

## Labyrinth

Entering a 'Labyrinth' is similar to entering a 'Dungeon', except unlike a dungeon a 'Labyrinth' cannot be as easily escaped; while a party may back their way out of a dungeon, a Labyrinth is a living creature unto itself. The labyrinth may close off or shift around pathways that the party is not currently standing in. The Labyrinth creates monsters based on what it has eaten: think of the monsters in a Labyrinth like white blood cells moving through the labyrinth's body and attacking the party as if they are a foreign bacterium! The Labyrinth will dissolve the bodies of the dead and add the genetic material and physical knowledge to the labyrinth's pool of resources. If a party dies in the Labyrinth and later attempts to beat the labyrinth again with other characters, the party could very well find an oddly *familiar creature* trying to turn them into food.

Some things about Labyrinths to remember: '**Magical Communication**' be it a spell, or item, will fail to work for communicating to those not *in* the Labyrinth or who are not on the *same level* of the Labyrinth. **Time** inside a Labyrinth is not always the same as time outside the labyrinth and it will differ from labyrinth to labyrinth. A week inside might only be an hour outside or an hour inside might be weeks or months outside. When a party enters a Labyrinth, the party should plan for spending many in-game days to weeks inside and many real-world game sessions wandering and battling through it to escape; often times the only hope of the party *escaping* is to defeat a Labyrinth's '**Level Boss**' as the labyrinth may not want to risk continuing to digest the invaders and may be just as happy to simply have the party leave. If a party decides to dive deeper into the Labyrinth, the party will face even *stronger* creatures spawned from the labyrinth and will not be able to escape until beating that level's boss. The longer a Labyrinth has existed and the more victims it has consumed, the more levels it will have and the more *dangerous* it grows...

**Orator Advice:** Use a large map space to plan out each Labyrinth level, recommended map size is 100 X 100 spaces. The map layout does not need to make tactical sense, the Labyrinth is not a dungeon, it's a living organism so add lots of twists and side rooms to explore. It is recommended to use a second side map for Combat or 'theater of the mind', the map of the Labyrinth will most likely not be large enough to work as both '**Exploration Map**' and **Combat**. While you may wish to add or subtract the number of encounters the party can face, it is generally a good idea to give the party the total amount of **Experience** that was available for fighting every monster you planned, regardless if the party fights them or not... If the party somehow skips most of the Labyrinth that's okay, they can have the **Experience**, but they will miss out on the **loot** and the loot is often just as important if not possibly more than the Experience Points alone (after all, Exp. can't buy weapons or pay inn fees!) You should also think about providing locations in the Labyrinth where a party can potentially rest from time to time, depending on how large the map is or how extensive the party is investigating the map; a party should very rarely ever be able to fully recover while in a Labyrinth.

### How To Run Monsters:

Orator, run the monsters in Combat like you would a Player Character (PC) with the exceptions of rolling 'Initiative' for all the monsters and take the lowest roll, all monsters should have the same Initiative turn in the round. Rolling **Action Rolls** for Monsters is optional: flat stats are present for all the monsters to help the game have faster and smoother Combat. Each Monster has a number of **Actions** that can be done, stronger monsters can do more Actions: monsters ignore weapon and spell and item action costs, all Action for a monster costs 1 Action Point.

### Nature Labyrinth Level One:

The first level of the Nature Labyrinth is intended for parties of at least three (3) Player Characters Level 3 and up. The Labyrinth consists of 'nature golems' modeled after the previous victims of the labyrinth. Each level of the Labyrinth contains creatures of seven (7) difficulty levels.

Nature Labyrinth Level One				
Monster	Level	Number Per Dungeon	Experience Per Monster	Total Experience Potential
Moss Serpent	A.1	38	1-D4	38-D4 (L-38, H-76, M-152)
Soft Root Goblin Golem	A.2	26	1-D6	26-D6 (L-26, H-78, M-156)
Clay Man Golem	A.3	18	1-D8	18-D8 (L-18, H-72, M-144)
Sapling Tree Golem	A.4	16	1-10	16-D10 (L-16, H-80, M-160)
Buck Bush Golem	A.5	12	1-D12	12-D12 (L-12, H-72, M-144)
Giant Soft Stone Raccoon Golem	A.6	7	1-D20	7-D20 (L-7, H-70, M-140)
Honey Grass Behemoth Golem (Floor Boss)	A.7	1	1-D100	1-D100 (L-1, H-50, M-100)

Experience Range Totals	
Low Experience	118
Half Experience	498
Max Experience	996
Discovering Whole Map	+4
Beat Every Monster	+1000

Recommended Combat Encounters (41)				
Monster(s)	Group Size X Number of Groups	Group Size X Number of Groups	Group Size X Number of Groups	Group Size X Number of Groups
A.1	5 X 6	3 X 1	1 X 1	
A.2	4 X 6			
A.3	3 X 3			
A.4	3 X 3	4 X 1		
A.5	1 X 12			
A.6	3 X 2	1 X 1		
A.7	1 X 1			
A.1, A.2	A.1/4 + A.2/2 X 1			
A.3, A.4	A.3/3 + A.4/1 X 3			

<b>Name:</b>	Moss Serpent				
<b>Species:</b>	Nature Golem	<b>Language:</b>	None		
<b>Level:</b>	A.1	<b>Actions Per Turn:</b>	1		
<b>Height:</b>	3'0" - 4'0"	<b>Weight:</b>	3 - 4 lbs.	<b>Size:</b>	X-Small

**Base Stats:**

<b>Health</b>	
4	

<b>Armor</b>					
<b>Natural Armor</b>	0	<b>Base Armor</b>	0	<b>Over Armor</b>	0

<b>Base Evasion</b>		<b>Movement Speed</b>	
42.5		40	

**Action Roll Table Scores to Beat:**

#	Action List	Score	#	Action List	Score
<u>1</u>	Acrobatics	50	<u>11</u>	Nature	55
<u>2</u>	Animal Handling	50	<u>12</u>	Perception	50
<u>3</u>	Athletics	50	<u>13</u>	Performance	50
<u>4</u>	Deception	50	<u>14</u>	Persuasion	50
<u>5</u>	History	50	<u>15</u>	Faith	50
<u>6</u>	Insight	50	<u>16</u>	Sleight of Hand	50
<u>7</u>	Intimidation	50	<u>17</u>	Stealth	55
<u>8</u>	Investigation	50	<u>18</u>	Survival	50
<u>9</u>	Magic Sense	50	<u>19</u>	Constitution	50
<u>10</u>	Medicine	50	<u>20</u>	Will	50

**Natural Traits: (Passives)**

<b>Mana Vision</b>	
Effect	
This NPC is able to see in any condition and cannot be (Blinded) by physical means.	

<b>Immune to Bleeding Effects</b>	
Effect	
This NPC is unaffected by Critical (Slashing), (Piercing), or any Effect that would result in Bleeding Counters.	

**General Combat Sheet:**

**Unarmed Attack:** Value: Free

<b>Unarmed Attack Poison Bite</b>		
Dice + Damage Type	Target	Range
1 (Poison) Damage	1	5 Feet
<b>Effect:</b>	Targets bitten must make Constitution Saving Rolls greater than Moss Serpents' 'Nature Score' or gain 1 Poison Counter. Poison Counter deals 1-D4 (Poison) Damage at the start of the target's turn in Combat or once per hour out of Combat.	

**Armor:**

NONE

**Main Hand:**

NONE

**Off Hand:**

NONE

**Sub Weapon:**

NONE

**Spells:**

NONE

Loot Table						
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EXP DICE						
D4	D6	D8	D10	D12	D20	D100
1						

Coin	
<b>Platinum</b>	0
<b>Gold</b>	0
<b>Silver</b>	0
<b>Copper</b>	0

Items	
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**Value: 1 Copper**

<b>Chunk of Dry Peat Moss</b>	
<b>Item Type:</b>	Ingredient
<b>Action Cost:</b>	-1 Action Point
<b>Number of Targets:</b>	N/A
<b>Range:</b>	N/A
<b>Durability:</b>	1
<b>Description of Effect:</b>	Can be burned to produce heat with low amounts of light. 1 Chunk of Dry Peat Moss can burn in a sconce or at the end of a torch as a wick for 1 hour, or '5' can be used to make a warm fire that lasts up to 7 hours. Warning: burning Peat Moss makes large amounts of distinct smelling smoke.

<b>Name:</b>	Soft Root Goblin Golem				
<b>Species:</b>	Nature Golem	<b>Language:</b>	None		
<b>Level:</b>	A.2	<b>Actions Per Turn:</b>	1		
<b>Height:</b>	3'5"	<b>Weight:</b>	60 lbs.	<b>Size:</b>	Small

**Base Stats:**

<b>Health</b>	
8	

<b>Armor</b>					
<b>Natural Armor</b>	0	<b>Base Armor</b>	0	<b>Over Armor</b>	0

<b>Base Evasion</b>		<b>Movement Speed</b>	
45		45	

**Action Roll Table Scores to Beat:**

#	Action List	Score	#	Action List	Score
<u>1</u>	Acrobatics	60	<u>11</u>	Nature	50
<u>2</u>	Animal Handling	50	<u>12</u>	Perception	50
<u>3</u>	Athletics	50	<u>13</u>	Performance	50
<u>4</u>	Deception	50	<u>14</u>	Persuasion	50
<u>5</u>	History	50	<u>15</u>	Faith	50
<u>6</u>	Insight	50	<u>16</u>	Sleight of Hand	50
<u>7</u>	Intimidation	50	<u>17</u>	Stealth	50
<u>8</u>	Investigation	50	<u>18</u>	Survival	50
<u>9</u>	Magic Sense	50	<u>19</u>	Constitution	50
<u>10</u>	Medicine	50	<u>20</u>	Will	50

**Natural Traits: (Passives)**

<b>Mana Vison</b>	
Effect	
This NPC is able to see in any condition and cannot be (Blinded) by physical means.	

<b>Immune to Bleeding Effects</b>	
Effect	
This NPC is unaffected by Critical (Slashing), (Piercing), or any Effect that would result in Bleeding Counters.	

**General Combat Sheet:**

**Unarmed Attack:** Value: Free

<b>Unarmed Attack</b>		
Dice + Damage Type	Target	Range
1 (Force) Damage	1	5 Feet

**Armor:**

NONE

**Main Hand: Value: 0**

<b>Root Golem Hammer</b>	
<b>Item Type:</b>	One-Hand Hammer/Mace/Club
<b>Action Cost:</b>	-3 Action Points
<b>Dice + Damage Type:</b>	1-D8 (Force) {4}
<b>Number of Targets:</b>	1
<b>Range:</b>	5 Feet
<b>Effect:</b>	Disintegrates when the Soft Root Goblin Golem dies.

**Off Hand:**

NONE

**Sub Weapon:**

NONE

**Spells:**

NONE

Loot Table						
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EXP DICE						
<b>D4</b>	<b>D6</b>	<b>D8</b>	<b>D10</b>	<b>D12</b>	<b>D20</b>	<b>D100</b>
	1					

Coin	
<b>Platinum</b>	0
<b>Gold</b>	0
<b>Silver</b>	0
<b>Copper</b>	0

Items	
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**Value: 2 Copper**

<b>Ginger Root</b>	
<b>Item Type:</b>	Ingredient
<b>Action Cost:</b>	-1 Action Point
<b>Number of Targets:</b>	N/A
<b>Range:</b>	N/A
<b>Durability:</b>	1
<b>Description of Effect:</b>	Can be used in cooking and other things.

<b>Name:</b>	Clay Man Golem				
<b>Species:</b>	Nature Golem	<b>Language:</b>	None		
<b>Level:</b>	A.3	<b>Actions Per Turn:</b>	1		
<b>Height:</b>	5'9"	<b>Weight:</b>	275 lbs.	<b>Size:</b>	Large

**Base Stats:**

<b>Health</b>	
12	

<b>Armor</b>					
<b>Natural Armor</b>	4	<b>Base Armor</b>	XX	<b>Over Armor</b>	XX

<b>Base Evasion</b>		<b>Movement Speed</b>	
47.5 Per LV		45	

**Action Roll Table Scores to Beat:**

#	Action List	Score	#	Action List	Score
<u>1</u>	Acrobatics	50	<u>11</u>	Nature	50
<u>2</u>	Animal Handling	50	<u>12</u>	Perception	50
<u>3</u>	Athletics	65	<u>13</u>	Performance	50
<u>4</u>	Deception	50	<u>14</u>	Persuasion	50
<u>5</u>	History	50	<u>15</u>	Faith	50
<u>6</u>	Insight	50	<u>16</u>	Sleight of Hand	50
<u>7</u>	Intimidation	50	<u>17</u>	Stealth	50
<u>8</u>	Investigation	50	<u>18</u>	Survival	50
<u>9</u>	Magic Sense	50	<u>19</u>	Constitution	50
<u>10</u>	Medicine	50	<u>20</u>	Will	50

**Natural Traits: (Passives)**

<b>Immune to Bleeding Effects</b>	
Effect	
This NPC is unaffected by Critical (Slashing), (Piercing), or any Effect that would result in Bleeding Counters.	

<b>Mana Vison</b>	
Effect	
This NPC is able to see in any condition and cannot be (Blinded) by physical means.	

**General Combat Sheet:**

**Unarmed Attack:** Value: Free

<b>Unarmed Attack</b>		
Dice + Damage Type	Target	Range
2 (Force) Damage	1	5 Feet

**Armor:**

NONE

**Main Hand: Value: 0**

<b>Ceramic Short Sword</b>	
<b>Item Type:</b>	One-Hand Sword
<b>Action Cost:</b>	-2 Action Points
<b>Dice + Damage Type:</b>	1-D6 (Slashing) or (Piercing) {3}
<b>Number of Targets:</b>	1
<b>Range:</b>	5 Feet
<b>Effect:</b>	Disintegrates when the Clay Man Golem dies.

**Off Hand: Value: 0**

<b>Ceramic Axe</b>	
<b>Item Type:</b>	One-Hand Axe
<b>Action Cost:</b>	-3 Action Points
<b>Dice + Damage Type:</b>	1-D8 (Slashing) {4}
<b>Number of Targets:</b>	1
<b>Range:</b>	5 Feet
<b>Effect:</b>	Disintegrates when the Clay Man Golem dies.

**Sub Weapon:**

NONE

**Spells:**

<b>Clay Man Golem Regenerate Arm Weapon</b>	
<b>Casting Roll:</b>	Auto Succeed
<b>Dice + Damage Type:</b>	N/A
<b>Number of Targets:</b>	Self
<b>Range:</b>	Self
Effect	
Clay Man Golem can replace 1 of their Weapons should their weapon become lost or broken.	

Loot Table						
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EXP DICE						
D4	D6	D8	D10	D12	D20	D100
		1				

Coin	
Platinum	0
Gold	0
Silver	0
Copper	0

Items	
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**Value: 4 Copper**

<b>Chunk of Pure Clay (Dry)</b>	
<b>Item Type:</b>	Component
<b>Action Cost:</b>	-1 Action Point
<b>Number of Targets:</b>	N/A
<b>Range:</b>	N/A
<b>Durability:</b>	1 (Cannot be Damaged from impact)
<b>Description of Effect:</b>	Use to make stoneware goods like plates and vases.

<b>Name:</b>	Sapling Tree Golem				
<b>Species:</b>	Nature Golem	<b>Language:</b>	None		
<b>Level:</b>	A.4	<b>Actions Per Turn:</b>	1		
<b>Height:</b>	7'0"	<b>Weight:</b>	115 – 174 lbs.	<b>Size:</b>	Medium

**Base Stats:**

<b>Health</b>	
16	

<b>Armor</b>					
<b>Natural Armor</b>	0	<b>Base Armor</b>	0	<b>Over Armor</b>	0

<b>Base Evasion</b>		<b>Movement Speed</b>	
50		50	

**Action Roll Table Scores to Beat:**

#	Action List	Score	#	Action List	Score
<u>1</u>	Acrobatics	50	<u>11</u>	Nature	50
<u>2</u>	Animal Handling	50	<u>12</u>	Perception	50
<u>3</u>	Athletics	70	<u>13</u>	Performance	50
<u>4</u>	Deception	50	<u>14</u>	Persuasion	50
<u>5</u>	History	50	<u>15</u>	Faith	50
<u>6</u>	Insight	50	<u>16</u>	Sleight of Hand	50
<u>7</u>	Intimidation	50	<u>17</u>	Stealth	50
<u>8</u>	Investigation	50	<u>18</u>	Survival	50
<u>9</u>	Magic Sense	50	<u>19</u>	Constitution	50
<u>10</u>	Medicine	50	<u>20</u>	Will	50

**Natural Traits: (Passives)**

<b>Immune to Bleeding Effects</b>	
Effect	
This NPC is unaffected by Critical (Slashing), (Piercing), or any Effect that would result in Bleeding Counters.	

<b>Mana Vison</b>	
Effect	
This NPC is able to see in any condition and cannot be (Blinded) by physical means.	

<b>Weak to Fire</b>	
Effect	
This NPC takes Critical Damage from (Fire) Attacks when hit by greater than 80.	

**General Combat Sheet:**

**Unarmed Attack:** Value: Free

<b>Unarmed Attack</b>		
Dice + Damage Type	Target	Range
4 (Force) Damage	1	5 Feet

**Armor:**

NONE

**Main Hand:**

NONE

**Off Hand:**

NONE

**Sub Weapon:**

NONE

**Spells:**

<b>Bark Skin Propagation</b>	
<b>Casting Roll:</b>	Auto Succeed
<b>Dice + Damage Type:</b>	1-D10 {5}
<b>Number of Targets:</b>	Self
<b>Range:</b>	Self
Effect	
When this NPC's Health drops to or below 25% (4), this NPC will trigger this spell on their turn until '6' or more total Over Armor is reached.	
This spell grants the caster 1-D10 Over Armor and can stack up to 12 Over Armor in total.	

Loot Table						
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EXP DICE						
D4	D6	D8	D10	D12	D20	D100
			1			

Coin	
<b>Platinum</b>	0
<b>Gold</b>	0
<b>Silver</b>	0
<b>Copper</b>	0

Items	
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**Value: 1 Copper**

<b>2 Foot Oak Branch</b>	
<b>Item Type:</b>	Component
<b>Action Cost:</b>	-1 Action Point
<b>Number of Targets:</b>	N/A
<b>Range:</b>	N/A
<b>Durability:</b>	2
<b>Description of Effect:</b>	Can be used as firewood, 1 piece burns for 30 minutes or can be used to make torches, or other wood stuff.

<b>Name:</b>	Buck Bush Golem				
<b>Species:</b>	Nature Golem	<b>Language:</b>	None		
<b>Level:</b>	A.5	<b>Actions Per Turn:</b>	1		
<b>Height:</b>	5'07"	<b>Weight:</b>	150 lbs.	<b>Size:</b>	Medium

**Base Stats:**

<b>Health</b>	
20	

<b>Armor</b>					
<b>Natural Armor</b>	0	<b>Base Armor</b>	0	<b>Over Armor</b>	0

<b>Base Evasion</b>		<b>Movement Speed</b>	
52.5		50	

**Action Roll Table Scores to Beat:**

#	Action List	Score	#	Action List	Score
<u>1</u>	Acrobatics	60	<u>11</u>	Nature	50
<u>2</u>	Animal Handling	50	<u>12</u>	Perception	50
<u>3</u>	Athletics	65	<u>13</u>	Performance	50
<u>4</u>	Deception	50	<u>14</u>	Persuasion	50
<u>5</u>	History	50	<u>15</u>	Faith	50
<u>6</u>	Insight	50	<u>16</u>	Sleight of Hand	50
<u>7</u>	Intimidation	50	<u>17</u>	Stealth	50
<u>8</u>	Investigation	50	<u>18</u>	Survival	50
<u>9</u>	Magic Sense	50	<u>19</u>	Constitution	50
<u>10</u>	Medicine	50	<u>20</u>	Will	50

**Natural Traits: (Passives)**

<b>Opportunist</b>	
Effect	
When an Attack misses this NPC, the NPC can make a Counterattack at the attacker that missed, if they are in range. This Effect is in play during Strikes and Skirmishes.	

<b>Pollen Dander</b>	
Effect	
When this NPC takes Damage, all PC(s)/NPC(s) in 5 Feet (AoE) must make Constitution Saving Rolls greater than 80 or fall asleep for 12 seconds (1 Turn). Sleeping target wakes if they take new Damage. Damage from Counters will not wake a sleeping target.	

<b>Immune to Bleeding Effects</b>	
Effect	
This NPC is unaffected by Critical (Slashing), (Piercing), or any Effect that would result in Bleeding Counters.	

<b>Weak to Fire</b>	
Effect	
This NPC takes Critical Damage from (Fire) Attacks when hit by greater than 80.	

**General Combat Sheet:**

**Unarmed Attack:** Value: Free

<b>Unarmed Attack (Kick)</b>		
Dice + Damage Type	Target	Range
1-D6 (Force) Damage {3}	1	5 Feet

**Unarmed Attack:** Value: Free

<b>Unarmed Attack (Gore)</b>		
Dice + Damage Type	Target	Range
1-D8 (Piercing) Damage {4}	1	5 Feet

**Armor:**

**Main Hand:**

**Off Hand:**

**Sub Weapon:**

**Spells:**

<b>Lightning Rack Bolt</b>	
<b>Hit Roll:</b>	1-D100 VS Evasion
<b>Dice + Damage Type:</b>	1-D12 (Lightning) Damage {6}
<b>Number of Targets:</b>	1
<b>Range:</b>	30 Feet
Effect	
When this NPC's Health drops 25% (15, 10, 5), this NPC will trigger this spell, the NPC shoots a 'bolt of lightning' from its horns at a target for 1-D12 (Lightning) Damage.	

Loot Table						
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EXP DICE						
<b>D4</b>	<b>D6</b>	<b>D8</b>	<b>D10</b>	<b>D12</b>	<b>D20</b>	<b>D100</b>
				1		

Coin	
<b>Platinum</b>	0
<b>Gold</b>	0
<b>Silver</b>	0
<b>Copper</b>	0

Items	
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**Value: 20 Copper**

<b>4 Point Buck Rack</b>	
<b>Item Type:</b>	Component
<b>Action Cost:</b>	-1 Action Point
<b>Number of Targets:</b>	N/A
<b>Range:</b>	N/A
<b>Durability:</b>	4
<b>Description of Effect:</b>	Antlers often used for crafting.

<b>Name:</b>	Giant Soft Stone Raccoon Golem				
<b>Species:</b>	Nature Golem	<b>Language:</b>	None		
<b>Level:</b>	A.6	<b>Actions Per Turn:</b>	2		
<b>Height:</b>	5'05"	<b>Weight:</b>	120 lbs.	<b>Size:</b>	Medium

**Base Stats:**

<b>Health</b>	
24	

<b>Armor</b>					
<b>Natural Armor</b>	0	<b>Base Armor</b>	0	<b>Over Armor</b>	0

<b>Base Evasion</b>		<b>Movement Speed</b>	
55		55	

**Action Roll Table Scores to Beat:**

#	Action List	Score	#	Action List	Score
<u>1</u>	Acrobatics	50	<u>11</u>	Nature	50
<u>2</u>	Animal Handling	50	<u>12</u>	Perception	50
<u>3</u>	Athletics	50	<u>13</u>	Performance	50
<u>4</u>	Deception	50	<u>14</u>	Persuasion	50
<u>5</u>	History	50	<u>15</u>	Faith	50
<u>6</u>	Insight	80	<u>16</u>	Sleight of Hand	50
<u>7</u>	Intimidation	50	<u>17</u>	Stealth	50
<u>8</u>	Investigation	50	<u>18</u>	Survival	50
<u>9</u>	Magic Sense	50	<u>19</u>	Constitution	50
<u>10</u>	Medicine	50	<u>20</u>	Will	50

**Natural Traits: (Passives)**

<b>Opportunist</b>	
Effect	
When an Attack misses this NPC, the NPC can make a Counterattack at the attacker that missed if they are in range. This Effect is in play during Strikes and Skirmishes.	

<b>Immune to Bleeding Effects</b>	
Effect	
This NPC is unaffected by Critical (Slashing), (Piercing), or any Effect that would result in Bleeding Counters.	

<b>Immune to Fire Effects</b>	
Effect	
This NPC is unaffected by Critical (Fire) or any Effect that would result in Burning Counters.	

<b>Skirmish Trigger</b>	
Effect	
This NPC will trigger each turn once it has 4 or more Actions.	

**General Combat Sheet:**

**Unarmed Attack:** Value: Free

<b>Unarmed Attack (Claw)</b>		
Dice + Damage Type	Target	Range
1-D8 (Force) Damage {4}	1	5 Feet

**Armor:**

**Main Hand:**

**Off Hand:**

**Sub Weapon:**

**Spells:**

<b>Raccoon Rage</b>	
<b>Casting Roll:</b>	Auto Success
<b>Dice + Damage Type:</b>	N/A
<b>Number of Targets:</b>	Self
<b>Range:</b>	Self
Effect	
When this NPC's Health drops 25% (18, 12, 6), this NPC will trigger this spell, this NPC adds +1 Action to their turn.	

Loot Table					
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EXP DICE						
D4	D6	D8	D10	D12	D20	D100
					1	

Coin	
<b>Platinum</b>	0
<b>Gold</b>	0
<b>Silver</b>	0
<b>Copper</b>	0

Items	
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**Value: 10 Copper**

<b>Iron Ore</b>	
<b>Item Type:</b>	Component
<b>Action Cost:</b>	-1 Action Point
<b>Number of Targets:</b>	N/A
<b>Range:</b>	N/A
<b>Durability:</b>	10
<b>Description of Effect:</b>	Raw Ore used by Smiths.

<b>Name:</b>	Honey Grass Behemoth Golem (Floor Boss)				
<b>Species:</b>	Nature Golem	<b>Language:</b>	Common		
<b>Level:</b>	A.7 (BOSS)	<b>Actions Per Turn:</b>	3		
<b>Height:</b>	10'9"	<b>Weight:</b>	500 lbs.	<b>Size:</b>	X-Large

**Base Stats:**

<b>Health</b>	
28	

<b>Armor</b>					
<b>Natural Armor</b>	4	<b>Base Armor</b>	XX	<b>Over Armor</b>	20

<b>Base Evasion</b>		<b>Movement Speed</b>	
52.5		50	

**Action Roll Table Scores to Beat:**

#	Action List	Score	#	Action List	Score
<u>1</u>	Acrobatics	50	<u>11</u>	Nature	50
<u>2</u>	Animal Handling	50	<u>12</u>	Perception	50
<u>3</u>	Athletics	50	<u>13</u>	Performance	50
<u>4</u>	Deception	50	<u>14</u>	Persuasion	50
<u>5</u>	History	50	<u>15</u>	Faith	50
<u>6</u>	Insight	50	<u>16</u>	Sleight of Hand	50
<u>7</u>	Intimidation	50	<u>17</u>	Stealth	50
<u>8</u>	Investigation	50	<u>18</u>	Survival	50
<u>9</u>	Magic Sense	50	<u>19</u>	Constitution	85
<u>10</u>	Medicine	50	<u>20</u>	Will	50

**Natural Traits: (Passives)**

<b>Opportunist</b>	
Effect	
When an Attack misses this NPC, the NPC can make a Counterattack at the attacker that missed if they are in range. This Effect is in play during Strikes and Skirmishes.	

<b>Immune to Bleeding Effects</b>	
Effect	
This NPC is unaffected by Critical (Slashing), (Piercing), or any Effect that would result in Bleeding Counters.	

<b>Mana Vison</b>	
Effect	
This NPC is able to see in any condition and cannot be (Blinded) by physical means.	

**Layer Actions: (Trigger Actions)**

<b>Grasp of the Tall Grass</b>	
<b>Event Trigger:</b>	When Health drops 25% (21/14/7)
<b>Number of Targets:</b>	All Foes
<b>Range:</b>	100 Foot AoE
Effect	
When this NPC's Health drops at or past trigger points, this Layer Action triggers at the end of current Turn. All foes in range must make Acrobatics Saving Rolls greater than 85 or become Grappled, Grappled targets can't move or attack. Grappled targets can make Athletic Rolls to break free for 2 Action Points, must roll greater than 80.	

**General Combat Sheet:**

**Unarmed Attack:** Value: Free

<b>Unarmed Attack</b>		
Dice + Damage Type	Target	Range
4 (Force) Damage	1	5 Feet

**Spells:**

<b>Grass Blade</b>	
<b>Hit Roll:</b>	1-D100 VS Evasion
<b>Dice + Damage Type:</b>	1-D6 {3}
<b>Number of Targets:</b>	1
<b>Range:</b>	30 Feet
Effect	
NPC flings a 'blade of grass' the size of a Dagger that is as brittle as glass and razor sharp to deal a target 1-D6 (Slashing) Damage.	

<b>Healing Gust</b>	
<b>Casting Roll:</b>	Auto Succeed
<b>Dice + Damage Type:</b>	1-D10
<b>Number of Targets:</b>	Self
<b>Range:</b>	Self
Effect	
When this NPC's Health drops to or below 50% (14), NPC will trigger this spell for at least 1 of its Actions each turn until its Health is above 50%.	

<b>Life Draining Grasp</b>	
<b>Hit Roll:</b>	Grappled VS Constitution
<b>Dice + Damage Type:</b>	1-D6
<b>Number of Targets:</b>	Grappled Target + Self
<b>Range:</b>	Grappled by 'Grasp of the Tall Grass'
Effect	
Target Grappled by 'Grasp of the Tall Grass' must make Constitution Saving Roll greater than 75 or take 1-D6 Life Drain Damage (This Damage bypasses Armor) Caster gains Health equal to Life Drain Damage.	

Loot Table						
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EXP DICE						
D4	D6	D8	D10	D12	D20	D100
						1

Coin			
Copper	Silver	Gold	Platinum
0	0	0	0

Items	
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**Value: 1 Gold**

<b>Extra Small Condensed Mana Crystal (Rainbow of Green)</b>	
<b>Item Type:</b>	??????
<b>Action Cost:</b>	??????
<b>Number of Targets:</b>	??????
<b>Range:</b>	??????
<b>Durability:</b>	??????
<b>Description of Effect:</b>	Strange crystal that, when looked at, seems to show more and more shades of green the longer and deeper one looks at it.

**Value: 5 Copper per 10 Units.**

<b>Honey Grass X D100 Units</b>	
<b>Item Type:</b>	Component
<b>Action Cost:</b>	-1 Action Point
<b>Number of Targets:</b>	N/A
<b>Range:</b>	N/A
<b>Durability:</b>	3
<b>Description of Effect:</b>	Sweet tasting grass that expresses a golden sap when expressed.