⌧ +4 Attack	⌧ +2 Attack ⌧ +4 Attack ⌧ +5 Attack ⌧ +6 Attack
Attack Secondary	⌧ +1 Attack ⌧ +2 Attack ⌧ +3 Attack ⌧ +4 Attack	⌧ +2 Attack ⌧ +4 Attack ⌧ +5 Attack ⌧ +6 Attack
Maneuver	⌧ +1 Init; +5' Move ⌧ +2 Init; +5' Move ⌧ +3 Init; +10' Move ⌧ +4 Init; +5' Move	⌧ +2 Init; +5' Move ⌧ +4 Init; +5' Move ⌧ +5 Init; +10' Move ⌧ +7 Init; +15' Move
Use / Defend	⌧ +1 impact / +1 AC ⌧ +2 impact die / +2 AC ⌧ +1 impact die / +3 AC ⌧ +1 impact die / +4 AC	⌧ +1 impact die / +3 AC ⌧ +1 impact die / +4 AC ⌧ +2 impact dice / +5 AC ⌧ +2 impact dice / +6 AC

Outcome	Minor Surge	Major Surge
Ability	+1 impact / +1 DC / +5' range +2 impact die / +2 DC / +5' range +1 impact die / +3 DC / +10' range +1 impact die / +4 DC/ +10' range	+1 impact die / +3 DC / +10' range +1 impact die / +4 DC / +15' range +2 impact dice / +5 DC / +20' range +2 impact dice / +6 DC / +20' range
Flee	+1 AC; +5' Move +2 AC; +10' Move +3 AC; +15' Move +4 AC; +20' Move	+2 AC; +10' Move +4 AC; +15' Move +5 AC; +20' Move +7 AC; +25' Move

Combat Lulls

Combat Lulls are a temporary handicap, penalty, or other negative impact to a creature's combat abilities. Lulls represent the reality that in the shifting chaos of fighting, a creature might get distracted, trip, stumble, miscalculate, or otherwise Charisma (Performance) not as well as it might typically, either through its own failure or the circumstances of the battle.

If a **Combar Lull** is indicated in the FlexTable results rolled, it applies for the combat actions of that creature alone, and for the current combat round only.

Lulls rolled do not apply to any other creature, friend or foe, this round. Penalties apply until the start of the next round of combat for that creature.

This means that the negative effect may still apply during the enemy's combat turn. For example, a Lull for a creature using the **Use/Defend** Outcome might degrade its Armor Class; this penalty lasts throughout the enemy's next round.

Types of Lull

Combat Lulls are specific to the context of the Outcome that is rolled.

Combat Lull Summary

Table 11: Combat Lulls

Outcome	Minor Lull	Major Lull
Attack Main	-1 Attack -2 Attack -3 Attack -4 Attack	-2 Attack -4 Attack -5 Attack -6 Attack
Attack Secondary	-1 Attack -2 Attack -3 Attack -4 Attack	-2 Attack -4 Attack -5 Attack -6 Attack
Maneuver	-1 Init; -5' Move -2 Init; -5' Move -3 Init; -10' Move -4 Init; -5' Move	-2 Init; -5' Move -4 Init; -5' Move -5 Init; -10' Move -7 Init; -15' Move
Use / Defend	-1 impact / -1 AC -2 impact die / -2 AC -1 impact die / -3 AC -1 impact die / -4 AC	-1 impact die / -3 AC -1 impact die / -4 AC -2 impact dice / -5 AC -2 impact dice / -6 AC
Ability	-1 impact / -1 DC / -5' range -2 impact die / -2 DC / -5' range -1 impact die / -3 DC / -10' range -1 impact die / -4 DC/ -10' range	-1 impact die / -3 DC / -10' range -1 impact die / -4 DC / -15' range -2 impact dice / -5 DC / -20' range -2 impact dice / -6 DC / -20' range
Flee	-1 AC; -5' Move -2 AC; -10' Move -3 AC; -15' Move -4 AC; -20' Move	-2 AC; -10' Move -4 AC; -15' Move -5 AC; -20' Move -7 AC; -25' Move

AI FlexTables

Full Edition vs. Bestiary

The following FlexAI tables include one detailed set of FlexTables for each Role, assuming a Fresh Stance.

The *Full Edition of FlexAI* contains a separate FlexTable for each distinct combination of Role and Stance.

With 35 Roles and 8 Stances, that makes for a grand total of 280 FlexTables, each one designed for a unique combination of a type of creature behavior, and its current circumstances.

In addition, the Full Edition contains several unique or special-circumstance scenarios beyond the mere combination of Role and Stance.

In total, the 300+ page Full Edition aims to address an enormous range of possible combat scenarios.

The **Full Edition of FlexAI** also contains tools and rules for assigning FlexAI guidelines for your own, new, or existing published monsters or NPCs.

It also contains a wealth of easy-to-use guidelines for quickly picking FlexTables for a given monster.

In short: It should take less than a minute for a seasoned GM to take a monster or NPC and "enable" them for FlexAI use!

Brute / Fresh

Contexts

- ⌂ **Use Context A:**
  By **default**, if the creature and its allies represent a comparable challenge to that of the party, or if no other Context described applies to the circumstances.

- ⌂ **Use Context B:**

If the creature and its allies represent a low level of threat to the party; i.e., the **creature is outmatched**.

- ⌂ **Use Context C:**
  If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.

- ⌂ **Use Context D:**
  If you wish to decrease the difficulty that the creature and its allies represent to the party; that is, you wish a **reduced challenge** scenario.

FlexTable 6: Brute Role; Fresh Stance: Action

⌂ A	⌂ B	⌂ C	⌂ D	Outcome
01-26	01-16	01-21	01-09	Attack Main
27-31	17-18	22-23	10-14	Attack Secondary
32-36	19-23	24-28	15-22	Maneuver
37-39	24-26	29-33	23-27	Use / Defend
40-54	27-31	34-41	28-32	Ability
-	-	-	33-35	Flee
55-66	32-46	42-46	36-43	AM/Minor Surge
67-71	47-54	47-48	44-46	AS/Minor Surge
72-73	55-59	49-50	47-51	M/Minor Surge
74-75	60-61	51-52	52-54	UD/Minor Surge
76-80	62-69	53-55	55-57	AB/Minor Surge
-	70-74	-	58	FL/Minor Surge
81-85	75-79	56	59-61	AM/Major Surge
86	80-81	-	62	AS/Major Surge
87	82-84	57	63-65	M/Major Surge
88	85-89	58	66	UD/Major Surge
89-90	90-91	-	67	AB/Major Surge
-	92-96	-	68	FL/Major Surge
91-92	97	59-68	69-73	AM/Minor Lull
93	-	69-73	74-76	AS/Minor Lull
94	-	74-78	77-79	M/Minor Lull
-	-	79-80	80-82	UD/Minor Lull

⌂ A	⌂ B	⌂ C	⌂ D	Outcome
95	-	81-85	83-85	AB/Minor Lull
-	98-99	-	86-87	FL/Minor Lull
96-97	-	86-90	88-90	AM/Major Lull
98	-	91-93	91-92	AS/Major Lull
99	-	94-96	93-95	M/Major Lull
-	-	97	96-97	UD/Major Lull
00	-	98-00	98-99	AB/Major Lull
-	00	-	00	FL/Major Lull

FlexTable 7: Brute Role; Fresh Stance: Targeting

⌂ A	⌂ B	⌂ C	⌂ D	Outcome
01-23	01-06	01-16	01-06	Frontline
24-28	07-11	17-26	07-21	Rearguard
29-60	12-19	27-41	22-26	Closest
61-65	20-22	42-56	27-76	Farthest
66-80	23-37	57-71	77-91	Strongest
81-90	38-72	72-74	92-93	Weakest
91-95	73-97	75-87	94-95	Ranged Enemy
96-00	98-00	88-00	96-00	Melee Enemy

Contexts

- **Use Context A:**
  By **default**, if the creature and its allies represent a comparable challenge to that of the party, or if no other Context described applies to the circumstances.

- **Use Context B:**

If the creature and its allies represent a low level of threat to the party; i.e., the **creature is outmatched**.

- **Use Context C:**
  If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.

- **Use Context D:**
  If you wish to decrease the difficulty that the creature and its allies represent to the party; that is, you wish a **reduced challenge** scenario.

FlexTable 8: Soldier Role; Fresh Stance: Action

A	B	C	D	Outcome
1-41	1-21	1-31	1-21	Attack Main
42-61	22-26	32-46	22-26	Attack Secondary
62-64	27-34	47	27-29	Maneuver
65-66	35-39	-	30-31	Use / Defend
67-71	40-41	48-62	32-36	Ability
-	42-51	-	37	Flee
72-79	52-59	63-72	38-40	AM/Minor Surge
80	60	73-77	41-42	AS/Minor Surge
81	61	-	43	M/Minor Surge
82	62	-	44	UD/Minor Surge
83	63	78-80	45	AB/Minor Surge
-	64-68	-	46	FL/Minor Surge
84-86	69	81-85	47	AM/Major Surge
87	70	86-88	48	AS/Major Surge
88	71	-	49	M/Major Surge
89	72	-	50	UD/Major Surge
90	73	89-90	51	AB/Major Surge
-	74-76	-	52	FL/Major Surge
91	77	91	53-57	AM/Minor Lull
92	78	92	58-62	AS/Minor Lull
93	79	93	63-67	M/Minor Lull
-	-	-	68-75	UD/Minor Lull
94	80	94	76-80	AB/Minor Lull
95	81-90	95	81-85	FL/Minor Lull
96	91	96	86-88	AM/Major Lull
97	92	97	89-90	AS/Major Lull
98	93	98	91-93	M/Major Lull
99	94	99	94-96	UD/Major Lull
100	95	100	97-98	AB/Major Lull
-	96-00	-	99-00	FL/Major Lull

FlexTable 9: Soldier Role; Fresh Stance: Targeting

A	B	C	D	Outcome
1-41	1-41	1-21	1-40	Frontline
-	-	-	-	Rearguard
42-76	42-76	22-51	-	Closest
-	-	-	-	Farthest
77-86	77-86	52-86	41-80	Strongest
87-88	87-88	87-88	-	Weakest
89-90	89-90	89-90	-	Ranged Enemy
91-00	91-00	91-00	81-00	Melee Enemy

FlexAI Rules

Artillery / Fresh

Contexts

- ⌂ **Use Context A:**
  By **default**, if the creature and its allies represent a comparable challenge to that of the party, or if no other Context described applies to the circumstances.

- ⌂ **Use Context B:**

If the creature and its allies represent a low level of threat to the party; i.e., the **creature is outmatched**.

- ⌂ **Use Context C:**
  If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.

- ⌂ **Use Context D:**
  If you wish to decrease the difficulty that the creature and its allies represent to the party; that is, you wish a **reduced challenge** scenario.

FlexTable 10: *Artillery Role; Fresh Stance: Action*

⌂A	⌂B	⌂C	⌂D	Outcome
1-16	1-16	1-21	1-16	Attack Main
17-31	17-31	22-41	17-31	Attack Secondary
32-41	32-39	42-44	32-46	Maneuver
42	40-44	-	47-56	Use / Defend
43-50	45-46	45-54	57-59	Ability
51-55	47-54	-	60-64	Flee
56-63	55-59	55-69	65-66	AM/Minor Surge
64-68	60-61	70-77	67	AS/Minor Surge
69-71	62-64	78	68-70	M/Minor Surge
72-73	65-66	-	71-72	UD/Minor Surge
74-78	67-71	79-86	73-75	AB/Minor Surge
-	72-74	-	76	FL/Minor Surge
79-83	75-79	87-89	77-78	AM/Major Surge
84-87	80-83	90-91	79	AS/Major Surge
88	84	92	80	M/Major Surge
89	85	-	81	UD/Major Surge
90	86	93-95	82	AB/Major Surge
-	87-88	96-98	83	FL/Major Surge
91-92	89	99	84-88	AM/Minor Lull
93	90	100	89	AS/Minor Lull
94	91	-	90	M/Minor Lull
-	-	-	91	UD/Minor Lull

⌂A	⌂B	⌂C	⌂D	Outcome
95	92	-	92	AB/Minor Lull
-	93-95	-	93	FL/Minor Lull
96-97	96	-	94-95	AM/Major Lull
98	97	-	96	AS/Major Lull
99	98	-	97	M/Major Lull
-	-	-	98	UD/Major Lull
100	99	-	99	AB/Major Lull
-	100	-	100	FL/Major Lull

FlexTable 11: *Artillery Role; Fresh Stance: Targeting*

⌂A	⌂B	⌂C	⌂D	Outcome
1-6	1	1-6	1-16	Frontline
7-26	3-22	7-21	17-31	Rearguard
27-31	23-24	22-26	32-33	Closest
32-51	25-44	27-36	34-53	Farthest
52-71	45-54	37-71	54-93	Strongest
72-83	55-79	72-83	-	Weakest
84-98	80-99	84-98	94-98	Ranged Enemy
99-00	100	99-00	99-00	Melee Enemy

Contexts

- ⌂ **Use Context A:**
  By **default**, if the creature and its allies represent a comparable challenge to that of the party, or if no other Context described applies to the circumstances.

- ⌂ **Use Context B:**

If the creature and its allies represent a low level of threat to the party; i.e., the **creature is outmatched**.

- ⌂ **Use Context C:**
  If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.

- ⌂ **Use Context D:**
  If you wish to decrease the difficulty that the creature and its allies represent to the party; that is, you wish a **reduced challenge** scenario.

FlexTable 12: Skirmisher Role; Fresh Stance: Action

⌂ A	⌂ B	⌂ C	⌂ D		Outcome
1-6	1-6	1-11	1-9		Attack Main
7-16	7-11	12-26	10-16		Attack Secondary
17-36	12-36	27-36	17-27		Maneuver
37-38	37-41	37	28-29		Use / Defend
39-53	42-56	38-54	30-34		Ability
54-55	57-61	-	35-39		Flee
56-63	62-65	55-64	40-44		AM/Minor Surge
64-65	66	65-69	45		AS/Minor Surge
66-70	67-71	70-71	46-48		M/Minor Surge
71	72	72	49		UD/Minor Surge
72-76	73-74	73-77	50		AB/Minor Surge
-	75-76	-	51		FL/Minor Surge
77-81	77-78	78-84	-		AM/Major Surge
82	79	85-87	-		AS/Major Surge
83-85	80-81	88	-		M/Major Surge
86	82	89	-		UD/Major Surge
87	83	90-94	-		AB/Major Surge
88	84-86	-	-		FL/Major Surge
89-90	87-88	95-96	52-59		AM/Minor Lull
91	89	97	60-64		AS/Minor Lull
-	-	-	65-72		M/Minor Lull
92	90	-	73-75		UD/Minor Lull
93	91	-	76-78		AB/Minor Lull
94	92-94	-	79-81		FL/Minor Lull
95-96	95-96	98	82-86		AM/Major Lull
97	97	99	87-89		AS/Major Lull
-	-	-	90-94		M/Major Lull
98	-	-	95-96		UD/Major Lull
99	98	100	97-98		AB/Major Lull
100	99-00	-	99-00		FL/Major Lull

FlexTable 13: Skirmisher Role; Fresh Stance: Targeting

⌂ A	⌂ B	⌂ C	⌂ D		Outcome
1-3	1	1-3	1-16		Frontline
4-23	3-24	4-33	17-36		Rearguard
24-33	25-32	34-38	37-46		Closest
34-58	33-52	39-43	47-61		Farthest
59-83	53-67	44-78	62-91		Strongest
84-98	68-97	79-98	92-93		Weakest
99	98-99	99	94-95		Ranged Enemy
100	100	100	96-00		Melee Enemy

Lurker / Fresh

Contexts

- 🏠 **Use Context A:**
  By **default**, if the creature and its allies represent a comparable challenge to that of the party, or if no other Context described applies to the circumstances.

- 🏠 **Use Context B:**

If the creature and its allies represent a low level of threat to the party; i.e., the **creature is outmatched**.

- 🏠 **Use Context C:**
  If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.

- 🏠 **Use Context D:**
  If you wish to decrease the difficulty that the creature and its allies represent to the party; that is, you wish a **reduced challenge** scenario.

FlexTable 14: Lurker Role; Fresh Stance: Action

🏠 A	🏠 B	🏠 C	🏠 D	Outcome
1-9	1-6	1-11	1-6	Attack Main
10-13	7-8	12-16	7-9	Attack Secondary
14-18	9-13	17-19	10-14	Maneuver
19-30	14-33	20-24	15-24	Use / Defend
31-50	34-48	25-49	25-36	Ability
51-52	49-53	-	37-41	Flee
53-55	54-55	50-56	42-43	AM/Minor Surge
56-57	56	57-61	44	AS/Minor Surge
58-60	57-58	62-64	45-46	M/Minor Surge
61-65	59-66	65-67	47-51	UD/Minor Surge
66-73	67-69	68-77	52-54	AB/Minor Surge
74	70-72	-	55-59	FL/Minor Surge
75-76	73	78-82	60	AM/Major Surge
77	74	83-84	61	AS/Major Surge
78-79	75	85-86	62	M/Major Surge
80-82	76-77	87-88	63-65	UD/Major Surge
83-87	78-79	89-96	66-67	AB/Major Surge
88	80-82	-	68-72	FL/Major Surge
89-90	83-84	97	73-74	AM/Minor Lull
91	85	98	75	AS/Minor Lull
92	86	99	76	M/Minor Lull
-	-	-	77-81	UD/Minor Lull

🏠 A	🏠 B	🏠 C	🏠 D	Outcome
93	87	100	82	AB/Minor Lull
94	88-92	-	83-87	FL/Minor Lull
95-96	93-94	-	88-89	AM/Major Lull
97	95	-	90	AS/Major Lull
98	96	-	91	M/Major Lull
-	-	-	92-94	UD/Major Lull
99	97	-	95	AB/Major Lull
100	98-00	-	96-00	FL/Major Lull

FlexTable 15: Lurker Role; Fresh Stance: Targeting

🏠 A	🏠 B	🏠 C	🏠 D	Outcome
1-31	1-31	1-41	1-21	Frontline
32-40	32-42	42-46	22-23	Rearguard
41-90	43-82	47-76	24-73	Closest
91-92	83-84	77-78	74-75	Farthest
93-94	85-86	79-94	76-94	Strongest
95-96	87-96	95-96	95-96	Weakest
97-98	97-98	97-98	97-98	Ranged Enemy
99-00	99-00	99-00	99-00	Melee Enemy

Contexts

- 🏠 **Use Context A:**
  By **default**, if the creature and its allies represent a comparable challenge to that of the party, or if no other Context described applies to the circumstances.

- 🏠 **Use Context B:**

If the creature and its allies represent a low level of threat to the party; i.e., the **creature is outmatched**.

- 🏠 **Use Context C:**
  If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.

- 🏠 **Use Context D:**
  If you wish to decrease the difficulty that the creature and its allies represent to the party; that is, you wish a **reduced challenge** scenario.

FlexTable 16: Controller Role; Fresh Stance: Action

🏠 A	🏠 B	🏠 C	🏠 D	Outcome
1-9	1-6	1-11	1-6	Attack Main
10-17	7-11	12-21	7-11	Attack Secondary
18-19	12-14	22	12-16	Maneuver
20-21	15-19	23	17-21	Use / Defend
22-51	20-49	24-49	22-41	Ability
-	50-52	-	42-46	Flee
52-56	53-57	50-57	47-48	AM/Minor Surge
57-61	58-62	58-65	49-50	AS/Minor Surge
62	63	66	51	M/Minor Surge
63	64	67	52	UD/Minor Surge
64-68	65-74	68-77	53-54	AB/Minor Surge
-	75-76	-	55-56	FL/Minor Surge
69-71	77	78-80	57-59	AM/Major Surge
72-74	78	81-83	60-62	AS/Major Surge
75	79	84	63	M/Major Surge
76	80	85	64	UD/Major Surge
77-79	81-83	86-90	65	AB/Major Surge
-	84	-	66	FL/Major Surge
80-82	85	91	67-71	AM/Minor Lull
83-85	86	92	72-76	AS/Minor Lull
86	87	-	77-81	M/Minor Lull
87	88	-	82-85	UD/Minor Lull
88-92	89-91	93-95	86-90	AB/Minor Lull
-	92-94	-	91-93	FL/Minor Lull
93-94	95	96	94-95	AM/Major Lull
95-96	96	97	96	AS/Major Lull
97	97	98	97	M/Major Lull
98	98	99	98	UD/Major Lull
99-00	99	100	99	AB/Major Lull
-	100	-	100	FL/Major Lull

FlexTable 17: Controller Role; Fresh Stance: Targeting

🏠 A	🏠 B	🏠 C	🏠 D	Outcome
1-16	1-11	1-11	1-26	Frontline
17-31	12-21	12-21	27-36	Rearguard
32-46	22-31	22-41	37-46	Closest
47-61	32-41	42-51	47-71	Farthest
62-76	42-51	52-81	72-96	Strongest
77-91	52-91	82-91	97	Weakest
92-95	92-95	92-95	98	Ranged Enemy
96-00	96-00	96-00	99-00	Melee Enemy

Leader / Fresh

Contexts

- 🏠 **Use Context A:**
  By **default**, if the creature and its allies represent a comparable challenge to that of the party, or if no other Context described applies to the circumstances.

- 🏠 **Use Context B:**

If the creature and its allies represent a low level of threat to the party; i.e., the **creature is outmatched**.

- 🏠 **Use Context C:**
  If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.

- 🏠 **Use Context D:**
  If you wish to decrease the difficulty that the creature and its allies represent to the party; that is, you wish a **reduced challenge** scenario.

FlexTable 18: Leader Role; Fresh Stance: Action

🏠A	🏠B	🏠C	🏠D		Outcome
1-11	1-9	1-11	1-6	❌	Attack Main
12-21	10-17	12-21	7-11	◎	Attack Secondary
22-26	18-22	22-26	12-16	⤢	Maneuver
27-31	23-30	27-31	17-21	⚗	Use / Defend
32-44	31-40	32-44	22-26	⚡	Ability
-	41-43	-	27-29	🏃	Flee
45-57	44-51	45-59	30-34	❌➕	AM/Minor Surge
58-62	52-54	60-65	35-37	◎➕	AS/Minor Surge
63-64	55-56	66-67	38-39	⤢➕	M/Minor Surge
65-66	57-58	68-69	40-44	⚗➕	UD/Minor Surge
67-71	59-61	70-74	45-47	⚡➕	AB/Minor Surge
-	62-64	-	48-55	🏃➕	FL/Minor Surge
72-79	65-69	75-84	56-60	❌➕	AM/Major Surge
80-82	70-71	85-92	61-62	◎➕	AS/Major Surge
83	72	93-94	63	⤢➕	M/Major Surge
84	73-75	95	64-66	⚗➕	UD/Major Surge
85-87	76-78	96-00	67-69	⚡➕	AB/Major Surge
-	79-80	-	70-74	🏃➕	FL/Major Surge
88-90	81-83	-	75-77	❌➖	AM/Minor Lull
91	84	-	78	◎➖	AS/Minor Lull
92	85	-	79	⤢➖	M/Minor Lull
93	86-87	-	80-84	⚗➖	UD/Minor Lull

🏠A	🏠B	🏠C	🏠D		Outcome
94	88	-	85	⚡➖	AB/Minor Lull
-	89-91	-	86-90	🏃➖	FL/Minor Lull
95-96	92-93	-	91-92	❌➖	AM/Major Lull
97	94	-	93	◎➖	AS/Major Lull
98	95	-	94	⤢➖	M/Major Lull
99	96-97	-	95-97	⚗➖	UD/Major Lull
100	98	-	98	⚡➖	AB/Major Lull
-	99-00	-	99-00	🏃➖	FL/Major Lull

FlexTable 19: Leader Role; Fresh Stance: Targeting

🏠A	🏠B	🏠C	🏠D		Outcome
1-16	1-6	1-16	1-21		Frontline
17-26	7-11	17-21	22-24		Rearguard
27-41	12-41	22-46	25-39		Closest
42-46	42-46	47-51	40-64		Farthest
47-76	47-56	52-86	65-94		Strongest
77-96	57-96	87-96	95-96		Weakest
97-98	97-98	97-98	97-98		Ranged Enemy
99-00	99-00	99-00	99-00		Melee Enemy

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