

Chaotic Shiny's Monster Contest Entries

Contents

Barbarasu	2
Sewerking	6
Grim Reptiles	7
Kraujin	9
Noksae	10
Queza	11
Ractol	12
Rorsa Bat	15
Spawn of Beldabur ...	16
Uzem	17

<http://chaoticshiny.com>
http://chaoticshiny.com/monstercontest_collection.pdf

Babarasu by Ronny, ModularGameworld.com

This tiny hybrid beast lives in places touched by dark powers. It attacks with spikes and acid. It fears certain sounds.

Birthered from the unnatural energies of the Shadowfell touching mortal beasts, the babarasu are tiny shadow-like beasts that attack with barbed spines and acidic vomit. They inhabit areas tainted by the Shadowfell, feeding on any living matter. It is theorized that babarasu digest the very life essence of the creatures they kill.

Babarasu are social beasts, living in a large colony structure dominated by a queen. The colony is kept underground, with tunnels leading to the colony well tended to by drones.

Several varieties of babarasu exist, each serving a different job within the colony. Babarasu gatherers hunt in pack and bring food back to feed the colony. Drones keep the tunnels within the nest well tended to, as well as attending to the needs of the queen and gatherers. Bulls are breeders who travel long distances between nests. Several drones and gatherers are found around a bull at all times, protecting these propagators of the species.

Babarasu are midnight black in color except for the purple acid that drips from their jaws. Their body is covered with glossy spines which they use primarily for defense, preferring to use acid for attacking their prey.

Babarasu Gatherer Tactics

Babarasu Gatherers hunt in groups of 6 to 8. Once they find their prey the gatherers silently surround them before attacking. They spread their attacks out to get ongoing damage on all their opponents before focusing on a single target. They generally single out the smallest opponent as their first target. They use their mobility to keep enemies from closing into melee range. When an enemy gets a melee attack off the gatherer burrows under the ground, waiting for it's brethren to drive the attacker away before resurfacing to continue the assault. Whenever a loud noise (such as an explosion or thunder attack is used) is heard all babarasu gatherers immediately burrow, emerging 1d4 rounds later. A bloodied gatherer will immediately lets lose it's quilled strike before burrowing, waiting until the battle ends to resurface.

Babarasu Gatherer Level 7 Artillery Tiny Shadow Magical Beast XP 300

Initiative +7 **Senses** Perception +6; tremorsense
Barbed Spines aura 1; adjacent creatures who attack the babarasu with melee attacks take 5 damage with each strike.
HP 64; **Bloodied** 32
AC 19; **Fortitude** 19; **Reflex** 20; **Will** 18
Resist 5 necrotic; **Vulnerable** 5 radiant
Speed 7

⚡ **Corrosive Barrage** (standard; at-will) ✦ **Acid**
Ranged 10; +12 vs. Reflex; 1d8+5 damage, and ongoing 5 acid damage (save ends).

✦ **Quilled Strike** (standard; encounter)
Ranged 10; +12 vs. AC; 4d8+5 damage; only used when first bloodied.

Burrow (standard; at-will)

The babarasu burrows under the surface of the ground, giving it superior cover while being unable to use it's Corrosive Barrage. An adjacent enemy can spend a standard action to dig up the Babarasu, this action counts as a melee attack and is affected by Barbed Spines.

Alignment Unaligned **Languages** -
Str 15 (+5) **Dex** 19 (+7) **Wis** 14 (+5)
Con 19 (+7) **Int** 4 (+0) **Cha** 16 (+6)

Babarasu Bull Tactics

A bull travels between nests with a small retinue of babarasu. When a bull senses an enemy he immediately charge in with skewering charge. The bull focuses single-mindedly on it's original target until it is dead, then moves on to the next. His drones and gatherers focus on any other enemies, distracting them from focusing fire on the bull. Unlike when fighting gatherer's singly, babarasu gatherer's traveling with bulls do not burrow when they become bloodied. All babarasu with the bull will give their lives to keep it alive.

If the enemies make a loud noise (such as an explosion or a thunder attack) as all the other babarasu hide the bull enrages, attacking the source of the sound exclusively. If the source of the sound is not readily apparent he will attack the nearest enemy.

Babarasu Bull Level 8 Elite Brute Small Shadow Magical Beast XP 700

Initiative +7 **Senses** Perception +5; tremorsense
Barbed Spines aura 1; adjacent creatures who attack the babarasu with melee attacks take 5 damage with each strike.
HP 220; **Bloodied** 110
AC 22; **Fortitude** 23; **Reflex** 22; **Will** 19
Resist 5 necrotic; **Vulnerable** 5 radiant
Speed 6
Action Points 1

⚔ **Barbed Strike** (standard; at-will)
+11 vs. AC; 2d8+5 damage.

⚔ **Skewering Charge** (standard; at-will)
The babarasu bull makes a charging attack: +11 vs. AC; 2d6+5 damage, and the target is weakened (save ends).

⬅ **Spine Volley** (standard; used when first bloodied; encounter)
Close burst 3; all enemies take 3d10+5 damage.

Enrage (immediate reaction; recharge ☒ ☒)

Whenever a loud noise (such as an explosion or a thunder attack) occurs the babarasu bull enrages, gaining a +2 to hit until the end of his next turn and making a Skewering Charge on the source of the attack as a free action. If there is no apparent source he will charge the first visible enemy.

Alignment Unaligned **Languages** -
Str 20 (+9) **Dex** 17 (+7) **Wis** 13 (+5)
Con 20 (+9) **Int** 6 (+2) **Cha** 14 (+6)

Babarasu Drone Level 7 Minion Tiny Shadow Magical Beast XP 75

Initiative +7 **Senses** Perception +2; tremorsense
Barbed Spines aura 1; adjacent creatures who attack the babarasu with melee attacks take 5 damage with each strike.
HP 1; missed attack never damages a minion.
AC 21; **Fortitude** 19; **Reflex** 20; **Will** 15
Resist 5 necrotic; **Vulnerable** 5 radiant
Speed 7, burrow 7

☹ **Corrosive Barrage** (standard; at-will)
Reach 10; +11 vs. Reflex; 6 damage, and ongoing 5 acid damage (save ends).

Save the Queen (free, special; encounter)
This is used when the drone first becomes bloodied or when the queen first becomes bloodied if she is within 10 squares. The drone gains +10 to damage and her defenses are reduced by 5 until the end of the encounter.

Earthen Burst (standard; at-will)
The Babarasu Drone moves up to its burrow speed just below the surface of the ground, avoiding attacks of opportunity as it passes underneath other creature's squares. As it burrows beneath the space of its target, the drone makes an attack against the creature: +11 vs. Reflex; on a hit the target takes 10 damage.

Alignment Unaligned **Languages** -
Str 10 (+3) **Dex** 19 (+7) **Wis** 8 (+2)
Con 16 (+6) **Int** 4 (+0) **Cha** 8 (+2)

Nest Tactics

When an intruder attacks the nest all drones converge on the queen, while gatherers within the nest hold off the intruders using hit and run tactics. If the intruders reach the queen's chamber they will immediately be assaulted by drones. Every a drone should be using earthen burst on each intruder, while the others use corrosive barrage. The queen will also use corrosive barrage until surrounded, when she will let off an acidic spray.

When the queen becomes bloodied she will let off a noxious blast, and all the drones will activate Save the Queen, becoming nigh suicidal in their protection of her.

When babarasu begin to die the queen will start to spawn on every turn she is able, using her action point to continue attacking with acidic spray while she spawns.

Encounter Groups

Babarasu gatherers are usually part of a hunting group while outside of the colony, while bulls travel with several drones and gatherers. Inside of a colony encounters of any type could occur.

Level 8 Encounter (XP 1800)

◆ 6 babarasu gatherers (level 7 artillery)

Level 8 Encounter (XP 1740)

◆ 1 babarasu bull (level 8 elite brute)
◆ 2 babarasu gatherers (level 7 artillery)
◆ 5 babarasu drones (level 7 minion)

Level 11 Encounter (XP 2980)

◆ 1 babarasu queen (level 11 elite controller)
◆ 3 babarasu gatherer (level 7 artillery)
◆ 10 babarasu drones (level 7 minion)

Babarasu Lore

A character knows the following information with a successful Nature check.

Nature DC 15: Shadow-like nocturnal beasts born from the Shadowfell, babarasu often attack in lone travelers at night. They live in large underground colonies, with variations of the species forming different castes within the colony. The only effective defense to drive away babarasu are

Babarasu Queen Level 11 Elite Controller (leader) Medium Shadow Magical Beast XP 1200

Initiative +3 **Senses** Perception +7; tremorsense
Queen's Fury aura 10; all babarasu within 10 squares gain a +2 to hit any enemy who has attacked the queen this turn.
HP 234; **Bloodied** 117
AC 27; **Fortitude** 27; **Reflex** 22; **Will** 25
Resist 5 all
Speed 4
Action Points 1

⊕ **Corrosive Barrage** (standard; at-will)
Ranged 10; +15 vs. Reflex; 2d6+5 damage, and ongoing 5 acid damage (save ends).

← **Acidic Spray** (standard; recharge ☐☐☐)
Close burst 3; all enemies take 4d10+5 damage.

← **Noxious Blast** (free, when first bloodied; encounter)
Close burst 10; +15 vs. Fortitude; All enemies become dazed until the end of the queen's next turn. All babarasu may shift 3 towards the queen.

Spawn Babarasu (standard; recharge ☐☐☐☐☐)

The queen spawns additional babarasu to fight for her. Roll a die, if it lands on 1-3 she spawns a drone, 4-5 spawns a gatherer, 6 spawns a bull. The newly born babarasu is weakened until the end of its first round of combat.

Alignment Unaligned **Languages** -
Str 18 (+8) **Dex** 8 (+3) **Wis** 17 (+7)
Con 21 (+9) **Int** 17 (+7) **Cha** 11 (+4)

loud noises. This is most effective on the smaller varieties, but seems to enrage the larger ones. Babarasu can regrow used spines after only a few minutes rest.

Nature DC 20: Babarasu gatherer find food for the other castes. They range up to several miles from the colony looking for food, hunting in small groups. They attack from a distance with spines and acid. They hide whenever enemies get too close, being frail to concentrated attacks. Babarasu gatherers are incapable of true tunneling, eschewing a drone's shovel-like claws for faster movement.

Nature DC 25: Babarasu bulls travel vast distances between nests to breed. They travel exclusively at night. These miniature behemoths have unnatural strength. Instead of spewing acid, the bull's two forward facing spines are coated in a potent poison, weakening their prey when skewered by them.

Nature DC 30: The queen is kept deep within the colony, giving birth to all the other castes. The babarasu queen, unlike other babarasu, have no spines and are instead protected with thick layers of fat, oily hide, and her babarasu drone attendants. When in danger she can spawn at an incredible rate, creating more defenders for the nest. When not protecting the queen, babarasu drones burrow out the nest and tend to the needs of the gatherers.

Nature DC 35: Once the area the hive is in has been stripped of all nutrients, the colony swarms. During a swarm the queen gives birth at an incredible pace, sending out thousands of babarasu traveling in every direction to find a new nesting location.

Sewerking by utherseth73

This large, infernal, scaled creature lairs in city sewers. It tracks its prey, which includes small creatures, other monsters of the same type, and mundane beasts. It attacks with spines and cold. It fears bright light. They live in packs of 2-6.

"The rat population in urban cities are so great that they have no where to go and they actually grow—they fuse together."

"What!?"

"They can't separate – it's called a ratking."

"That is the most terrifying thing I've ever heard!"

"It's true!"

"Have you ever heard of an alligatorking?"

*- Scott, Tycho and Gabe, D&D Podcast
5/30/2008*

Felldarkbad Alligatorking Tactics

A felldarkbad alligatorking is a swirling mass of gnashing teeth and spiny scales. It will use its felldark spines any time it has two or more targets in range or if bloodied, anytime the felldark spines have recharged. It will use an action point to use both the felldark spines and deathroll frenzy attacks in the same round. The felldarkbad alligatorking fears bright light, and if not grabbing a target, it will maneuver to attack a target holding a light source.

Felldarkbad Alligator Lore

A character knows the following information with a successful skill check.

Nature DC 15: The felldark alligatorking is actually several individual alligators that have been unnaturally fused together at the tail.

Arcana DC 25: It is said that the felldark alligatorkings originated in the deep sewers of New Hamp-shire by arcane enemies of the New Hamp-shire Darkmagics as a way to thwart the long line of wizards' awesomeness.

Felldarkbad Alligatorking Level 5 Solo Soldier Huge aberrant beast (reptile, swarm) XP 1,000

Initiative +5 **Senses** Perception +8; all-around vision, low-light vision

HP 264; **Bloodied** 132

AC 21; **Fortitude** 18, **Reflex** 14, **Will** 14

Vulnerable 5 against close and area attacks

Speed 4; swim 6

Action Points 2

⊕ **Bite** (minor; at-will)

+12 vs. AC; 1d10+4 damage, and the target is grabbed (until escape). The felldarkbad alligatorking can use deathroll frenzy on grabbed targets.

† **Deathroll Frenzy** (standard; at-will)

If a Felldarkbad Alligatorking begins its turn with one or more target(s) grabbed in its jaws, it may make a Deathroll Frenzy attack against each grabbed target; +12 vs. AC; 3d6+4 damage. Miss: Half Damage.

← **Felldark Spines** (standard; recharge ☒ ☒) → **Cold**

Close burst 3; +10 vs. Reflex; 3d6+4, all targets who take damage from the felldark spines are knocked prone.

Alignment Unaligned **Languages** -

Str 20 (+7) **Dex** 12 (+3) **Wis** 12 (+3)

Con 18 (+6) **Int** 2 (-2) **Cha** 7 (---)

GRIM REPTILES

Original Generator Text: *This tiny reptilian creature lairs in deep forests. It attacks with fangs, obscuring fog and scorching gas. They live in mobs of 3-23.*

Description:

Grim reptiles come in two types: raptors and dragons. Grim raptors are the pets of ractols, kept around as hunting dogs and pest control. They also serve as attack dogs against intruders into the ractols' land. They were magically enhanced upon creation with a power that emits a thin mist from their bodies while running, obscuring their exact location.

Grim dragons are the border patrol. Placed in lairs in random locations on the border, grim dragons guard the ractol homeland without even knowing it. They think that they're just protecting their lairs and homes. Unlike most other dragons, grim dragons don't get very big, only up to large. They also live in a family organization, where every generation shares the same home. The breath weapon of the grim dragon is a gas that burns and eats its way through anything. The ractol shamans created a charm on the dragons that prevents them from attacking a ractol.

GRIM RAPTOR



GRIM DRAGON



Grim Raptor		Level 10 Lurker	
Small magical reptile		XP 500	
Initiative +14		Senses Perception +9; low-light; scent	
HP 84; Bloodied 42			
AC 24; Fortitude 23, Reflex 23, Will 21			
Speed 7			
⬇️ Fangs (standard; at-will)			
+15 vs AC; 2d6 + 5 damage			
Leap over an enemy (move; at-will)			
The raptor shifts to any other square adjacent to the target			
Combat Advantage			
Grim raptors deal an extra 1d8 damage against targets they combat advantage against			
Creature of the Mists			
If the raptor moves at least 3 squares on its turn, it gains concealment until the end of its next turn			
Alignment Lawful N		Languages -	
Skills Stealth +15			
Str 15(+7)	Dex 21(+10)	Wis 18(+9)	
Con 18(+9)	Int 6(+3)	Cha 11(+5)	

Grim Dragon		Level 17 Skirmisher	
Large magical reptile (dragon)		XP 1600	
Initiative +17		Senses Perception +13; low-light	
HP 165; Bloodied 82			
AC 31; Fortitude 29, Reflex 30, Will 28			
Speed 6; fly 8;			
⬇️ Claws (standard; at-will)			
+22 vs AC; 2d8 + 7 damage			
⬇️ Trample (standard; recharge [ii])			
+22 vs AC; 3d8 + 2 damage and target is knocked prone			
⬅️ Burning Acid Breath (standard; recharge [ii])*Fire, Acid			
Close Blast 3; +20 vs Ref; 2d6 + 7 acid and fire damage and ongoing 5 fire and acid damage. Also, until the end of the dragon's next turn, the blast zone deals 5 fire and acid damage to creatures who end their turn in it.			
⬇️ Tail Slap (immediate reaction; at-will)			
When attacked by an enemy with flanking combat advantage against the dragon; +18 vs AC; 1d10 + 7 damage			
Alignment Unaligned		Languages -	
Str 15(+10)	Dex 24(+15)	Wis 21(+13)	
Con 21(+13)	Int 13(+9)	Cha 14(+10)	

GRIM RAPTOR TACTICS

Grim raptors get up close, but they never stop moving. Usually teaming up with a ractol master or another grim raptor, they constantly *leap over an enemy* to get better positions for flanking. They also move from target to target to gain concealment when the raptors feel especially threatened.

GRIM REPTILE LORE

A character knows the following information with a successful Religion or Nature check.

DC 20: If there is a Grim raptor around, there is probably a ractol around. If there is a grim dragon around, there is likely ractol territory behind it.

DC 25: Grim reptiles are extremely mobile and intelligent enough to use it to their advantage.

DC 30: Grim raptors can become obscured behind a fog that emanates from them when moving. Grim dragons breath an extremely destructive burning acid.

GRIM DRAGON TACTICS

Grim dragons just sit and do damage. They use *burning acid breath* whenever they can. They use *tail slap* whenever an enemy has a flank on them. They also try to trample often to control the battlefield a little better.

Kraujin by Swordgleam

Resembling stunted, wingless dragons, kraujin lair in desert caves, emerging just before dawn to bury themselves under the sand in preparation for the next day's hunt. They live in large family groups, but kraujin from rival families will attack one another as readily as they will attack anything else that passes by – so long as it's not stronger than they are. Their scaly coats range in color from pale tan to deep midnight blue, and patterns of scales in contrasting colors can give a clue as to the kraujin's family, for those who know how to read them.

Kraujin are as curious as they are vicious, collecting magical texts from any intelligent creatures they manage to kill, and digging up old desert ruins in search of new lore. The scrolls and lore are shared among the family, who debate about them and build upon them, creating new spells and variations on rituals. Most of these are completely impractical, as the kraujin are quite content to rely on their natural strengths to hunt. They consider magic to be a form of entertainment, rather than a weapon.

This tendency to hoard arcane texts has caused some adventurers to seek kraujin lairs out, often to their peril: kraujin lairs are infused with a permanent haze of poisonous fumes. Those few artifacts that are retrieved from such lairs are often dangerously toxic even long after being removed.

Kraujin Veilcaster Level 9 Lurker Small natural magical beast (dragon) XP 400

Initiative +4 **Senses** Perception +18
Incapacitating Fumes (poison) aura 1; the kraujin is constantly surrounded by poisonous fumes. Enemies in the aura suffer 5 poison damage per round and take a -2 penalty to all saves.

HP 65; **Bloodied** 32

AC 23; **Fortitude** 21, **Reflex** 25, **Will** 24

Resist 5 fire, 10 poison; **Vulnerable** 10 psychic

Speed 8

 **Strangling Choke** (standard; at-will)

+14 vs. AC; 1d8 + 5 damage, and the target is grabbed (until escape).

 **Venomous Hiss** (standard; at-will)  **Poison**

+12 vs. Fort, 2d6+5 poison damage

 **Desert's Call** (standard; recharge                           

Noksae By Adrian Coles

Noksae appear to most to be a feral cross between a saber toothed tiger and a were-tiger. Its colorings however tend to be mixes of browns. They rub themselves against mossy embankments and trees to get an additional camouflage, and then lie in wait ready to pounce in undergrowth.

Usually found in woodland regions, Noksae are generally solitary creatures that have a deep hatred of magic. Noksae, (plural still Noksae,) have been known to band together to destroy magical monuments and buildings. When this occurs, there are usually no survivors.

Highly intelligent creatures, Noksae can speak a very feral and guttural version of common and can be dealt with without bloodshed or violence, but these scenarios are very rare.

Some say that the Noksae deliberately hunt adventurers as they know they usually carry magical items.

Noksae Tactics

A Noksae will usually lie in wait and attack the middle of a group if possible to cause disarray and fear upon its opponents. It will always attack those with the most powerful magic on show. This will only be weapons etc, unless a magic user casts any form of spell. In this case the Noksae will attack the magic user as a priority. If anyone has any spell like affect upon them, the Noksae will see them as a magic user and make no distinction. As per Noksae Lore below, they can be reasoned with, but only if not hungry and if it cannot see any magic users at the time.

Noksae Lore

A character knows the following information about Noksae with a successful Nature check.

DC 15: Noksae have a deep hatred of magic and as such will be drawn to attack those wielding magical weapons or those using magic, even to its detriment. Noksae have been known to charge past a dozen dangerous foes to attack an opponent at the back who has a magical dagger on their belt.

DC 20: Due to their deep hatred of magic, they will give chase to destroy those wielding magical weapons or magic users.

DC 25: Noksae can be reasoned with. Upon a successful Diplomacy check where the Noksae is convinced its opponents will go and destroy their magical items. (Will not work if there are magic users in the party who have used magic in the Noksae's presence). DC for Diplomacy check is up to the DM as it depends on how hungry the Noksae is and whether it has been injured.

Noksae Medium furred beast	Level 10 Brute XP 2500
Initiative +9 Senses Perception +#; other senses Aura of Fear (Fear) aura 5; Opponents take a -2 penalty to all attack rolls against the Noksae. HP 436; Bloodied 218 AC 22; Fortitude 23, Reflex 22, Will 22 Immune disease, poison, fear; Saving Throws +# Speed 6;	
⬇ Claw (standard; at-will) Reach 2; +15 vs. AC; 1d10 + 5 damage.	
⬇ Bite (standard; at-will) +11 vs. AC; 1d8 + 5 damage.	
⬆ Double Attack (standard; at-will) Noksae typically make two claw attacks. If both hit, the Noksae may make a bite attack as a secondary attack.	
Alignment Neutral Languages Common Skills Intimidate +20, Str 21 (+10) Dex 18 (+9) Wis 18 (+9) Con 21 (+10) Int 18 (+9) Cha 18 (+9)	

Queza, the Horizon Serpent by Dennis N. Santana ([Wyatt Salazar](#))

A woman with green and red hair dressed in an intricate, conservatively covering long-sleeved robe, which obscures much of her body save a pair of talons at the bottom, and a few feathers that stretch from the conical sleeves. An array of four wings like a jagged rainbow of flesh attach to a halo which in turn flies directly behind her back. Though not a part of her body, it is a part of her essence, and allows her to fly. She possesses a tail, a hole for it cut into her robe, which resembles the lower body of a snake, ending in a rattling, barbed stinger. Despite her odd appearance, her face and seemingly human body have a striking, youthful majesty to them.

Queza, The Horizon Serpent	Level 9 Solo Controller
Medium Natural Humanoid (Spirit)	XP 2000
Initiative +9 Senses Perception +9; Darkvision Rainbow of Majesty aura 3; Creatures in the aura suffer a condition determined by the power Queza has used. If a creature successfully saves against a Majesty condition, it cannot be affected by that condition again until the end of the encounter, but it takes a -1 penalty to attack rolls while in the aura instead. HP 348; Bloodied 174 AC 22; Fortitude 19, Reflex 24, Will 22 Resist 10 Radiant, Fire, Lightning; if successfully attacked with a wooden weapon (such as club, greatclub or quarterstaff), Queza loses her resistance until the end of the attacker's next turn, and in addition also grants combat advantage to the attacker Saving Throws +5 Speed 6; Fly 7 (Hover) Action Points 2	
⊕ Red Majesty (standard; at-will) ♦ Fire Queza raises her wing and swings a blade of fiery red energy; +14 vs. AC; 2d4+7 fire damage and Queza pushes the target 1 square and creatures in the aura have ongoing 5 fire damage (save ends).	
↗ Blue Majesty (standard; at-will) ♦ Cold Queza swipes her wing and wisps of blue energy fly outward; Ranged 10; +12 vs. Reflex; 1d4+7 cold damage and 5 cold damage to each other creature in range and creatures in the aura are slowed (save ends) and are pulled 2 squares.	
← Green Majesty (Standard Action; recharge ☐☐☐☐) ♦ Acid Queza breathes a spray of green energy directly upon an enemy; Close Blast 1; Each creature in blast; +12 vs. Reflex; 2d8+7 acid damage and creatures in the aura take a -2 penalty to all defenses (save ends).	
↓ Yellow Majesty (Minor Action; recharge ☐☐☐☐) ♦ Poison Queza stings an enemy with her tail, which glows with yellow energy; Threatening Reach 2; +12 vs. AC; 1d6+7 poison damage and creatures in the aura take a -2 penalty to attack rolls (save ends). Special: Queza can use this power in place of a melee basic attack with an opportunity attack. She recharges it whenever she uses in during an opportunity attack.	
← Orange Majesty (Standard Action; Encounter) ♦ Lightning Queza's body is consumed in a spiral of violent arcs of lightning; Close Burst 2; Each creature in burst; +14 vs. Reflex; 3d6+7 lightning damage and Queza slides the target 3 squares and creatures in the aura are dazed (save ends).	
← Violet Majesty (Standard Action; Encounter) ♦ Necrotic Queza swipes her wings in front of her and violent claws slash all in her wake; Close Blast 3; Each creature in blast; +12 vs. Reflex; 3d10+7 necrotic damage and creatures in the aura are weakened (save ends).	
← Indigo Majesty (Immediate Reaction When First Bloodied; Encounter) ♦ Radiant Queza becomes a blinding purple flash; Creatures in the aura are blinded (save ends) and Queza recovers one of her used majesties.	
Alignment Unaligned Languages Common, Supernal, Elven Skills History +11, Perception +9, Insight +9, Religion +11, Nature +9, Streetwise +12, Diplomacy +12 Str 15 (+6) Dex 20 (+9) Wis 12 (+5) Con 18 (+8) Int 14 (+6) Cha 17 (+7) Equipment None	

Queza Tactics

Queza is a close combatant, rarely favoring range. She uses her Blue Majesty only to try to pull all enemies near her, and also preventing them from escape. She uses a stronger Majesty, such as her Orange or Violent Majesty, to gain a favorable position in the battlefield, then attacks with a combination of her Red and Yellow majesties whenever possible. If her previous majesties have been saved against, then she will utilize her remaining ones.

Queza prefers to fight alone and rarely utilizes minions. She will not remain to be killed in a losing battle and will either parlay or attempt to escape. She always keeps an action point handy in case she needs to fly fast away.

Queza Lore

Characters can discover more information about Queza with a Nature check.

DC 12: Queza is a unique spirit of colors, rain and the sky. Her odd but strangely beautiful form is a result of her borrowed purview of "art." Though she is not a spirit of Art, she fancies herself something close, and so her body changed to reflect her creativity. She is a transient, and somewhat of a celebrity.

DC15: She wanders the world in search of creative colors, including, at times, trying to relieve people of these colors by dint of her powers, turning their possessions white and grey and putting the liquefied color in a glass bauble of her design. She is a special sight, often her appearances are celebrated in places that know of her, and she partakes in their art festivals. She tends to be polite and energetic.

DC 22: Queza hates the color brown and wooden objects in general are her weakness. She is predisposed to eating colorful fruits and even red meat, but brown things greatly annoy her. She may sometimes attack people in a fit of rage for displaying a "lack of decency" by wearing all brown, though she does not fight to kill them and does not mean them any real harm. She can tolerate forests, because they have some green and red.

DC 28: At the beginning of the world, it was decreed that Queza would watch over the sun and the skies. But Queza was far too erratic. At times the sun would rise the color of the ocean, blending against the sky. At others, it would rise pitch black and cause panic and confusion. Queza was stripped of much of her power and station. She was left to wander, flying through the skies of the world in search of more beautiful colors like the ones she used to paint in the sky.

RACTOL

Original Generator Text: *This hulking demonic monster makes its home in colder regions. It ensnares its prey, which includes magical beasts, humans, and monstrous humanoids. It attacks with fangs, and eldritch aura, and thrown weapons. It can be easily injured with cold*

Description:

This hulking monster looks demonic, and originally was from the realm of demons, but it was considered too weak for a demon and was cast out of the underworld into the material plane. Many of its demonic powers have diminished or disappeared due to the length of time being away from its home realm. The ractol live in tribal communities in tropical regions, living with the nature that they had so long ago bent upon destroying.

When they were more powerful, the ractol used their powers to distort lizards of the area into their pets, now called grim raptors. They also worked to make a new species of dragon called grim dragons, used to guard the borderlands of their villages.

Ractols prey upon most creatures that stumble into their domain, and at their disposal are their eldritch aura, large, muscular bodies, and plethora of glossy black spikes, horns, and claws over their bodies. The best defense against these creatures is to exploit their weakness to cold temperatures.

RACTOL CHIEFTAN GUARD

Ractol Chieftan Guard		Level 12 Brute
Large immortal humanoid		XP 1000
Initiative +10		Senses Perception +10; low-light
Eldritch Aura aura 1; if an enemy starts its turn in the aura, they take 2d6 damage		
HP 170; Bloodied 85		
AC 25; Fortitude 27, Reflex 25, Will 24		
Vulnerable 5 cold		
Speed 7		
⬇️ Claws (standard; at-will)		
+17 vs AC; 3d6 + 6 damage		
⬇️ Rending Fangs (standard; while target is grabbed)		
+15 vs Ref; 3d10 + 5 damage and ongoing 5 damage		
Grab		
Ractol Chieftan Guards can grab as a move action		
Alignment		Languages Supernal, Common
Unaligned		
Str 23(+13)	Dex 20(+12)	Wis 17(+10)
Con 20(+12)	Int 15(+9)	Cha 20(+12)

RACTOL CHIEFTAN GUARD TACTICS

These brutes really like to get close and personal with their enemies. They often choose the biggest, toughest guy they can find and focus on him or her, *grabbing* as much as possible and *rending fangs* until the target bleeds to death.

RACTOL LORE

A character knows the following information with a successful Religion or Nature check.

DC 20: Ractols are ex-demons, cast out by other demons because they were so weak. Ractols are no longer evil, but simply over-aggressive and over-protective of their land.

DC 25: Ractols often keeps pets, called Grim Raptors around as extra help in hunting. They also keep Grim Dragons on their borders as a bonus to keeping wanderers out of their land.

RACTOL TRIBAL SHAMAN

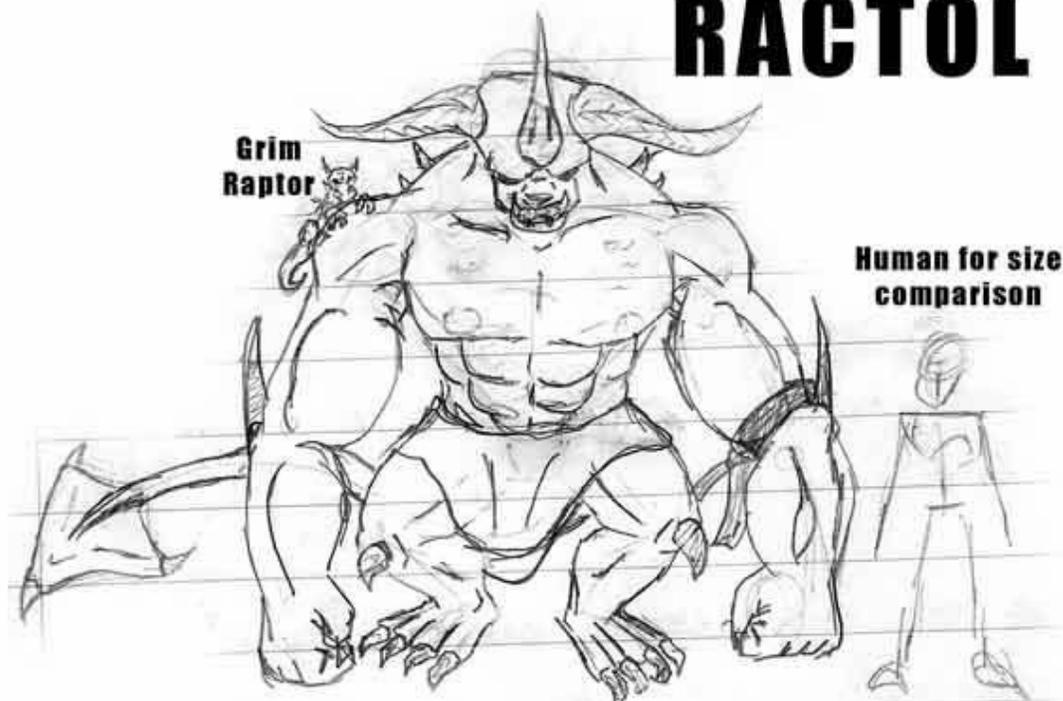
Ractol Tribal Shaman		Level 10 Elite Controller
Large immortal humanoid		XP 1000
Initiative +6		Senses Perception +10; low-light
Eldritch Aura aura 1; if an enemy starts its turn in the aura, they take 2d6 damage		
HP 200; Bloodied 100		
AC 24; Fortitude 22, Reflex 24, Will 25		
Vulnerable 5 cold		
Action Point 1 []		
Speed 7		
⬇️ Staff (standard; at-will)*Weapon		
+15 vs AC; 3d4 + 2 damage		
⚡ Spirit Thorns (standard; at-will)*Weapon		
Ranged 15; +15 vs AC; 2d6 + 5 damage		
⚡ Concussive Blast (standard; at-will)*Primal, Implement		
Close Burst 1; +14 vs Ref; 1d10 + 3 damage and target is pushed 1 square		
⚡ Ensnaring Incantation (standard; recharge [X]; [X]; [X]; [X])*Primal, Implement		
Ranged 10; +14 vs Ref; 1d4 damage and target is slowed (save ends). On the first failed save, the target become immobilized (save ends)		
Explosive Action		
When the ractol spends an action point, it can use concussive blast as a free action		
Alignment		Languages Supernal, Common
Unaligned		
Str 15(+7)	Dex 13(+6)	Wis 21(+10)
Con 18(+9)	Int 18(+9)	Cha 14(+7)
Equipment +3 quarterstaff (your choice of enchantment)		

RACTOL TRIBAL SHAMAN TACTICS

These shamans stay back from the main action of the fight, ensnaring enemies early to keep them away as long as possible. Then the shaman tends to shove as many *spirit thorns* into its enemies as possible. If someone gets too close, the shaman will use *concussive blast*, moving into an opportune position to hit the most enemies it can.

DC 30: They live in a tribal system, with a chieftan, who is the strongest at the time, several shamans as fortune-tellers and magic-users, and guards to protect the chieftan. The citizen ractol are mostly farmers and hunters and gatherers, with several craftsman among them as well.

RACTOL



Rorsa Bat by Roger Nicholls/Dargurd

This large infernal beast can be found in abandoned ruins. It attacks with strangling grabs and elemental magic.

Rorsa Bat Tactics

The Rorsa Bat likes to lair in abandoned ruins. Very rarely is more than one encountered; however if there are a group then it is likely to be a mating pair with a small number of young.

The Rorsa likes to attack its prey from a position of surprise. It will make use of cover and always attack from above using its *black lightning* in its first attack. It like to swoop down and using its *strangling tentacle* it will attempt to target what it perceives as weaker party members e.g. small stature etc.

Rorsa Bat Level 8 Solo Lurker Large Infernal Beast (Demon) XP 1750

Initiative +13 **Senses** Perception +6; Dark Vision

Aura :N/A.

HP: 344 **Bloodied:** 172

AC 22; **Fortitude** 20, **Reflex** 21, **Will** 20

Immune N/A **Resist:** N/A **Vulnerable:** N/A

Saving Throws +5

Speed: 2, **Fly** 7

Action Points: 1

⌚ **Strangling Tentacle** (standard; at-will) ✦ Martial
Reach 1; +11 vs. Ref; 1d8 +5 damage. Damage is ongoing until STR (DC:20) is made to release from grip.

⚡ **Black Lightning** (standard; recharge 6) ✦ Lightning
Range 6; +11 vs. Ref; 3d10+5 damage.

Alignment Unaligned **Languages:** -

Skills: Stealth+7

Str 14 (+6) **Dex** 20 (+9) **Wis** 14 (+6)

Con 14 (+6) **Int** 14(+6) **Cha** 14 (+6)

Equipment:-

Rorsa Bat Lore

A character knows the following information with a successful Nature check.

DC 15: Rorsa bats are a vile and vicious bat-like creature that have entered the world from an infernal plane. Nobody is really sure just which plane the creatures came, from but they don't show any signs of returning. They prefer to live in isolation away from civilization in ancient ruins. The hunt whatever creatures pass through or near the ruins using the element of surprise. The Rorsa is a dangerous foe that does not hesitate to attack even against large groups. It kills by strangulation before pulling its prey up into its lair, which is usually high above or within the ruins in which it hunts.

Spawn of Beldabur By dm1891

This towering, bat-like, undead creature lives in swamps. It leaps upon its prey, which includes other predators, magical beasts, and other monsters of the same type. It attacks with dizzying blows, grasping tentacles and debilitating effects. According to myth, they are almost invulnerable when the sun is down.

Spawn of Beldabur are evil, vampiric bat-like creatures, formed out of the soul of those killed by other spawn or by the Demon Lord Beldabur himself. They are immensely powerful, and they feed off of every animate thing, including other undead.

Spawn of Beldabur Tactics

While still strong, spawn of Beldabur attack with their *dizzying fang* against adjacent enemies and *grasping tentacles* against those slightly further away. They move right into the middle of the combat in order to get the most attacks in. After being bloodied, they come out with the big guns.

Spawn of Beldabur Lore

A character knows the following information with a successful Religion check.

DC 10: Spawn of Beldabur are immense vampiric bat-like creatures created from being slain by other spawn of Beldabur. According to myth, they are unstoppable in darkness.

DC 15: Spawn of Beldabur have a venomous bite that dizzies the victim. When enraged, they screech a horrible screech that causes temporary deafness.

DC 25: There are accounts of those who fought spawn of Beldabur and almost overtook them until being overcome by a depressing weakening effect. The spawn quickly turned the tables and created new spawn.

Spawn of Beldabur Level 21 Elite Soldier (Leader) Large shadow magical beast (undead) XP 6400

Initiative +15 **Senses** Perception +20; +24 when using hearing only; +16 when using sight only

HP 388; **Bloodied** 194

AC 39; **Fortitude** 36, **Reflex** 36, **Will** 31

Immune necrotic; **Vulnerable** radiant 5

Saving Throws +2

Speed fly 6

Action Points 1

⌚ **Dizzying Fang** (standard; at-will)

+26 vs. Fort; 3d6 + 8 damage, and target is dazed (save ends).

⌚ **Grasping Tentacles** (standard; at-will)

Reach 2; +28 vs. AC; 2d6 + 7 damage, and target is entangled (DC 23 Acrobatics check to escape).

⚡ **Vampiric Screech** (minor; recharge when first bloodied) ⚡ **Thunder**

Close burst 5; +25 vs. Will; all enemies in burst are deafened and weakened (save ends both).

⚡ **Supersonic Warhowl** (immediate interrupt; encounter)

Trigger: an enemy creature hits with a melee or ranged attack against spawn of Beldabur.

All allies can make an opportunity attack against an adjacent enemy.

✳️ **Death of Darkness** (minor; encounter, usable only when bloodied)

Area burst 3 within 10; all enemies in burst take -2 penalty to defenses until spawn of Beldabur dies or is healed until no longer bloodied.

Curse of Beldabur

If a creature is killed (not simply made unconscious) by a spawn of Beldabur's attack, it comes back 24 hours later reformed as a spawn of Beldabur, unless it is revived or magically prevented from returning as one. However, destroying the body does not prevent this effect.

Alignment Evil **Languages** Common (can't speak)

Str 36 (+13) **Dex** 36 (+13) **Wis** 30 (+10)

Con 23 (+6) **Int** 18 (+4) **Cha** 4 (-3)

Uuzem (by Roger Nicholls/Dargurd)

This human-sized, oozing, feathered monster can be found in prairies. It attacks with piercing claws and toxic bites fuelled with necrotic energy. Myths suggest that they were born from nightmares.

Born from nightmares themselves the Uuzem are 6' tall, bipedal creatures that are covered from head to toe in crow-like feathers. Dark orb-like eyes protrude from beneath the feathers above a gaping maw that has two sabre-like teeth jutting out. A fearsome foe, the Uuzem are thankfully very rare.

Uuzem		Level 7 Solo Brute
Medium shadow humanoid (shadow)		XP 1,500
Initiative +4	Senses Perception +4	
Leaking Shadows (Shadow) aura 2; As the Uuzem moves it almost appears to be "oozing" across the terrain. In reality the Uuzem's very shadow is what moves propels the creature across the ground. Each creature that starts the turn within the aura takes 5 shadow damage as the shadows pass through them.		
HP 332; Bloodied 166		
AC 19; Fortitude 20; Reflex 19; Will 19		
Saving Throws +5		
Speed 5		
Action Points 2		
† Piercing Claws (standard; at-will) • Necrotic		
The Uuzem has two long arms that end in 3 wicked claws. When looked at closely the claws however appear to be nothing more than 'shadow made solid'		
Piercing Claws; +10 vs. AC; 2d6 + 5		
† Toxic Bite (standard; recharge ☹ ☹ ☹) • Necrotic		
The teeth of the Uuzem are like two huge sabres coming down from a gaping mouth. In combat the Uuzem will use them when able but due to their shape it is not always easy to do so in which case it uses its claws.		
Toxic Bite; +10 vs. AC; 3d6 + 5 Once bitten a character must make a FOR save or take an additional 5 damage.		
Alignment	Languages —	
Str 19 (+7)	Dex 13 (+4)	Wis 13 (+4)
Con 19 (+7)	Int 10 (+3)	Cha 10 (+3)

Uuzem Lore

Nature DC 15: The Uuzem are not natives to this world or in fact any world. Born from nightmare the creatures are spawned within the dark dreams of individuals and before crossing over into our world. Once here the Uuzems cannot be returned merely fought and destroyed. Nobody knows why but strangely the Uuzems only ever appear on prairie land and no other.