



MONSTERS OF NEOXODUS:  
**NECROSTRUCT**



## NECROSTRUCT

A necrostruct is a once-living and artificially created creature animated by spiritual or supernatural forces. Necrostructs are created by encasing a recently dead body within a suit of specially prepared armor. The corpse is then infused with negative energy, creating a unique form of undead creature which is permanently trapped inside the ornate armored shell which it must use to fight and move. The elaborate process of creating a necrostruct binds this undead force to the specially prepared armor, resulting in a single, unified being that is both undead and construct.

The first necrostructs are said to have been created many centuries ago by a powerful but crazed mystic theurge with an odd, twisted sense of self loathing. Many sages believe that it is because of this twisted self loathing that all necrostructs possess a powerful urge to seek out and destroy magic when they are created.

Necrostructs and lesser necrostructs are virtually mindless and will do nothing without orders from their creators (or a greater necrostruct, which possesses a cunning, evil intellect), following such instructions explicitly. Necrostructs can be commanded as long as the necrostruct is within 60 feet and can see and hear its creator. An uncommanded necrostruct usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can give the necrostruct a simple command to govern its actions in his absence, or can order the necrostruct to obey the commands of another, but the necrostruct's creator can always resume control by commanding the necrostruct to obey him alone.

Greater necrostructs are by far the rarest and most powerful kind of necrostruct. A greater necrostruct possess actual intelligence and an evil cunning. It is capable of individual thought, although it will still obey and carry out any order from its creator. Greater necrostructs are often found commanding a collective of lesser or standard necrostructs, and can use their collective mind ability to coordinate complex tactics and strategies.

## CREATING A NECROSTRUCT

The cost to create a necrostruct includes the cost of the physical body and all the materials and spell components used in its creation. Each necrostruct entry gives specific details on the materials required and the total cost for its creation.

**Note:** The market price of a necrostruct with more Hit Dice than the typical necrostruct described in each entry is increased by 5,000 gp for each additional Hit Die it possesses beyond the standard for its kind.

## NECROSTRUCT, LESSER

This large creature appears to be a strange, animated suite of ornate armor. Glowing red eyes and the hint of a ghostly form can just barely be detected within the armor.

## NECROSTRUCT, LESSER = CR 7

XP 3,200

NE Large undead construct

**Init** -1; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

## DEFENSE

**AC** 20, touch 8, flat-footed 20; (-1 Dex, +12 natural, -1 size)

**hp** 79 (9d10+30)

**Fort** +3, **Ref** +2, **Will** +3

**Defensive Abilities** channel resistance +1

**DR** 5/adamantine; Immune construct traits, undead traits, magic

## OFFENSE

**Speed** 20 ft.

**Melee** 2 slams +13 (2d8+5 plus energy drain)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** energy drain (1 level, DC 11)

## STATISTICS

**Str** 20, **Dex** 9, **Con** —, **Int** 11, **Wis** 11, **Cha** 1

**Base Atk** +9; **CMB** +15; **CMD** 24

**Languages** none

## ECOLOGY

**Environment** any

**Organization** solitary or collective (2-4)

**Treasure** none

## SPECIAL ABILITIES

**Collective Mind (Sp):** A lesser necrostruct is under a constant, but limited, form of sending, which allows it to instantly coordinate attacks or other basic activities with other necrostructs within 60 feet. This ability is always active and requires no concentration to maintain.

**Energy Drain (Su):** A creature hit by a lesser necrostruct's slam (or other natural weapon) gains one negative level. This ability only triggers once per round, regardless of the number of attacks a lesser necrostruct makes.

**Immunity to Magic (Ex):** A lesser necrostruct is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

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- A magical attack that deals electricity damage slows a lesser necrostruct (as the slow spell) for 3 rounds, with no saving throw.
- A raise dead or similar spell cast on a lesser necrostruct destroys it (Will negates). Using the spell in this way does not require a material component.

**Magic Absorption (Sp):** As a full round action, a lesser necrostruct may touch a magic item in order to drain the item of all its' magical energy and absorb that energy into the lesser necrostruct's body. An item touched may make a DC 20 Will save to prevent the lesser necrostruct from draining it. If a creature is holding the magic item at the time, then the item can use the holder's Will save bonus in place of its own if the holder's is better. In such cases, contact is made by making a melee touch attack. Drained items are only restorable by wish or miracle. Each time a lesser necrostruct absorbs magic energy in this way, it is cured of 4d8 + 8 points of damage. A lesser necrostruct may use this ability three times per day.

**Magic Sense (Sp):** A lesser necrostruct notices and locates magic within 60 feet, as detect magic. This ability is always active and requires no concentration to maintain. The lesser necrostruct always gains information as if it had spent 3 rounds studying the specific area or subject.

A lesser necrostruct stands 8 feet tall and weighs 1000 pounds. It has no possessions and no weapons. A lesser necrostruct cannot speak. It walks and moves with a stiff but purposeful gait.

Although lesser necrostructs are mindless undead constructs, they still possess an evil cunning imparted to them by their animating force.

### COMBAT

A lesser necrostruct will attack if commanded to by its creator or a greater necrostruct. In battle, a lesser necrostruct will continuously search enemies for magic items, using its Magic Sense ability. Unless commanded not to, a lesser necrostruct will seek out any such magic item detected

and attempt to destroy it with its Magic Absorption ability.

Lesser necrostructs use their Collective Mind ability to remain in constant mental contact with other nearby necrostructs. Although they are incapable of complicated strategies on their own, they are still able to use this continual mental contact to coordinate attacks and other basic tactics.

Lesser necrostructs normally lack subtlety in combat. Left to their own devices, they tend to simply attack until either the lesser necrostruct or its adversary is destroyed, unless commanded to stop.



## CONSTRUCTION

A lesser necrostruct's outer body is created from specially crafted, ornate armor made from steel and adamantine, prepared with rare tinctures and oils costing at least 4,000 gp.

### LESSER NECROSTRUCT

CL 8th; Price 20,500 gp

## CONSTRUCTION

Requirements Craft Construct, animate dead, detect magic, dispel magic, geas/quest, limited wish, sending, creator must be caster level 8th; Skill Craft (armor); Cost 10,500 gp

## NECROSTRUCT

This large, powerful looking creature appears to be a strange, animated suite of ornate adamantine armor. Glowing red eyes and the hint of a ghostly form can just barely be detected within the armor.

## NECROSTRUCT - CR 10

XP 9,600

NE Large undead construct

Init -1; Senses darkvision 60 ft., low-light vision; Perception +0

Aura unnatural aura (30 ft.)

## DEFENSE

AC 24, touch 8, flat-footed 24 (-1 Dex, +16 natural, -1 size)

hp 101 (13d10+30)

Fort +4, Ref +3, Will +4

Defensive Abilities channel resistance +2

DR 10/adamantine and bludgeoning; Immune construct traits, undead traits, magic

## OFFENSE

Speed 20 ft.

Melee 2 slams +19 (2d10+7 plus energy drain)

Space 10 ft.; Reach 10 ft.

Special Attacks energy drain (1 level, DC 16)

## STATISTICS

Str 24, Dex 9, Con —, Int —, Wis 11, Cha 10

Base Atk +13; CMB +21; CMD 30

Languages none

## ECOLOGY

Environment any

Organization solitary or collective (2-4)

Treasure none

## SPECIAL ABILITIES

**Collective Mind (Sp):** A necrostruct is under a constant, but limited, form of sending, which allows it to instantly coordinate attacks or other basic activities with other necrostructs within 60 feet. This ability is always active and requires no concentration to maintain.

**Energy Drain (Su):** A creature hit by a necrostruct's slam (or other natural weapon) gains one negative level. This ability only triggers once per round, regardless of the number of attacks a necrostruct makes.

**Immunity to Magic (Ex):** A necrostruct is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals electricity damage slows a necrostruct (as the slow spell) for 3 rounds, with no saving throw.
- A raise dead or similar spell cast on a necrostruct destroys it (Will negates). Using the spell in this way does not require a material component.

**Magic Absorption (Sp):** As a full round action, a necrostruct may touch a magic item in order to drain the item of all its' magical energy and absorb that energy into the necrostruct's body. An item touched may make a DC 23 Will save to prevent the necrostruct from draining it. If a creature is holding the magic item at the time, then the item can use the holder's Will save bonus in place of its own if the holder's is better. In such cases, contact is made by making a melee touch attack. Drained items are only restorable by wish or miracle. Each time a necrostruct absorbs magic energy in this way, it is cured of 5d8 + 10 points of damage. A necrostruct may use this ability five times per day.

**Magic Sense (Sp):** A necrostruct notices and locates magic within 60 feet, as detect magic. This ability is always active and requires no concentration to maintain. The necrostruct always gains information as if it had spent 3 rounds studying the specific area or subject.

**Unnatural Aura (Su):** Animals, whether wild or domesticated, can sense the unnatural presence of a necrostruct at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the necrostruct.

A necrostruct stands 9 feet tall and weighs 2000 pounds. It has no possessions and no weapons. A necrostruct cannot speak. It walks and moves with a stiff but purposeful gait.

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Although necrostructs are mindless undead constructs, they still possess an evil cunning imparted to them by their animating force.

### COMBAT

A necrostruct will attack if commanded to by its creator or a greater necrostruct. During combat, a necrostruct will continuously search enemies for magic items, using its Magic Sense ability. Unless commanded not to, a necrostruct will seek out any such magic item detected and attempt to destroy it with its Magic Absorption ability.

Necrostructs use their Collective Mind ability to remain in constant mental contact with other nearby necrostructs. Although they are incapable of complicated strategies on their own, they are still able to use this continual mental contact to coordinate attacks and other basic tactics.

Necrostructs normally lack subtlety in combat. Left to their own devices, they tend to simply attack until either the necrostruct or its adversary is destroyed, unless commanded to stop. Necrostructs seem to be more aware of their Energy Drain ability than lesser necrostructs and seem to drain levels more often during combat than lesser necrostructs.

### CONSTRUCTION

A necrostruct's outer body is created from specially crafted, ornate armor made from steel and adamantine, prepared with rare tinctures and oils costing at least 6,000.

### NECROSTRUCT

CL 11th; Price 41,500 gp

### CONSTRUCTION

Requirements Craft Construct, create undead, detect magic, dispel magic, geas/quest, limited wish, sending, creator must be caster level 11th; Skill Craft (armor); Cost 21,500 gp

### NECROSTRUCT, GREATER

This powerful, hulking creature appears to be a strange, animated suite of ornate adamantine armor. Red eyes glow with an evil intelligence and the hint of a ghostly form can just barely be detected within the armor.

### NECROSTRUCT, GREATER CR 13

XP 25,600

NE Large undead construct

Init +3; Senses darkvision 60 ft., low-light vision; Perception +24

Aura unnatural aura (30 ft.)

### DEFENSE

AC 28, touch 8, flat-footed 28 (–1 Dex, +20 natural, –1 size)

hp 129 (18d10+30)

Fort +5, Ref +4, Will +5

Defensive Abilities channel resistance +4

DR 15/adamantine; Immune construct traits, undead traits, magic

### OFFENSE

Speed 30 ft.

Melee 2 slams +28 (2d10+16/19–20 plus energy drain)

Space 10 ft.; Reach 10 ft.

Special Attacks disease breath weapon, energy drain (2 levels, DC 23), powerful blows

### STATISTICS

Str 32, Dex 9, Con —, Int 15 Wis 11, Cha 18

Base Atk +18; CMB +30; CMD 39

Languages common

Feats Blind-Fight, Combat Reflexes, Critical Focus, Improved Bull Rush, Improved Initiative, Intimidating Prowess, Power Attack, Skill Focus (Perception), Sickening Critical

Skills Climb +25, Intimidate +33, Knowledge (arcane) +15, Knowledge (religion) 15, Perception +24, Sense Motive +13, Spellcraft +15, Stealth +18, Survival +15

### ECOLOGY

Environment any

Organization solitary or collective (2–4)

Treasure none

### SPECIAL ABILITIES

**Disease Breath Weapon (Su):** As a free action once every 1d4+1 rounds, a greater necrostruct can exhale a 10-foot cube of disease filled air. This noxious cloud persists for 1 round; any creature within the area when the greater necrostruct creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the effects of the disease filled cloud. This disease is magically created each time the greater necrostruct uses this power.

Disease Breath Weapon—inhaled; save Fort 19; Onset 1d4 rounds; Frequency 1/day; effect 1d4 Con damage and 1 Int damage and target is fatigued; Cure 2 consecutive saves.

**Collective Mind (Sp):** A greater necrostruct is under a constant, but limited, form of sending, which allows it to instantly coordinate attacks or other activities with other necrostructs within 100 feet. This ability is always active and requires no concentration to maintain.

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**Energy Drain (Su):** A creature hit by a greater necrostruct's slam (or other natural weapon) gains two negative levels.

**Immunity to Magic (Ex):** A greater necrostruct is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals electricity damage slows a greater necrostruct (as the slow spell) for 3 rounds, with no saving throw.
- A raise dead or similar spell cast on a greater necrostruct destroys it (Will negates). Using the spell in this way does not require a material component.

**Magic Absorption (Sp):** As a full round action, a greater necrostruct may touch a magic item in order to drain the item of all its' magical energy and absorb that energy into the greater necrostruct's body. An item touched may make a DC 25 Will save to prevent the greater necrostruct from draining it. If a creature is holding the magic item at the time, then the item can use the holder's Will save bonus in place of its own if the holder's is better. In such cases, contact is made by making a melee touch attack. Drained items are only restorable by wish or miracle. Each time a greater necrostruct absorbs magic energy in this way, it is cured of 5d8 + 12 points of damage. There is no limit to the number of times a greater necrostruct may use this ability.

**Magic Sense (Sp):** A greater necrostruct notices and locates magic within 100 feet, as detect magic. This ability is always active and requires no concentration to maintain. The greater necrostruct always gains information as if it had spent 3 rounds studying the specific area or subject.

**Powerful Blows (Ex):** An greater necrostruct inflicts one and a half times its Strength modifier and threatens a critical hit on a 19–20 with its slam attacks.

**Unnatural Aura (Su):** Animals, whether wild or domesticated, can sense the unnatural presence of a greater necrostruct at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the greater necrostruct.

A greater necrostruct is 12 feet tall and weighs about 5,000 pounds. An almost palpable sense of power seems to radiate from within its ornate, armored body, which moves with a surprisingly smooth gait, despite its massive size.

Greater necrostructs are intelligent, cunning and resourceful. They are capable of speech – their voice has a hollow, deep, echoing quality.

### COMBAT

A greater necrostruct will attack, or carry out any other task, if commanded to by its creator. Unlike other necrostructs, however, a greater necrostruct is highly intelligent and is fully capable of formulating and carrying out complex tactics. If other necrostructs are present, a greater necrostruct can assume mental command of them using its Collective Mind ability, allowing it to coordinate complicated attacks and other strategies as needed with terrifying speed and efficiency.

During combat, a greater necrostruct will scan enemies for magic items, using its Magic Sense ability. Unless commanded otherwise, a greater necrostruct will seek out any such magic item whenever strategically advantageous and attempt to destroy it with its Magic Absorption ability. Often, the greater necrostruct will wait until it has sustained damage itself before attempting to destroy a magic item so that the absorption of the magic item's energy will also heal the greater necrostruct.

Necrostructs are fully capable of great subtlety in combat, using Energy Drain, Magic Absorption and pure, overwhelming physical might with frighteningly effective results.

### CONSTRUCTION

A greater necrostruct's outer body is created from specially crafted, ornate armor made from steel and adamantine, prepared with rare tinctures and oils costing at least 10,000 gp.

### NECROSTRUCT, GREATER

CL 16th; Price 150,000 gp

### CONSTRUCTION

Requirements Craft Construct, contagion, create greater undead, detect magic, dispel magic, greater, geas/quest, limited wish, sending, creator must be caster level 16th; Skill Craft (armor); Cost 80,000 gp

Written By Marc Radle with Louis Porter Jr.

Artwork by Yama Orce

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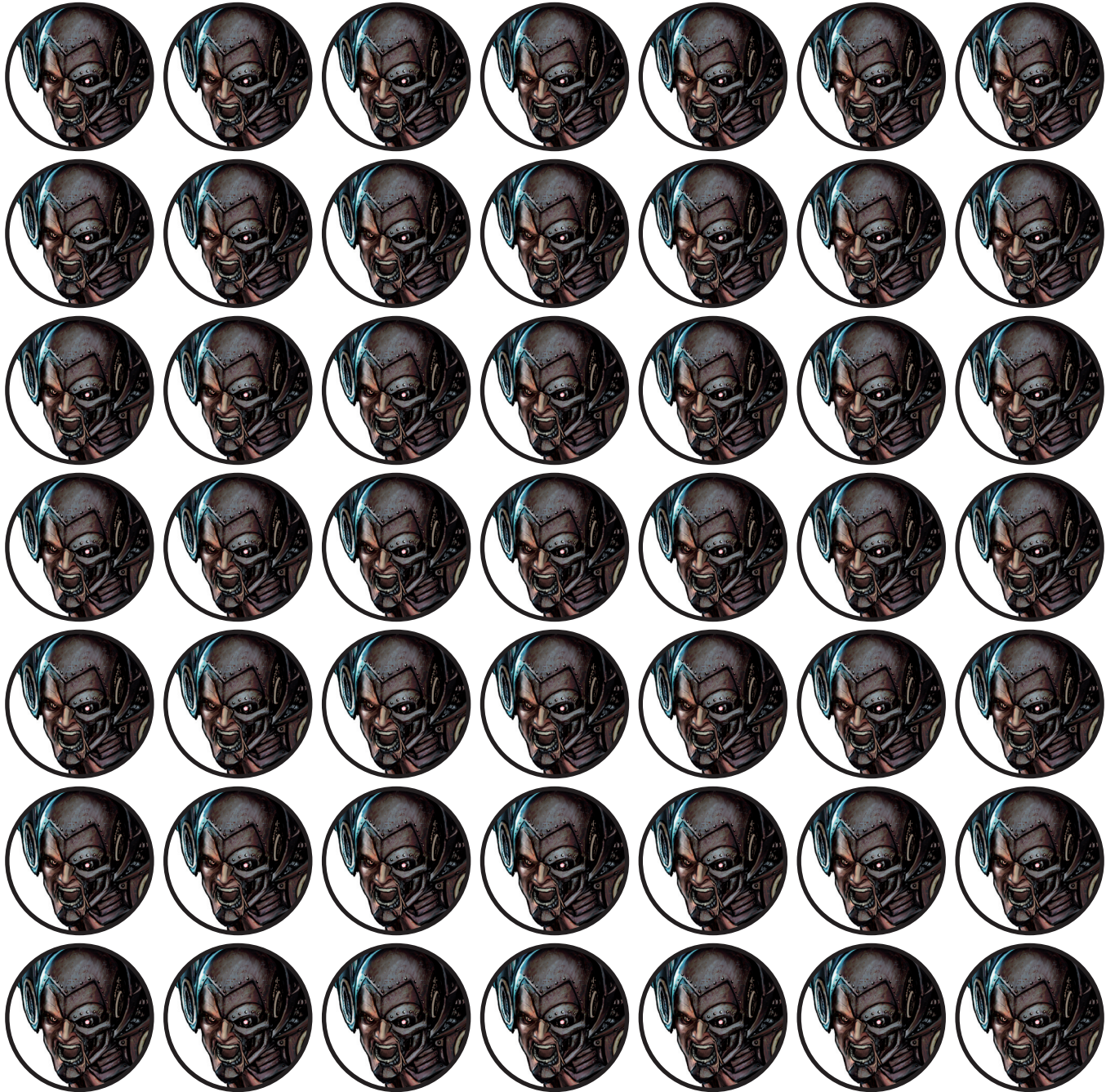
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AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>
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BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>
MELEE	<input type="text"/>	<b>HIT POINTS</b>			<input type="checkbox"/>
MELEE	<input type="text"/>				<input type="checkbox"/>
RANGE	<input type="text"/>				<input type="checkbox"/>
RANGE	<input type="text"/>				<input type="checkbox"/>
Attacks (#)					
					



NAME		RACE		CR	CLASS
STR	<input type="checkbox"/>	INT	<input type="checkbox"/>	FORT	<input type="checkbox"/>
DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>
CON	<input type="checkbox"/>	CHA	<input type="checkbox"/>	WILL	<input type="checkbox"/>
AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>
FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>
MELEE	<input type="text"/>	<b>HIT POINTS</b>			<input type="checkbox"/>
MELEE	<input type="text"/>				<input type="checkbox"/>
RANGE	<input type="text"/>				<input type="checkbox"/>
RANGE	<input type="text"/>				<input type="checkbox"/>
Attacks (#)					
					



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NAME		RACE / CLASS		LVL		
STR	<input type="checkbox"/>	INT	<input type="checkbox"/>	FORT	<input type="checkbox"/>	Acrobat <input type="checkbox"/>
DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>	Bluff <input type="checkbox"/>
CON	<input type="checkbox"/>	CHA	<input type="checkbox"/>	WILL	<input type="checkbox"/>	Diplom. <input type="checkbox"/>
AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>	Intim. <input type="checkbox"/>
FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>	Percep. <input type="checkbox"/>
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>	Sense Motive <input type="checkbox"/>
MELEE	<input type="text"/>	HIT POINTS				Stealth <input type="checkbox"/>
MELEE	<input type="text"/>					<input type="checkbox"/>
RANGE	<input type="text"/>					<input type="checkbox"/>
RANGE	<input type="text"/>					<input type="checkbox"/>
Languages						
						
Special / Notes						
						

NAME		RACE / CLASS		LVL		
STR	<input type="checkbox"/>	INT	<input type="checkbox"/>	FORT	<input type="checkbox"/>	Acrobat <input type="checkbox"/>
DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>	Bluff <input type="checkbox"/>
CON	<input type="checkbox"/>	CHA	<input type="checkbox"/>	WILL	<input type="checkbox"/>	Diplom. <input type="checkbox"/>
AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>	Intim. <input type="checkbox"/>
FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>	Percep. <input type="checkbox"/>
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>	Sense Motive <input type="checkbox"/>
MELEE	<input type="text"/>	HIT POINTS				Stealth <input type="checkbox"/>
MELEE	<input type="text"/>					<input type="checkbox"/>
RANGE	<input type="text"/>					<input type="checkbox"/>
RANGE	<input type="text"/>					<input type="checkbox"/>
Languages						
						
Special / Notes						
						

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NAME		RACE / CLASS		LVL		
STR	<input type="checkbox"/>	INT	<input type="checkbox"/>	FORT	<input type="checkbox"/>	Acrobat <input type="checkbox"/>
DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>	Bluff <input type="checkbox"/>
CON	<input type="checkbox"/>	CHA	<input type="checkbox"/>	WILL	<input type="checkbox"/>	Diplom. <input type="checkbox"/>
AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>	Intim. <input type="checkbox"/>
FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>	Percep. <input type="checkbox"/>
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>	Sense Motive <input type="checkbox"/>
MELEE	<input type="text"/>	HIT POINTS				Stealth <input type="checkbox"/>
MELEE	<input type="text"/>					<input type="checkbox"/>
RANGE	<input type="text"/>					<input type="checkbox"/>
RANGE	<input type="text"/>					<input type="checkbox"/>
Languages						
						
Special / Notes						
						

NAME		RACE / CLASS		LVL		
STR	<input type="checkbox"/>	INT	<input type="checkbox"/>	FORT	<input type="checkbox"/>	Acrobat <input type="checkbox"/>
DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>	Bluff <input type="checkbox"/>
CON	<input type="checkbox"/>	CHA	<input type="checkbox"/>	WILL	<input type="checkbox"/>	Diplom. <input type="checkbox"/>
AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>	Intim. <input type="checkbox"/>
FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>	Percep. <input type="checkbox"/>
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>	Sense Motive <input type="checkbox"/>
MELEE	<input type="text"/>	HIT POINTS				Stealth <input type="checkbox"/>
MELEE	<input type="text"/>					<input type="checkbox"/>
RANGE	<input type="text"/>					<input type="checkbox"/>
RANGE	<input type="text"/>					<input type="checkbox"/>
Languages						
						
Special / Notes						
						

# COMBAT & INITIATIVE TRACKER



LPJ9XXX

			INITIATIVE & ROUNDS														
NAME	HP	AC	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
#1:																	
#2:																	
#3:																	
#4:																	
#5:																	
#6:																	
#7:																	
#8:																	
	HP	AC	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
NPC #1:																	
NPC #2:																	
NPC #3:																	
NPC #4:																	
NPC #5:																	
NPC #6:																	
NPC #7:																	
NPC #8:																	
			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
CONDITION:																	
CONDITION:																	
CONDITION:																	
CONDITION:																	
CONDITION:																	
CONDITION:																	
CONDITION:																	
CONDITION:																	
			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
SPELL IN EFFECT:																	
SPELL IN EFFECT:																	
SPELL IN EFFECT:																	
SPELL IN EFFECT:																	
SPELL IN EFFECT:																	
SPELL IN EFFECT:																	
SPELL IN EFFECT:																	
SPELL IN EFFECT:																	
COMBAT/ENCOUNTER NOTES:																	