

AFFLICTED IRNAKURSE**CREATURE 8****CE****LARGE****ABERRATION****Perception** +18; darkvision**Languages** Abyssal, Elven, Undercommon (can't speak any language)**Skills** Athletics +20, Acrobatics +20, Stealth +20**Str** +5, **Dex** +5, **Con** +3, **Int** -2, **Wis** +3, **Cha** +4**AC** 28; **Fort** +20, **Ref** +18, **Will** +16**HP** 152**Attack of Opportunity** ↷**Speed** 15 feet**Melee** ✦ jaws +20 (reach 10 feet), **Damage** 2d12+11 piercing**Melee** ✦ tentacle +20 (agile, reach 20 feet), **Damage** 2d8+11 slashing
plus mind lash**Fearful Curse** The irnakurse is permanently frightened 2, lowering its level to 8.**Mind Lash** (emotion, enchantment, mental, occult) A non-evil creature hit by an irnakurse's tentacle must succeed at a DC 28 Will save or be stunned 2 (stunned 4 on a critical failure). After attempting this save, a creature is temporarily immune to Mind Lash for 24 hours.**Rend** ✦ tentacle**Soul Scream** ✦✦ (auditory, concentrate, emotion, enchantment, mental, occult) **Frequency** once per day; **Effect** The irnakurse unleashes an alien shriek. All non-evil creatures within a 10-foot emanation must attempt a DC 28 Will save. The irnakurse can Sustain Soul Scream for up to 6 rounds; each time it does, it repeats the effect.**Critical Success** The creature is unaffected, and is temporarily immune to Soul Scream for 24 hours.**Success** The creature is stupefied 1 for 1 round.**Failure** The creature is stupefied 1. Further failed saves against Soul Scream increase the condition value by 1, to a maximum of stupefied 4. Each full night's rest decreases this stupefied condition by 1.**Critical Failure** As failure, except the stupefied value increases by 2.**Storm of Tentacles** ✦✦ The irnakurse makes up to four tentacle Strikes, each against a different target. The multiple attack penalty doesn't increase until after it makes all of its attacks.

ALLER ROSK

CREATURE 5

UNIQUE

CE

MEDIUM

GHOUL

UNDEAD

Male ghoul tattoo artist (*Pathfinder Bestiary* 168)**Perception** +15; darkvision**Languages** Aklo, Common, Necril, Undercommon**Skills** Acrobatics +13, Athletics +14, Crafting +13, Occultism +11, Stealth +11**Str** +5, **Dex** +2, **Con** +4, **Int** +4, **Wis** +2, **Cha** +2**Items** scrap of tattooed flesh**AC** 22; **Fort** +14, **Ref** +12, **Will** +10**HP** 75, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious**Speed** 30 feet, burrow 5 feet**Melee** ✦ jaws +15, **Damage** 2d8+7 piercing plus ghoul fever and paralysis**Melee** ✦ claw +15 (agile), **Damage** 2d6+7 slashing plus paralysis**Consume Tattooed Flesh** ✦ (manipulate) **Requirements** Aller is adjacent to a tattooed scrap of flesh or to the corpse of a creature that died within the last hour; **Effect** Aller devours a bite of flesh and regains 4d6 Hit Points. If the piece of flesh was tattooed, he is also quickened 1 and can use this extra action to make a jaws Strike. Aller then can't Consume Flesh for 1d4 rounds.**Ghoul Fever** (disease) **Saving Throw** DC 22 Fortitude; **Stage 1** carrier with no ill effects (1 day); **Stage 2** 2d6 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 2d6 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghoul the next midnight.**Paralysis** (incapacitation, occult, necromancy) Any living, non-elf creature hit by Aller's attack must succeed at a DC 22 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each save.**Swift Leap** ✦ Aller jumps up to half his Speed. This movement doesn't trigger reactions.

AUGRAEL

CREATURE 3

UNIQUE

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MEDIUM

GHOUL

UNDEAD

Male morlock ghoul exile (*Pathfinder Bestiary* 168, *Bestiary 2* 174)**Perception** +8; darkvision**Languages** Aklo, Common, Necril, Undercommon**Skills** Acrobatics +8, Athletics +9 (+12 to Climb), Crafting +9 (Repair only), Occultism +10, Stealth +10**Str** +4, **Dex** +3, **Con** +1, **Int** +1, **Wis** +3, **Cha** +1**Light Blindness****AC** 18; **Fort** +8, **Ref** +12, **Will** +10**HP** 48, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious**Speed** 30 feet, burrow 5 feet, climb 20 feet**Melee** ✦ jaws +12, **Damage** 1d8+7 piercing plus ghoul fever and paralysis**Melee** ✦ claw +12 (agile), **Damage** 1d6+7 slashing plus paralysis**Consume Flesh** ✦ (manipulate) **Requirements** Augrael is adjacent to the corpse of an undead creature that was destroyed within the last hour; **Effect** Augrael devours a chunk of the destroyed undead creature and regains 2d6 Hit Points. He can regain Hit Points from any given corpse only once.**Ghoul Fever** (disease) **Saving Throw** DC 20 Fortitude; **Stage 1** carrier with no ill effects (1 day); **Stage 2** 2d6 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 2d6 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghoul the next midnight**Paralysis** (incapacitation, occult, necromancy) Any living, non-elf creature hit by a ghoul's attack must succeed at a DC 20 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each save.**Sneak Attack** Augrael deals an additional 1d6 precision damage to flat-footed creatures.**Swift Leap** ✦ Augrael jumps up to half his Speed. This movement doesn't trigger reactions.

AZVALVIGANDER

CREATURE 3

UNIQUE

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SMALL

DEVIL

FIEND

Female zebub quartermaster (*Pathfinder Bestiary 2 72*)**Perception** +14; greater darkvision**Languages** Celestial, Draconic, Infernal; telepathy 100 feet**Skills** Acrobatics +10, Arcana +7, Deception +8, Religion +9, Stealth +10**Str** +1, **Dex** +4, **Con** +1, **Int** +0, **Wis** +3, **Cha** +1**Items** fragment of Urevian's pendant (see area **G10**), key to area **G4a****AC 20**: **Fort** +8, **Ref** +10, **Will** +8; +1 status to all saves vs. magic**HP** 30; **Immunities** fire; **Weaknesses** good 5; **Resistances** physical 5 (except silver), poison 5**Speed** 15 feet, fly 50 feet**Melee** **◆** mandibles +12 (evil, finesse, magical), **Damage** 1d10+3 piercing plus 1d6 evil and Cocytan filth**Divine Innate Spells** DC 17; **5th dimension door**; **4th dimension door** (at will); **2nd invisibility** (at will, self only), *summon animal* (swarm creatures only); **Cantrips (2nd)** *message***Rituals** DC 17; *infernal pact***Cocytan Filth** (disease, virulent) **Saving Throw** DC 18 Fortitude; **Onset** 1d4 days; **Stage 1** enfeebled 1 (1 day); **Stage 2** enfeebled 2 (1 day); **Stage 3** enfeebled 3 (1 day)**Infernal Eye** **◆◆◆** (divine, divination) Azvalvigander records everything she sees, and though she doesn't remember all observations, she can pass them along to another creature. Azvalvigander replays 10 minutes of witnessed events to a touched willing creature, which receives the memories in a flash of information. By remaining in contact, Azvalvigander can spend additional 3-action activities to replay more information. After relaying her visions to another, Azvalvigander can't ever recall those events again.**Sneak Attack** Azvalvigander's Strikes deal an additional 1d6 precision damage to flat-footed creatures.

BARCUMBUK

CREATURE 8

UNIQUE

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MEDIUM

DEVIL

FIEND


Male erinys (*Pathfinder Bestiary* 89)**Perception** +18; greater darkvision, *true seeing***Languages** Celestial, Common, Draconic, Infernal; telepathy 100 feet**Skills** Acrobatics +17, Crafting +14, Deception +19, Diplomacy +15, Intimidation +19, Religion +16, Stealth +17**Str** +5, **Dex** +5, **Con** +5, **Int** +2, **Wis** +4, **Cha** +5**Items** breastplate, fragment of Urevian's pendant (see area **G10**), light hammer (4), 100 feet of erinys-hair rope, +1 *striking warhammer***AC** 27; **Fort** +17, **Ref** +19, **Will** +16; +1 status to all saves vs. magic**HP** 120; **Immunities** fire; **Weaknesses** good 5; **Resistances** physical 5 (except silver), poison 10**Speed** 25 feet, fly 40 feet**Melee** **◆** *flaming warhammer* +20 (evil, fire, magical, shove), **Damage** 2d8+6 bludgeoning plus 1d6 evil and 1d6 fire**Ranged** **◆** *flaming light hammer* +19 (agile, evil, fire, magical, thrown 20 feet), **Damage** 1d6+6 piercing plus 1d6 evil and 1d6 fire**Ranged** **◆** rope +19 (magical, range increment 30 feet), **Effect** rope snare**Divine Innate Spells** DC 26; **5th** *dimension door*; **4th** *dimension door* (at will), *divine wrath*, *retributive pain* (*Core Rulebook* 396); **3rd** *fear* (at will), **2nd** *illusory object*, *illusory disguise* (at will); **Constant (6th)** *true seeing***Rituals** DC 26; *infernal pact***Flames of Fury** Any weapon an erinys holds gains the effects of a *flaming* rune while they hold it.**Furious Fusillade** **◆◆◆** The erinys hovers in place if they are flying and fires one arrow at any number of creatures in a 30-foot cone. Each attack is rolled separately. This counts as one attack for the purpose of the erinys's multiple attack penalty.


(Continued on card 6)



(Barcumbuk; continued from card 5)

Rope Snare An erinys carries a coil of rope woven of their hair (use the statistics for rope) that animates in their hands. When a creature is hit by the erinys's rope, a segment of the rope tears loose and wraps itself around the creature, imposing a 10-foot circumstance penalty to Speed. The piece that tears off is 10 feet long for a Medium or smaller creature, and doubles in length for each size larger than Medium. When a creature Escapes the effect (DC 26), the detached segment of rope withers away into useless black sludge.

BASILISK**CREATURE 5****N****MEDIUM****BEAST****Perception** +11; darkvision**Skills** Athletics +13, Stealth +8**Str** +4, **Dex** -1, **Con** +5, **Int** -3, **Wis** +2, **Cha** +1**AC** 22; **Fort** +14, **Ref** +8, **Will** +11**HP** 75

Petrifying Glance  (arcane, aura, transmutation, visual); **Trigger** A creature within 30 feet that the basilisk can see starts its turn. **Effect** The target must attempt a DC 20 Fortitude save. If it fails, it's slow 1 for 1 minute as its body slowly stiffens.

Speed 20 feet**Melee**  jaws +15, **Damage** 2d8+4 piercing

Petrifying Gaze   (arcane, concentrate, incapacitation, transmutation, visual); The basilisk stares at a creature it can see within 30 feet. That creature must attempt a DC 22 Fortitude save. If it fails and has not already been slowed by Petrifying Glance or this ability, it becomes slowed 1. If the creature was already slowed by this ability or Petrifying Glance, a failed save causes the creature to be petrified permanently.

A creature petrified in this manner that is coated (not just splashed) with fresh basilisk blood (taken from a basilisk that has been dead no longer than 1 hour) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner.

BELCORRA HARUVEX**CREATURE 12****UNIQUE****CE****MEDIUM****GHOST****INCORPOREAL****SPIRIT****UNDEAD**Female ghost sorcerer (*Pathfinder Bestiary* 166)**Perception** +22; darkvision, magic sense**Languages** Aklo, Common, Undercommon**Skills** Arcana +23, Diplomacy +23, Intimidation +25, Occultism +26, Religion +22, Stealth +22**Str** -5, **Dex** +4, **Con** +0, **Int** +5, **Wis** +4, **Cha** +7**Magic Sense** (detection, divination) Belcorra can sense the presence of magic auras as though she were always using a 1st-level *detect magic* spell. When she Seeks, she gains the benefits of a 3rd-level *detect magic* spell on things she sees.**Site Bound** (lowest three levels of the Abomination Vaults)**AC** 30; **Fort** +16, **Ref** +22, **Will** +20; +1 status to all saves vs. magic**HP** 175, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)**Rejuvenation** (divine, necromancy) When Belcorra is destroyed, she reforms in 2d4 days within the Empty Vault (though she can reduce that time by empowering herself with glimmers of Nhimbaloth's essence using the *Ebon Fulcrum Lens*). Belcorra can only be permanently destroyed if she enacts her full revenge on Absalom or if Nhimbaloth devours her soul.**Speed** fly 25 feet**Melee** ♦ ghostly hand +24 (agile, finesse, magical), **Damage** 3d8+12 negative

(Continued on card 9)

(Belcorra Haruvex; continued from card 8)

Occult Spontaneous Spells DC 33, attack +25; **6th** (4 slots) *dispel magic, feeblemind, phantasmal calamity, true seeing*; **5th** (4 slots) *black tentacles, crushing despair, illusory scene, tongues*; **4th** (4 slots) *confusion, globe of invulnerability, phantasmal killer, spell immunity*; **3rd** (4 slots) *mind reading, nondetection, paralyze, vampiric touch*; **2nd** (4 slots) *death knell, see invisibility, telekinetic maneuver, touch of idiocy*; **1st** (4 slots) *mindlink, ray of enfeeblement, spider sting, true strike*; **Cantrips (6th)** *daze, ghost sound, mage hand, message, read aura, shield, telekinetic projectile*

Sorcerer Bloodline Spells DC 33; **6th** (2 Focus Points) *aberrant whispers, tentacular limbs*

Rituals DC 33; *legend lore, planar binding, teleportation circle* (*Advanced Player's Guide* 244)

Blood Magic Each time Belcorra casts a sorcerer bloodline spell or an aberrant bloodline granted spell, she can grant herself or a target of the spell a +2 status bonus to Will saving throws for 1 round.

Corrupting Gaze **◆◆** Belcorra stares at a creature she can see within 30 feet. The target takes 9d6 mental damage (DC 33 basic Will save). A creature that fails its save is also stupefied 1 for 1 minute.

Haunted Lighthouse **◆** **Frequency** once every 10 minutes; **Effect** Belcorra extends her presence throughout the lowest three levels of *Gauntlight* until the end of her next turn. She can see with the benefits of all-around vision and can make ghostly hand attacks or use special abilities originating from any surface in this area.

Quickened Casting **◆** **Frequency** once per day; **Effect** If Belcorra's next action is to cast a sorcerer spell of 4th level or lower, she reduces the number of actions to cast it by 1 (minimum 1 action).

BELUTHUS

CREATURE 11

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Variant male devourer (*Pathfinder Bestiary 2* 78)**Perception** +22; darkvision**Languages** Abyssal, Celestial, Common, Infernal, Necril**Skills** Arcana +21, Deception +21, Intimidation +23, Occultism +23, Stealth +19**Str** +7, **Dex** +3, **Con** +5, **Int** +5, **Wis** +4, **Cha** +5**AC** 31; **Fort** +20, **Ref** +18, **Will** +24; +1 status to all saves vs. magic**HP** 175, negative healing; **Immunities** death effects, disease, paralyzed, poison, spell deflection, unconscious**Spell Deflection** (abjuration, divine) A spellcaster who targets Beluthus with a mental spell, *banishment*, *bind soul*, *divine decree*, *divine wrath*, *possession*, *spirit blast*, or *spirit song* can attempt a counteract check to free a soul the devourer has trapped with Devour Soul. If this counteract attempt succeeds, the trapped soul is released (though the creature remains dead), and Beluthus can't use any soul charges from that creature. Beluthus is otherwise immune to these spells.**Speed** 30 feet, fly 30 feet**Melee** ✦ claw +24 (agile), **Damage** 2d10+13 slashing plus drain life**Occult Innate Spells** DC 31, see soul spells on card 11; **6th** *feeblemind*, *true seeing*; **4th** *confusion*, *suggestion*; **3rd** *bind undead*, *paralyze*; **2nd** *death knell*; **1st** *harm***Rituals** DC 31; *create undead*

(Continued on card 11)

(Beluthus; continued from card 10)

Devour Soul ➡➡ (death, divine, necromancy) Beluthus touches a creature within reach, dealing 8d6 negative damage (DC 31 basic Fortitude save). If a creature is slain by this attack, its soul becomes trapped within the devourer. While its soul is trapped, a creature can't be resurrected except by powerful magic such as a *wish* spell. Destroying Beluthus or successfully counteracting Devour Soul (see Spell Deflection on card 10) releases the soul. Beluthus can hold only one soul at a time. A soul has 5 soul charges per level of the originating creature (see Soul Spells below). Beluthus can expend these charges to cast spells. If the soul is freed and the creature returns to life, the creature is drained 1 for every 5 soul charges expended. If reduced to 0 soul charges, the soul is consumed and can be restored to life only by powerful magic such as *wish*.

Drain Life (divine, necromancy) When Beluthus damages a living creature with his claw Strike, the devourer gains 10 temporary Hit Points and the creature must succeed at a DC 24 Fortitude save or become drained 1. Further damage dealt by Beluthus increases the condition value by 1 on a failed save, to a maximum of drained 4.

Soul Spells Beluthus casts occult innate spells, but to do so it must expend a number of soul charges equal to the spell's level (similar to casting a spell using charges from a staff). He can heighten any spell to a maximum of 6th level by expending more charges as he Casts the Spell. When encountered, Beluthus has one trapped soul with 10 soul charges.

BITE BITE

CREATURE 1

UNIQUE

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MEDIUM

ANIMAL

Giant solifugid (*Pathfinder Bestiary 2* 246)

Perception +7; darkvision

Skills Acrobatics +8, Athletics +6, Stealth +6 (+10 in deserts)

Str +1, **Dex** +3, **Con** +3, **Int** -5, **Wis** +1, **Cha** -4

AC 16; **Fort** +6, **Ref** +8, **Will** +4

HP 20

Speed 35 feet, climb 25 feet

Melee ✦ jaws +8, **Damage** 1d10+1 piercing

Melee ✦ claw +8 (agile, reach 10 feet), **Damage** 1d8+1 slashing

Pounce ✦ Bite Bite Strides and makes a Strike at the end of that movement. If Bite Bite began this action hidden, it remains hidden until after this ability's Strike.

Rend ✦ claw

BLOODSIPHON

CREATURE 4

UNIQUE

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MEDIUM

AMPHIBIOUS

UNDEAD

Perception +10; tremorsense 30 feet

Languages Aklo (can't speak any language)

Skills Athletics +12

Str +4, **Dex** +1, **Con** +3, **Int** -2, **Wis** +3, **Cha** -2

AC 19; **Fort** +11, **Ref** +7, **Will** +11

HP 80, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weakness** slashing 5

Death Burst (aura, necromancy, occult) When the bloodsiphon dies, its body explodes in a cloudy red burst of necrotic dried blood in a 20-foot area. Creatures in range must attempt a DC 21 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes 2d6 negative damage.

Failure The creature takes 4d6 negative damage.

Critical Failure The creature takes 6d6 negative damage and is enfeebled 2 for 1 hour.

Speed 10 feet, swim 20 feet

Melee ✦ mouth +14, **Damage** 2d8+6 piercing plus Grab

Ranged ✦ spittle +11 (range 30 feet), **Damage** 3d6 negative

Blood Drain ✦ **Requirements** The bloodsiphon has a creature grabbed or restrained; **Effect** The bloodsiphon drains blood from the creature it has grabbed. This deals 4d4 damage, and the bloodsiphon grows temporarily moist and slimy as it regains 8 Hit Points, gaining any excess as temporary Hit Points that last for 1 minute. A creature that has its blood drained by the bloodsiphon is drained 1 until it receives any type of healing.

BOG-ROTTED FROGHEMOTH**CREATURE 12****UNCOMMON****N****HUGE****ABERRATION****AMPHIBIOUS**Weak froghemoth (*Pathfinder Bestiary 2* 6, 122)**Perception** +25; darkvision, otherworldly vision 30 feet**Skills** Acrobatics +21, Athletics +25, Stealth +25 (+28 in swamps)**Str** +8, **Dex** +6, **Con** +7, **Int** -4, **Wis** +6, **Cha** +4**Otherworldly Vision** A froghemoth's alien eyes allow it to perceive creatures within 30 feet, even if they are invisible or ethereal. It can still be fooled by successful Stealth checks to Hide, but it has Perception DC 36 in such cases. It also sees through and is unaffected by illusions with the visual trait if they are within 30 feet.**AC** 30, all-around vision; **Fort** +24, **Ref** +19, **Will** +21**HP** 265; **Immunities** electricity**Electric Torpor** Though a froghemoth is immune to electricity damage, it is slowed 1 for 1 round whenever it would have otherwise taken electricity damage.**Speed** 20 feet, swim 30 feet**Melee** ✦ jaws +25 (reach 10 feet), **Damage** 3d12+12 piercing plus Improved Grab**Melee** ✦ tentacle +25 (agile, reach 15 feet), **Damage** 3d8+12 bludgeoning plus Improved Grab**Melee** ✦ tongue +25 (agile, reach 30 feet), **Damage** 2d10+12 piercing plus barbed tongue**Aquatic Ambush** ✦**Barbed Tongue** A creature hit by the froghemoth's tongue is grabbed. The creature isn't immobilized, but it can't move beyond the reach of the froghemoth's tongue. A creature can sever the tongue with a successful Strike against AC 29 that deals at least 14 slashing damage. This deals no damage to the froghemoth but prevents it from using its tongue Strike until it regrows its tongue, which takes 1 minute.**Flailing Tentacles** ✦✦ The froghemoth makes up to four tentacle Strikes, each against a different target. These count toward the froghemoth's multiple attack penalty, but the multiple attack penalty doesn't increase until after all the attacks.

(Continued on card 15)

(Bog-Rotted Froghemoth; continued from card 14)

Greater Constrict ◆ 3d6+10, DC 31

Retract Tongue ◆◆ The froghemoth pulls a creature grabbed by its tongue toward itself, rolling an Athletics check against the creature's Fortitude DC. On a success, the froghemoth pulls the creature into an adjacent space, and if it critically succeeds it can also make a bite Strike against the creature after the pull.

Swallow Whole ◆ (attack) Large, 3d6+7 bludgeoning, Rupture 22

BONE GLADIATOR

CREATURE 7

UNIQUE

NE

HUGE

MINDLESS

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Variant skeletal hulk (*Pathfinder Bestiary* 299)

Perception +16; darkvision

Skills Athletics +20, Intimidation +17

Str +7, **Dex** +0, **Con** +4, **Int** -5, **Wis** +2, **Cha** +4

AC 24; **Fort** +17, **Ref** +13, **Will** +13

HP 105, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Loose Bones A critical hit jostles the bone gladiator's loose bones, making it clumsy 1. Additional critical hits increase this value, up to clumsy 4.




Speed 30 feet

Melee ✦ claw +18 (agile, reach 10 feet), **Damage** 2d6+11 slashing

Broad Swipe ✦✦ The bone gladiator makes two Strikes with its claw against two adjacent foes, both of whom are within its reach. The multiple attack penalty doesn't increase until after both attacks are resolved.

Terrifying Charge ✦✦ The bone gladiator Strides and makes a claw Strike with a +4 circumstance bonus to damage. If the Strike hits, it attempts to Demoralize the target.

BOSS SKRAWNG**CREATURE 1****UNIQUE****LE****SMALL****FEY****GREMLIN**Male mitflit gang boss (*Pathfinder Bestiary* 192)**Perception** +7; darkvision, scent (imprecise) 30 feet**Languages** Common, Undercommon**Skills** Acrobatics +7, Diplomacy +4 (+10 vs. arthropods), Nature +5, Stealth +7, Thievery +7**Str** +1, **Dex** +4, **Con** +1, **Int** +0, **Wis** +2, **Cha** +1**Self-Loathing** (emotion, mental) Boss Skrawng's self-loathing makes him easy to influence. He takes a -4 penalty to his Will DC against checks to Coerce, Demoralize, Make an Impression, and Request.**Vermin Empathy** Boss Skrawng can use Diplomacy to Make an Impression on and Request things of arthropods (insects, spiders, scorpions, crabs, and similar invertebrate animals). Most arthropods have a starting attitude of indifferent to mitflits.**Items** blowgun (10 darts, 2 with spear frog poison), mud and bug crown, trident**AC** 16; **Fort** +4, **Ref** +9, **Will** +8**HP** 24; **Weaknesses** cold iron 3**Speed** 20 feet, climb 20 feet**Melee** ✦ trident +6, **Damage** 1d8+1 piercing**Ranged** ✦ blowgun +9 (agile, nonlethal, range increment 20 feet), **Damage** 1 piercing plus spear frog poison**Ranged** ✦ trident +9 (thrown 20 feet), **Damage** 1d8+1 piercing**Primal Innate Spells** DC 17; **2nd** *speak with animals* (at will; arthropods only); **1st** *bane*; **Cantrips (1st)** *prestidigitation***Spear Frog Poison** (poison) **Saving Throw** DC 15 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d6 poison damage and enfeebled 1 (1 round)**Vengeful Anger** (emotion, mental) As long as he isn't frightened, Boss Skrawng gains a +2 status bonus to damage rolls against a creature that has previously damaged or tormented him.

BRIGHT WALKER**CREATURE 9****RARE****NE****MEDIUM****INCORPOREAL****SPIRIT****UNDEAD****Perception** +19, greater darkvision**Languages** Caligni**Skills** Acrobatics +19, Intimidation +18, Stealth +19**Str** -5, **Dex** +6, **Con** +0, **Int** +0, **Wis** +4, **Cha** +3**AC** 26; **Fort** +15, **Ref** +21, **Will** +19**HP** 115, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistance** all damage 10 (except for force, *ghost touch*, or positive; double resistance vs. non-magical).**Bright Release** (fire, light) When a bright walker is reduced to 0 Hit Points, they flash out in a burst of light, obtaining the blazing end they were denied at death. This blaze deals 10d6 fire damage (DC 25 basic Reflex save) to creatures within 20 feet. Creatures who fail this save are also dazzled for 1 minute (blinded for 1 minute on a critical failure).**Light Aura** (aura, divine, light) 30 feet. The bright walker sheds bright light. Any creature that starts its turn in the aura must attempt at a DC 24 Fortitude save.**Critical Success** The creature is temporarily immune for 24 hours.**Success** The creature is dazzled for 1 round.**Failure** The creature is blinded for 1 round.**Critical Failure** The creature is blinded for 1 hour.**Suppress Aura**  (concentrate) The bright walker suppresses their light aura for 1 round, reducing it to a faint, ghostly glow of dim light.**Speed** fly 25 feet; landbound**Melee**  radiant touch +21 (agile, finesse, fire, light, magical), **Damage** 2d8+11 fire**Ranged**  radiant ray +21 (fire, light, magical, range increment 60 feet) **Damage** 2d6+11 fire**Landbound** A bright walker can't fly higher than 1 foot above the ground. If they fly higher than this distance, they fall but don't take any damage from falling.

(Continued on card 19)

(Bright Walker; continued from card 18)

Light Flare ✦✦ (divine, evocation, fire, light); **Requirement** The bright walker's Light Aura is suppressed; **Effect** The bright walker reignites their Light Aura with a burst of brightness that deals 5d6 fire damage (DC 25 basic Reflex save) to creatures within a 20-foot burst. Creatures who are dazzled or with light blindness find this flare particularly painful; such a creature's save result is one degree of success worse than the result it rolled.

Shadow Jump ✦ (conjuration, divine, teleportation); **Requirement** The bright walker's Light Aura is suppressed; **Effect** The bright walker teleports to a square it can see within 60 feet that is not in an area of bright light. The bright walker can't use Shadow Jump again for 1d4 rounds.

BROOD LEECH SWARM

CREATURE 4

N **LARGE** **AMPHIBIOUS** **ANIMAL** **SWARM**

Perception +9; tremorsense 30 feet

Skills Athletics +8, Stealth +11

Str +0, **Dex** +3, **Con** +4, **Int** -5, **Wis** +1, **Cha** -5

AC 19; **Fort** +12, **Ref** +11, **Will** +9

HP 40; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, salt 5, splash damage 5; **Resistances** bludgeoning 2, piercing 5, slashing 5

Speed 5 feet, swim 20 feet

Blood Draining Bites **◆** Each enemy in the swarm's space takes 2d6 bleed damage and is exposed to brood leech swarm venom.

Brood Leech Swarm Venom (poison) **Saving Throw** DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** clumsy 1, sickened 1, and -5-foot status penalty to Speed (1 round); **Stage 2** clumsy 1, sickened 1, and -10-foot status penalty to Speed (1 round)

CALIDDO HARUVEX

CREATURE 10

UNIQUE

LE



MEDIUM

UNDEAD




Male graveknight (*Pathfinder Bestiary* 191)**Perception** +19; darkvision**Languages** Common, Necril**Skills** Athletics +23, Intimidation +22, Religion +19, Warfare Lore +20**Str** +7, **Dex** +4, **Con** +4, **Int** +2, **Wis** +3, **Cha** +5**Items** composite longbow (20 arrows), +1 *resilient full plate*, greatsword, keys to Belcorra's vault (areas **I52** to **I59**)**AC** 31; **Fort** +21, **Ref** +19, **Will** +18**HP** 175, negative healing, rejuvenation; **Immunities** cold, death effects, disease, paralyzed, poison, unconscious**Rejuvenation** (divine, necromancy) When Caliddo is destroyed, his armor rebuilds his body over the course of 1d10 days—or more quickly if the armor is worn by a living host (see Graveknight's Curse on card 22). If the body is destroyed before then, the process restarts. Caliddo can only be permanently destroyed by obliterating his armor (such as with *disintegrate*), transporting it to the Positive Energy Plane, or throwing it into the heart of a volcano.**Sacrilegious Aura** (abjuration, aura, divine, evil) 30 feet. When a creature in the aura uses a positive spell or ability, Caliddo automatically attempts to counteract it, with a counteract modifier of +17.**Attack of Opportunity** ↻**Speed** 25 feet**Melee** ✦ *frost greatsword* +24 (cold, magical, versatile P), **Damage** 2d12+10 slashing plus 1d6 cold**Melee** ✦ fist +23 (agile, cold), **Damage** 2d6+10 bludgeoning plus 1d6 cold**Ranged** ✦ *frost composite longbow* +21 (cold, deadly 1d10, magical, range increment 100 feet, reload 0, volley 30 feet), **Damage** 2d8+6 piercing plus 1d6 cold

(Continued on card 22)

(Caliddo Haruvex; continued from card 21)




Devastating Blast   (arcane, cold, evocation) Caliddo unleashes a 30-foot cone of energy. Creatures in the area take 6d12 cold damage (DC 29 basic Reflex save). Caliddo can use this ability once every 1d4 rounds.

Graveknight's Curse (arcane, curse, necromancy) This curse affects anyone who wears Caliddo's armor for at least 1 hour. **Saving Throw** Will DC 33; **Onset** 1 hour; **Stage 1** doomed 1 and cannot remove the armor (1 day); **Stage 2** doomed 2, 10-foot stats penalty to Speeds, and cannot remove the armor (1 day); **Stage 3** dies and transforms into the armor's graveknight.

Phantom Mount    (arcane, conjuration) The graveknight summons a supernatural mount as per *phantom steed*, heightened to 5th level. Unlike *phantom steed*, the steed's AC and saving throw bonuses are all 4 lower than the graveknight's (AC 27, Fort +17, Ref +15, Will +14), and the steed has one-third the graveknight's Hit Points (rounded down; HP 58). If the steed is destroyed, the Caliddo must wait 1 hour before using this ability again.

Ruinous Weapons Any weapon Caliddo wields gains the effects of the *frost weapon* rune, in addition to a +1 *striking weapon* rune.

Weapon Master Caliddo has access to the critical specialization effects of any weapon it wields.

CALIGNI DEFENDER**CREATURE 8****RARE****CE****MEDIUM****CALIGNI****HUMANOID****Perception** +16; greater darkvision**Languages** Caligni, Undercommon**Skills** Acrobatics +17, Athletics +18, Intimidation +16, Stealth +17, Survival +16**Str** +4, **Dex** +5, **Con** +1, **Int** -1, **Wis** +2, **Cha** +2**Items** black smear poison (2 doses; *Pathfinder Bestiary* 51), chainmail, shortbow (20 arrows)**Light Blindness****AC** 28; **Fort** +13, **Ref** +19, **Will** +16**HP** 125; death flame**Bravery** When the caligni defender rolls a success on a Will save against a fear effect, they get a critical success instead. In addition, any time they gain the frightened condition, reduce its value by 1.**Death Flame** (light) When the caligni defender dies, their body combusts in a flash of white-hot flame. All creatures in a 20-foot burst take 6d10 fire damage (DC 26 basic Reflex save). Their gear and treasure are unaffected by the flames and are left in a pile where they died.**Attack of Opportunity** **Speed** 25 feet**Melee**  shortsword +19 (agile, finesse, versatile S), **Damage** 1d6+8 piercing plus black smear poison (*Pathfinder Bestiary* 51)**Ranged**  shortbow +19 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6+8 piercing plus black smear poison (*Pathfinder Bestiary* 51)**Occult Innate Spells** DC 24; **2nd** *darkness* (at will), *obscuring mist* (at will); **Cantrips (3rd)** *detect magic***Shoulder to Shoulder** When adjacent to one or more caligni defenders they can see, the defender deals an additional 2d6 damage with their Strikes.

CALIGNI STALKER

CREATURE 4

CN

MEDIUM

CALIGNI

HUMANOID

Perception +10; greater darkvision, light blindness

Languages Caligni, Undercommon

Skills Acrobatics +13, Athletics +8, Stealth +13, Thievery +11

Str +2, **Dex** +5, **Con** +2, **Int** -1, **Wis** +2, **Cha** +1

Items black smear poison (6 doses; *Pathfinder Bestiary* 51), leather armor, shortsword (2)

AC 21; **Fort** +10, **Ref** +13, **Will** +8

HP 60, death flame

Death Flame (light) When the stalker dies, their body combusts in a flash of white-hot flame. All creatures in a 20-foot burst take 5d6 fire damage (DC 21 basic Reflex save). The stalker's gear and treasure are unaffected by the flames and are left in a pile where they died.

Speed 25 feet

Melee ♦ shortsword +13 (agile, finesse, versatile S), **Damage** 1d6+7 piercing plus black smear poison (*Pathfinder Bestiary* 51)

Occult Innate Spells DC 19; **2nd** *darkness* (at will), *obscuring mist* (at will); **Cantrips (2nd)** *detect magic*

Double Slice ♦♦ The caligni stalker makes two Strikes against the same target, one with each of their shortswords. The stalker combines the damage of any attacks that hit and applies precision damage, resistances, and weaknesses only once. Both attacks count toward the stalker's multiple attack penalty, but the penalty increases only after both attacks.

Encircling Command ♦ (auditory) Each caligni creeper within 30 feet of the stalker can Step. Each creeper can benefit from Encircling Command only once per round.

Sneak Attack The caligni stalker deals 1d6 extra precision damage to flat-footed creatures.

CANKER CULTIST

CREATURE 3

UNCOMMON

CE

MEDIUM

GHOUL

UNDEAD

Ghoul zealot (*Pathfinder Bestiary* 168)**Perception** +11; darkvision**Languages** Aklo, Common, Nencil, Undercommon**Skills** Acrobatics +9, Athletics +10, Intimidation +10, Occultism +8, Religion +8, Stealth +9**Str** +4, **Dex** +3, **Con** +1, **Int** +1, **Wis** +3, **Cha** +3**Items** 2 lumps of decayed flesh strung on a necklace**AC** 19; **Fort** +7, **Ref** +9, **Will** +12**HP** 45, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious**Speed** 30 feet, burrow 5 feet**Melee** ✦ jaws +12, **Damage** 1d8+6 piercing plus ghoul fever and paralysis**Melee** ✦ claw +12 (agile), **Damage** 1d4+6 slashing plus paralysis**Occult Prepared Spells** DC 20, attack +12; **2nd** *harm*, *phantom pain*; **1st** *command*, *grim tendrils*, *ray of enfeeblement*; **Cantrips (2nd)** *chill touch*, *daze*, *mage hand*, *telekinetic projectile***Consume Flesh** ✦ (manipulate) **Requirements** The Canker cultist is adjacent to the corpse of a creature that died within the last hour, or is carrying a specially prepared lump of decaying flesh; **Effect** The Canker cultist devours a chunk of the corpse or the lump of decaying flesh and regains Hit Points. They regain 1d6 Hit Points from consuming the flesh of a creature that died within the last hour, and 2d6 Hit Points from the lump. The cultist can regain Hit Points from any given corpse only once.**Ghoul Fever** (disease) **Saving Throw** DC 20 Fortitude; **Stage 1** carrier with no ill effects (1 day); **Stage 2** 2d6 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 2d6 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghoul the next midnight

(Continued on card 26)

(Canker Cultist; continued from card 25)

Paralysis (incapacitation, occult, necromancy) Any living, non-elf creature hit by a Canker cultist's attack must succeed at a DC 20 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each save.

Swift Leap ◆ The cultist jumps up to half its Speed. This movement doesn't trigger reactions.

CARMAN RAJANI**CREATURE 6**

UNIQUE

NE

MEDIUM

HUMAN

HUMANOID

Male human scoundrel

Perception +12**Languages** Common**Skills** Acrobatics +15, Athletics +14, Deception +12, Intimidation +14, Society +10, Stealth +15, Thievery +15**Str** +4, **Dex** +5, **Con** +1, **Int** +0, **Wis** +0, **Cha** +2**Items** *Cooperative Blade* (*Abomination Vaults Adventure Path* 217), light hammer (4), +1 *studded leather armor*, thieves' tools, 110 gp**AC** 24; **Fort** +13, **Ref** +17, **Will** +10**HP** 95**Skillful Catch** ➤ **Trigger** Carman is targeted with a ranged attack by a thrown weapon and has a hand free; **Effect** Carman gains a +2 circumstance bonus to his AC against the triggering attack. If the attack misses, Carman catches the weapon and can immediately make a ranged Strike with it.**Speed** 25 feet**Melee** ✦ *longsword* +17 (magical, versatile P), **Damage** 2d8+8 slashing**Melee** ✦ light hammer +16 (agile), **Damage** 1d6+4 bludgeoning**Ranged** ✦ light hammer +17 (agile, thrown 20 feet), **Damage** 1d6+4 bludgeoning**Sneak Attack** Carman deals an extra 2d6 precision damage to flat-footed creatures.**Sudden Throw** ✦ (flourish) Carman quickly draws a thrown weapon and makes a ranged Strike with it. His target must succeed at a DC 22 Perception check or be caught flat-footed by the attack.**Surprise Attacker** On the first round of combat, creatures that haven't acted yet are flat-footed to Carman.

CAUTHOOJ

CREATURE 12

N

MEDIUM

BEAST

Perception +22; **thoughtsense** (imprecise) 60 feet

Languages Sylvan (can't speak any language)

Skills Athletics +24, Stealth +25

Str +6, **Dex** +4, **Con** +7, **Int** -3, **Wis** +2, **Cha** +0

Thoughtsense (divination, mental, occult) The cauthooj senses a creature's mental essence at the listed range.

AC 33; **Fort** +25, **Ref** +20, **Will** +18

HP 215; **Resistances** sonic 15

Hop-Dodge ↻ (move) **Trigger** The cauthooj is the target of a melee Strike and is adjacent to another enemy that is also within the reach of the melee Strike. **Effect** The cauthooj nimbly hops aside, redirecting the triggering Strike against the adjacent enemy. The cauthooj Strides up to half its Speed, and this movement does not trigger reactions.

Speed 35 feet

Melee ✦ beak +26 (agile, deadly 1d12, reach 10 feet), **Damage** 2d12+12 piercing

Staccato Strike ✦ (mental, primal, sonic) With subtle alterations in the pitch and tone of its song, the cauthooj directs one creature confused by its Warbling Song to make a Strike. This works like other Strikes made by confused creatures, except that the cauthooj chooses the target. If no target is in reach or range, or the creature is unable to Strike for any other reason, this ability has no effect.

(Continued on card 29)

(Cauthooj, continued from card 28)

Warbling Song **◆◆** (auditory, incapacitation, mental, primal) The cauthooj gives a strange, ululating cry that causes nearby creatures to lash out violently and without control. Each creature within a 120-foot emanation that can hear the cauthooj must attempt a DC 32 Will save to resist the effect.

Critical Success The target is unaffected and is temporarily immune for 1 minute.

Success The target is unaffected.

Failure The target is confused for 1 round.

Critical Failure The target is confused for 1 round and immediately attacks itself (in the normal fashion for attacking oneself while confused). This Strike doesn't give the creature a flat check to recover from the confusion.

CHAFKHEM

CREATURE 8

UNIQUE

LE

MEDIUM

MUMMY

UNDEAD

Male mummy ritualist 8 (*Pathfinder Bestiary* 240)**Perception** +17; darkvision**Languages** Aklo, Common, Necril**Skills** Acrobatics +16, Arcana +19, Athletics +15, Diplomacy +16, Intimidation +16, Occultism +17, Religion +15**Str** +3, **Dex** +4, **Con** +3, **Int** +7, **Wis** +3, **Cha** +4**Items** *staff of abjuration***AC** 26; **Fort** +15, **Ref** +16, **Will** +17; +1 status to all saves vs. positive**HP** 135, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** fire 10**Despair** (aura, divine, emotion, enchantment, fear, incapacitation, mental) 30 feet. Living creatures are frightened 1 while in Chafkhem's despair aura. They can't naturally recover from this fear while in the area but recover instantly once they leave it. When a creature first enters the area, it must succeed at a DC 24 Will save (after taking the penalty from being frightened) or be paralyzed for 1 round. The creature is then temporarily immune for 24 hours.**Rejuvenation** (divine, necromancy) When Chafkhem is destroyed, necromantic energies rebuild his body in the magic circle in his room over 1d10 days. If the re-forming body is destroyed during that time, the process starts anew. Chafkhem can be destroyed for good with a *consecrate* ritual, or if the magic circle is destroyed.**Warding Script** ↻ (abjuration, arcane, manipulation) **Trigger** A creature Chafkhem can see makes a melee Strike against Chafkhem; **Effect** Chafkhem traces a magical glyph in the air that glows and fades. The triggering creature must attempt a DC 25 Fortitude save.**Success** The target is unaffected.**Failure** The target is blinded until the start of its next turn.**Critical Failure** The target is blinded for 1 minute.

(Continued on card 31)

(Chafkhem; continued from card 30)

Speed 20 feet

Melee ♦ fist +19 (agile, finesse), **Damage** 2d6+7 bludgeoning plus mummy rot

Melee ♦ staff +18 (two-hand d8), **Damage** 1d4+7 bludgeoning

Arcane Prepared Spells DC 26, attack +18; **4th** *freedom of movement, invisibility, phantasmal killer, spell immunity*; **3rd** *glyph of warding, grim tendrils, haste, mind reading*; **2nd** *blur, dispel magic, hideous laughter, see invisibility*; **1st** *command, mending, ray of enfeeblement, unseen servant*; **Cantrips (4th)** *chill touch, daze, detect magic, shield, tanglefoot*

Rituals DC 29; *awaken portal (Abomination Vaults Adventure Path 223), create undead, inveigle*

Mummy Rot (curse, disease, divine, necromancy, negative) This disease and any damage from it can't be healed until this curse is removed. A creature killed by mummy rot turns to dust and can't be resurrected except by a 7th-level *resurrect* ritual or similar magic. **Saving Throw** DC 24 Fortitude; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 6d6 negative damage and stupefied 1 (1 day)

CHANDRIU INVISAR

CREATURE 6

UNIQUE

CE

MEDIUM

GHOST

INCORPOREAL

SPIRIT

UNDEAD

Female drow ghost administrator (*Pathfinder Bestiary* 166)**Perception** +17; darkvision**Languages** Common, Elven, Undercommon**Skills** Scriptorium Lore +18, Society +16, Stealth +15**Str** -5, **Dex** +5, **Con** +0, **Int** +4, **Wis** +3, **Cha** +2**Site Bound** (area **C36** and **C37**)**AC** 23; **Fort** +12, **Ref** +17, **Will** +11**HP** 64, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistance** all damage 7 (except force, *ghost touch*, or positive; double resistance vs. non-magical)**Rejuvenation** (divine, necromancy) To put Chandriu to rest permanently, a hero must convince her to stop pining over Volluk with a successful DC 21 Diplomacy check. Regardless of the result of this check, Chandriu flies into a rage and attacks, but if the Diplomacy check is successful, she's slowed 1 for 10 rounds while she fights. If defeated while she's slowed, she's put to rest.**Speed** fly 25 feet**Melee** ♦ ghostly hand +16 (agile, finesse, magical), **Damage** 3d8+4 negative**Despairing Cry** ♦♦ (auditory, divine, emotion, enchantment, mental) Chandriu wails in despair at her loss and betrayal, forcing each living creature within 30 feet to attempt a DC 24 Will save. On a failure, a creature becomes slowed 1 (slowed 2 on a critical failure) for 1 round as it's overcome with sadness over its own missed opportunities. On a success, a creature is temporarily immune to Chandriu's Despairing Cry for 1 minute.

CHILD OF BELCORRA

CREATURE 5


UNCOMMON

CE

MEDIUM

GHOUL

UNDEAD

Variant bog mummy (*Pathfinder Bestiary 2* 177)**Perception** +12; darkvision, tremorsense (imprecise) 30 feet**Languages** Common, Gnomish, Undercommon**Skills** Athletics +12, Stealth +11 (+13 while buried in a bog)**Str** +5, **Dex** +2, **Con** +0, **Int** +0, **Wis** +1, **Cha** +0**AC** 21; **Fort** +13, **Ref** +9, **Will** +14**HP** 85, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** cold 5; **Resistances** fire 5**Breath of the Bog** (aura, divine, enchantment, mental) 30 feet. A creature that begins its turn within the area feels as if its lungs were filling with water and must succeed at a DC 19 Fortitude save or be unable to speak or breathe. The creature can still hold its breath and can attempt a new saving throw at the end of its turn. A creature that succeeds is temporarily immune to breath of the bog for 24 hours.**Rise Up**  **Trigger** A creature walks on top of a bog mummy that lies buried in the mud or peat below; **Requirements** Initiative has not yet been rolled; **Effect** The bog mummy automatically notices the creature and Burrows before rolling initiative.**Speed** 20 feet; burrow 15 feet**Melee**  fist +14, **Damage** 2d6+5 plus bog rot**Bog Rot** (curse, disease, divine, necromancy, negative) This affliction can't be reduced below stage 1, nor can the damage from it be healed, until it's successfully treated with *remove curse* or a similar effect; the affliction can then be removed as normal for a disease. A creature killed by bog rot melts into a noxious sludge and can't be resurrected except by a 7th-level *resurrect* ritual or similar magic; **Saving Throw** DC 21 Fortitude; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 3d6 negative damage and clumsy 1 (1 day)

CHUUL





CREATURE 7

CE

LARGE

ABERRATION

AMPHIBIOUS

Perception +15; darkvision, tremorsense (imprecise) 30 feet**Languages** Aklo, Common (or Undercommon, for Darklands variants)**Skills** Athletics +17, Nature +13, Stealth +14, Survival +13**Str** +6, **Dex** +3, **Con** +4, **Int** +0, **Wis** +2, **Cha** -1**AC** 28; **Fort** +18, **Ref** +15, **Will** +12**HP** 100; **Immunities** poison**Attack of Opportunity** **Speed** 30 feet; swim 25 feet**Melee**  claws +19 (reach 10 feet), **Damage** 2d8+9 bludgeoning plus Grab**Constrict**  1d8+9 bludgeoning, DC 25 (grabbed by claws only)**Mandibles**  **Requirement** A creature is grabbed and paralyzed by the chuul's tentacles. **Effect** The creature takes 3d6 piercing damage.**Paralytic Venom** (incapacitation, poison) **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** paralyzed (1 round).**Tentacle Transfer**  **Requirement** The chuul has a creature grabbed. **Effect** The chuul transfers the grabbed creature from its claws to its tentacles, or vice versa. A creature is exposed to the chuul's paralytic venom when transferred into the tentacles and at the start of each of the chuul's turns if it remains grabbed by the tentacles.

CHUUL, VOIDBRACKEN CHUUL**CREATURE 9****RARE****CE****LARGE****ABERRATION****AMPHIBIOUS**Variant chuul (*Pathfinder Bestiary* 64)**Perception** +18; darkvision, tremorsense (imprecise) 30 feet**Languages** Aklo, Undercommon**Skills** Athletics +21, Nature +18, Occultism +17, Stealth +17, Survival +16**Str** +6, **Dex** +4, **Con** +4, **Int** +0, **Wis** +3, **Cha** +0**AC** 31; **Fort** +21, **Ref** +18, **Will** +15**HP** 140; **Immunities** poison**Attack of Opportunity** ↻**Speed** 30 feet, swim 25 feet**Melee** ✦ claw +22 (reach 10 feet), **Damage** 2d8+12 bludgeoning plus Grab**Constrict** ✦ 1d8+12 bludgeoning, DC 28 (grabbed by claws only)**Draining Venom** (poison) **Saving Throw** DC 28 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** drained 1 (1 round); **Stage 2** drained 2 (1 round)**Mind Feeding** ✦ **Requirements** A drained creature is grabbed by the chuul's tentacles; **Effect** The creature takes 3d6 mental damage.**Swamp Stride** The Voidbracken chuul ignores difficult terrain and greater difficult terrain in swamps.**Tentacle Transfer** ✦ **Requirements** The Voidbracken chuul has a creature grabbed; **Effect** The chuul transfers the grabbed creature from its claws to its tentacles, or vice versa. The creature is exposed to the chuul's draining venom when transferred into the tentacles and at the start of each of the chuul's turns if it remains grabbed by the tentacles.

CORPSELIGHT

CREATURE 2

RARE

CE

MEDIUM

UNDEAD

Perception +7; corpse sense (precise) 30 feet, darkvision**Languages** Common, Necril**Skills** Athletics +7, Intimidation +8, Stealth +8**Str** +3, **Dex** +4, **Con** +1, **Int** +1, **Wis** +1, **Cha** +2**Corpse Sense** A corpselight can sense dead bodies within range. This is a precise sense that functions through solid barriers less than 5 feet thick.**AC** 17; **Fort** +5, **Ref** +10, **Will** +7**HP** 40, negative healing; **Immunities** death effects, disease, fear, paralyzed, poison, precision, unconscious; **Weaknesses** bludgeoning 5 (in skeletal corpses) or slashing 5 (in fleshy corpses)**Sunlight Powerlessness** A corpselight exposed to sunlight is stunned 2 and clumsy 2, and cannot Claim a Corpse.**Wisp Form** When a corpselight is reduced to 0 Hit Points while merged with a corpse, it is instead reduced to 1 Hit Point as the corpse collapses to the ground and the corpselight emerges in its wisp form. While in wisp form, a corpselight is Tiny and can take no actions other than Claim Corpse or Fly. A corpselight that starts its turn in wisp form must attempt a DC 16 flat check at the end of its turn; if it fails, it loses 1 Hit Point. A corpselight reduced to 0 Hit Points while in wisp form is destroyed.**Speed** 25 feet, fly 25 feet (wisp form only)**Melee** ✦ jaws +10, **Damage** 1d8+6 piercing**Melee** ✦ claw +10 (agile), **Damage** 1d6+6 slashing**Claim Corpse** ✦ (necromancy) **Prerequisites** The corpselight is in wisp form and is adjacent to a Medium or Small corpse that hasn't been claimed by a corpselight in the past 24 hours; **Effect** The corpselight merges with the corpse, causes the corpse to Stand, and regains 3d6 Hit Points.

(Continued on card 37)

(Corpselight; continued from card 36)

Death Light ◆◆◆ (emotion, fear, mental, necromancy, occult)

Prerequisites The corpselight is merged with a corpse; **Effect** The corpselight emits a sickly blue beam of light from its mouth and eyes in a 20-foot cone. All living creatures in this area must attempt a DC 18 Fortitude saving throw. If at least 1 creature fails its save, the corpselight regains 2d6 Hit Points, gaining any that exceed its maximum as temporary Hit Points that last for 1 minute. The corpselight can't use Death Light again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature takes 1d6 negative damage.

Failure The creature takes 2d6 negative damage and is frightened 1.

Critical Failure The creature takes 4d6 negative damage and is frightened 3.

CRATONYS

CREATURE 6

UNIQUE

LE

MEDIUM

FIEND

VELSTRAC

Female evangelist velstrac (*Pathfinder Bestiary 2* 282)**Perception** +13; greater darkvision, painsight**Languages** Common, Infernal, Shadowtongue**Skills** Acrobatics +13, Athletics +15, Crafting +10, Intimidation +15, Religion +11, Torture Lore +12**Str** +4, **Dex** +3, **Con** +2, **Int** +0, **Wis** +1, **Cha** +1**Painsight** (divination, divine) A velstrac automatically knows whether a creature it sees has any of the doomed, dying, and wounded conditions, as well as the value of those conditions.**AC** 24; **Fort** +15, **Ref** +14, **Will** +11; +1 status to all saves vs. magic**HP** 90, regeneration 10 (deactivated by good or silver); **Immunities** cold; **Weaknesses** good 5, silver 5**Unnerving Gaze** (aura, divine, enchantment, fear, mental, visual) 30 feet. When a creature ends its turn in the aura, it sees the face of a departed loved one in place of Cratonys's face. The creature must succeed at a DC 21 Will save or become frightened 2 (frightened 3 on a critical failure).**Attack of Opportunity** ↻**Speed** 25 feet**Melee** ✦ chain +17 (disarm, evil, magical, reach 10 feet, trip), **Damage** 2d8+7 piercing plus 1d6 persistent bleed and impaling chain**Animate Chains** (divine, transmutation) Chains in Cratonys's vicinity sprout barbs and writhe menacingly. Cratonys can make chain Strikes against any creature adjacent to an unattended chain within 20 feet, in addition to those within the reach of the evangelist's chain Strike.**Focus Gaze** ✦ (concentrate, divine, enchantment, fear, mental, visual) Cratonys stares at a creature they can see within 30 feet. The target must immediately attempt a Will save against unnerving gaze. In addition, if the creature was already frightened, on a failed save, Cratonys is concealed from the creature for as long as the creature remains frightened. After attempting this save, the creature is then temporarily immune until the start of Cratonys's next turn.

(Continued on card 39)

(Cratonys; continued from card 38)

Impaling Chain When Cratonys critically hits with a chain Strike, the target is impaled, becoming grabbed by the chain. The creature can't recover from the persistent bleed damage until it Escapes (DC 25).

Rusty Chains When Cratonys damages a creature with her chains, including persistent bleed damage from being impaled by a chain, the creature must succeed at a DC 21 Fortitude saving throw or contract a severe form of tetanus called velstrac tetanus.

Velstrac Tetanus (disease, virulent) **Saving Throw** DC 21 Fortitude; **Onset** 1d4 days; **Stage 1** clumsy 1 (1 week); **Stage 2** clumsy 2 and can't speak (1 day); **Stage 3** paralyzed (1 day); **Stage 4** death

CRAWLING HAND, ELITE

CREATURE 0

NE

TINY

UNDEAD

Perception +7; lifesense 30 feet, tremorsense (imprecise) 30 feet

Skills Athletics +7, Stealth +8, Survival +4

Languages Common (can't speak any language)

Str +1, **Dex** +3, **Con** +0, **Int** -4, **Wis** +0, **Cha** +0

AC 14; **Fort** +4, **Ref** +7, **Will** +4

HP 18, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious, visual

Speed 30 feet, climb 30 feet

Melee ✦ claw +9 (agile, finesse), **Damage** 1d4+3 slashing plus Grab

Grip Throat A Medium or smaller creature that is grabbed by the crawling hand has difficulty speaking and must spend an extra action to perform any action with the verbal trait.

Mark Quarry A crawling hand can be assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand ever has no quarry, it automatically gains the next creature it damages as its quarry. The hand gains a +1 circumstance bonus to Perception checks when it Seeks its quarry, to Survival checks when it Tracks its quarry, and damage rolls when it Strikes its quarry.

CRAWLING HAND, GIANT

CREATURE 5

NE

MEDIUM

UNDEAD

Perception +12; lifesense 30 feet, tremorsense (imprecise) 30 feet


Skills Athletics +13, Stealth +11, Survival +12

Languages Common (can't speak any language)

Str +4, **Dex** +2, **Con** +4, **Int** -4, **Wis** +3, **Cha** +0

AC 22; **Fort** +13, **Ref** +11, **Will** +10

HP 75, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious, visual

Pus Burst  **Trigger** The giant crawling hand takes piercing or slashing damage; **Effect** A random creature adjacent to the giant crawling hand is sprayed with vile pus that deals 4d6 negative damage. The affected creature must attempt a DC 21 Reflex save.


Critical Success The creature takes no damage.

Success The creature takes half damage and becomes sickened 1.

Failure The creature takes full damage and becomes sickened 2.

Critical Failure The creature takes double damage and becomes sickened 3.

Speed 20 feet

Melee  claw +15, **Damage** 2d6+7 slashing plus Grab

Mark Quarry A crawling hand can be assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand ever has no quarry, it automatically gains the next creature it damages as its quarry. The hand gains a +1 circumstance bonus to Perception checks when it Seeks its quarry, to Survival checks when it Tracks its quarry, and to damage rolls when it Strikes its quarry.

DAEMON, CEUSTODAEMON**CREATURE 6****NE****LARGE****DAEMON****FIEND****Perception** +14; darkvision, see *invisibility***Languages** Common, Daemonic; telepathy 100 feet**Skills** Deception +15, Intimidation +13, Stealth +12, Survival +10**Str** +5, **Dex** +2, **Con** +4, **Int** +0, **Wis** +2, **Cha** +3**AC** 23; **Fort** +16, **Ref** +12, **Will** +12**HP** 130; **Immunities** death effects; **Weaknesses** good 10**Speed** 25 feet**Melee** ✦ jaws +16 (evil, reach 10 feet), **Damage** 2d10+5 piercing plus 1d6 evil and vicious wounds**Melee** ✦ claw +16 (agile, evil, magical, reach 10 feet), **Damage** 2d6+5 slashing plus 1d6 evil and vicious wounds**Divine Innate Spells** DC 23; **7th** *fly*, **4th** *dimension door* (at will), **3rd** *dispel magic* (×2), *paralyze*, **1st** *detect alignment* (at will; good only); **Constant (2nd)** see *invisibility***Breath Weapon** ✦✦ (divine, evocation, fire) The ceustodaemon breathes flames in a 30-foot cone. Creatures in the cone take 7d6 fire damage (DC 24 basic Reflex save). The ceustodaemon and each creature that fails the save catch fire, taking 2d6 persistent fire damage. The breath weapon can't be used again for 1d4 rounds.**Drawn to Service** When bringing a ceustodaemon to another plane with effects like a *planar binding* or *planar ally* ritual, the primary and secondary skill DCs are reduced by 5, and the ceustodaemon demands only half the normal cost for its service.**Vicious Wounds** On a successful jaws or claw Strike, the ceustodaemon viciously tears into its victim as similar wounds appear on its own body. The target takes an extra 1d6 amount of damage, and the ceustodaemon takes the same extra damage. If this extra damage to the target is doubled, due to a critical hit, the ceustodaemon takes double damage as well.

DAEMON, DERGHODAEMON**CREATURE 12****NE****LARGE****DAEMON****FIEND****Perception** +24; darkvision, scent (imprecise) 60 feet**Languages** Common, Daemonic; telepathy 100 feet**Skills** Acrobatics +22, Athletics +25, Intimidation +24, Stealth +24**Str** +7, **Dex** +6, **Con** +5, **Int** +1, **Wis** +6, **Cha** +6**AC** 33; **Fort** +21, **Ref** +24, **Will** +22; +1 status to all saves vs. magic**HP** 240; **Immunities** confusion, death effects, swarm attacks; **Weaknesses** good 10**Speed** 35 feet**Melee** ✦ claw +25 (deadly 1d12, evil, magical, reach 10 feet), **Damage** 3d8+10 slashing plus 1d6 evil**Ranged** ✦ swarm spit +25 (evil, magical, range 60 feet), **Damage** 2d6+13 piercing plus 1d6 evil**Divine Innate Spells** DC 32; **6th** *blade barrier*, *feeblemind* (×3); **5th** *dimension door*; **4th** *dimension door* (at will); **1st** *detect alignment* (good only; at will)**Derghodaemon's Stare** ✦ (divine, emotion, enchantment, incapacitation, mental, visual) A non-evil target must succeed at a DC 32 Will save or become confused for 1 round, or 1 minute on a critical failure. It is temporarily immune for 10 minutes.**Rend** ✦ claw**Savage Assault** ✦✦ The derghodaemon makes up to five claw Strikes, each against a different target. These attacks count toward its multiple attack penalty, but the penalty doesn't increase until after all the attacks.**Swarming Infestation** ✦✦ The derghodaemon spews a large swarm, making a swarm spit Strike against up to two adjacent targets within range. Each must attempt a DC 31 Reflex save (at a -2 circumstance penalty if it was actually hit by the swarm spit). Persistent damage caused by the swarming infestation ends as soon as the creature takes any amount of damage from an area effect. The derghodaemon can't use this ability for 1d4 rounds.**Critical Success** The swarm disperses once it deals swarm spit Strike damage.**Success** The swarm infests the target, dealing 1d6 persistent piercing damage.**Failure** The swarm clings to the target and infests it, dealing 2d6 persistent piercing damage.**Critical Failure** As failure, but the hissing sounds caused by the infestation also cause the target to become confused for 1 round; this additional effect has the auditory, emotion, and mental traits.

DESTRACHAN




CREATURE 8

CE

LARGE

ABERRATION

Perception +20; echolocation 120 feet, no vision**Languages** Destrachan, Undercommon (can speak only Destrachan)**Skills** Athletics +18, Stealth +15, Survival +18**Str** +6, **Dex** +3, **Con** +4, **Int** +3, **Wis** +6, **Cha** +3**Echolocation** A destrachan can use its hearing as a precise sense at the listed range.**AC** 27; **Fort** +16, **Ref** +13, **Will** +18; +4 status bonus to all saves vs. sonic**HP** 135; **Immunities** blinded, visual; **Resistances** sonic 15**Speed** 25 feet**Melee** ✦ jaws +20, **Damage** 2d8+10 piercing plus 1d8 sonic**Melee** ✦ claw +20 (agile), **Damage** 2d8+10 slashing**Destructive Harmonics** ✦✦ (auditory, evocation, occult, sonic) The destrachan emits a harsh sonic cry that deals 9d6 sonic damage (DC 26 basic Reflex save) in either a 60-foot cone or a 30-foot burst. It can't use Destructive Harmonics again for 1d4 rounds.**Painful Harmonics** ✦✦ (auditory, evocation, incapacitation, occult) The destrachan emits a sonic cry in either a 60-foot cone or a 30-foot burst. This discordant ululation resonates along the nerves and bones of living creatures in the area, manifesting as waves of incapacitating pain washing over the victims. Each living creature in the area must attempt a DC 26 Fortitude save. The destrachan can't use Painful Harmonics again for 1d4 rounds.**Critical Success** The creature is unaffected.**Success** The creature is sickened 1 for 1 round.**Failure** The creature is deafened for 3 rounds and stunned 2.**Critical Failure** The creature is deafened for 1 minute and stunned 3.**Shattering Harmonics** ✦✦ (evocation, occult, sonic) The destrachan focuses its harmonics against a single item within 60 feet that is made of crystal, metal, stone, or wood. The target object takes 7d8 sonic damage. If the item is attended, its bearer can attempt a DC 26 basic Reflex save for the item. The destrachan can't use Shattering Harmonics again for 1d4 rounds.

DEVIL, BARBAZU**CREATURE 5****LE****MEDIUM****DEVIL****FIEND****Perception** +13; greater darkvision**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 feet**Skills** Acrobatics +11, Athletics +13, Intimidation +10, Religion +11, Stealth +11**Str** +4, **Dex** +2, **Con** +4, **Int** -2, **Wis** +2, **Cha** +1**Items** glaive**AC** 22; **Fort** +15, **Ref** +11, **Will** +11; +1 status to all saves vs. magic**HP** 60; **Immunities** fire; **Weaknesses** good 5; **Resistances** physical 5 (except silver), poison 10**Attack of Opportunity** **Speed** 35 feet**Melee**  glaive +15 (deadly 1d8, evil, forceful, magical, reach 10 feet), **Damage** 1d8+7 slashing plus 2d6 evil and infernal wound**Melee**  claw +15 (agile, evil, magical), **Damage** 2d6+7 slashing plus 1d6 evil**Melee**  beard +15 (magical), **Damage** 1d6+7 piercing plus Avernus fever**Divine Innate Spells** DC 19; **5th dimension door**; **4th dimension door** (at will)**Rituals** DC 19; *infernal pact***Avernus Fever** (disease); **Saving Throw** DC 23 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 2 (1 day)**Infernal Wound** (divine, necromancy) A bearded devil's glaive Strike also deals 1d6 persistent bleed damage that resists attempts to heal it. The flat check to stop the bleeding starts at DC 20. The DC is reduced to 15 only if the bleeding creature or an ally successfully assists with the recovery.

The DC to Administer First Aid to a creature with an infernal wound is increased by 5. A spellcaster or item attempting to use healing magic on a creature suffering from an infernal wound must succeed at a DC 21 counteract check or the magic fails to heal the creature.

(Continued on card 46)

(Devil, barbazu; continued from card 45)

Reposition ◆ **Trigger** The devil hits a creature with a glaive Strike.

Effect The devil moves the creature 5 feet in any direction. The destination square must be within reach of the devil's glaive. This movement doesn't trigger reactions.

Wriggling Beard ◆ **Frequency** once per round. **Effect** The barbazu makes a beard Strike. This Strike ignores their multiple attack penalty and doesn't count toward that penalty.

DEVIL, ERINYS**CREATURE 8****LE****MEDIUM****DEVIL****FIEND****Perception** +18; greater darkvision, *true seeing***Languages** Celestial, Common, Draconic, Infernal; telepathy 100 feet**Skills** Acrobatics +17, Crafting +14, Deception +19, Diplomacy +15, Intimidation +19, Religion +16, Stealth +17**Str** +5, **Dex** +5, **Con** +5, **Int** +2, **Wis** +4, **Cha** +5**Items** breastplate, +1 *striking composite longbow* (60 arrows), longsword, 100 feet of erinys-hair rope**AC** 27; **Fort** +17, **Ref** +19, **Will** +16; +1 status to all saves vs. magic**HP** 120; **Immunities** fire; **Weaknesses** good 5; **Resistances** physical 5 (except silver), poison 10**Speed** 25 feet, fly 40 feet**Melee** ♦ *flaming longsword* +19 (evil, fire, magical, versatile P), **Damage** 1d8+8 slashing plus 1d6 evil and 1d6 fire**Ranged** ♦ *flaming composite longbow* +20 (deadly 1d10, evil, fire, magical, range increment 100 feet, reload 0, volley 30 feet), **Damage** 2d8+4 piercing plus 1d6 evil and 1d6 fire**Ranged** ♦ rope +19 (magical, range increment 30 feet), **Effect** rope snare**Divine Innate Spells** DC 26; **5th** *dimension door*; **4th** *dimension door* (at will), *divine wrath*, *retributive pain* (Core Rulebook 396); **3rd** *fear* (at will), **2nd** *illusory object*, *illusory disguise* (at will); **Constant (6th)** *true seeing***Rituals** DC 26; *infernal pact***Flames of Fury** Any weapon an erinys holds gains the effects of a *flaming* rune while they hold it.**Furious Fusillade** ♦♦♦ The erinys hovers in place if they are flying and fires one arrow at any number of creatures in a 30-foot cone. Each attack is rolled separately. This counts as one attack for the purpose of the erinys's multiple attack penalty.**Rope Snare** An erinys carries a coil of rope woven of their hair (use the statistics for rope) that animates in their hands. When a creature is hit by the erinys's rope, a segment of the rope tears loose and wraps itself around the creature, imposing a 10-foot circumstance penalty to Speed. The piece that tears off is 10 feet long for a Medium or smaller creature, and doubles in length for each size larger than Medium. When a creature Escapes the effect (DC 26), the detached segment of rope withers away into useless black sludge.

DEVIL, OSYLUTH

CREATURE 9




LE

LARGE

DEVIL

FIEND

Perception +21; greater darkvision**Languages** Celestial, Draconic, Infernal; telepathy 100 feet**Skills** Arcana +18, Deception +19, Intimidation +21, Religion +17, Stealth +20**Str** +5, **Dex** +5, **Con** +4, **Int** +3, **Wis** +4, **Cha** +4**AC** 28; **Fort** +17, **Ref** +18, **Will** +17; +1 status to all saves vs. magic**HP** 135; **Immunities** fire; **Weaknesses** good 10; **Resistances** physical 10 (except silver), poison 10**Speed** 35 feet, fly 30 feet**Melee** ✦ jaws +21 (evil, magical), **Damage** 2d10+11 piercing plus 1d6 evil**Melee** ✦ claw +21 (agile, evil, magical, reach 10 feet), **Damage** 2d6+11 slashing plus 1d6 evil**Melee** ✦ stinger +21 (evil, magical, reach 15 feet), **Damage** 1d10+11 piercing plus 1d6 evil and osyluth venom**Ranged** ✦ bone shard +21 (evil, magical, range increment 30 feet), **Damage** 2d6+8 piercing**Divine Innate Spells** DC 25; **5th** *dimension door*, *phantom pain*; **4th** *dimension door* (at will), *dimensional anchor* (×2), *discern lies*, *zone of truth*; **2nd** *invisibility* (at will; self only)**Rituals** DC 25; *infernal pact***Osyluth Venom** (poison) **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and enfeebled 1 (1 round); **Stage 2** 3d6 poison damage and enfeebled 1 (1 round); **Stage 3** 3d6 poison damage and enfeebled 2 (1 round). Once a creature reaches stage 3, it takes a -4 status penalty to Will saves against attempts to Coerce it for 1 hour (this is a mental effect).**Quick Invisibility** The osyluth can cast innate *invisibility* using only 1 action.**Sadistic Strike** An osyluth deals an extra 2d6 damage whenever they Strike an enfeebled, frightened, or prone creature.**Stygian Inquisitor** ✦ (linguistic, mental) The osyluth telepathically questions a creature affected by *zone of truth*. After 1 round, if the creature intentionally refuses to answer the question, it takes 2d6 mental damage.**Tail Sweep** ✦ The osyluth sweeps their tail in a 15-foot cone. Each creature in the cone must succeed at a DC 26 Reflex save or be knocked prone.

DEVIL, SARGLAGON**CREATURE 8****LE****LARGE****AMPHIBIOUS****DEVIL****FIEND****Perception** +18; greater darkvision, see *invisibility***Languages** Celestial, Infernal; telepathy 100 feet**Skills** Arcana +14, Athletics +18, Deception +15, Diplomacy +15, Intimidation +17, Stealth +15**Str** +6, **Dex** +3, **Con** +4, **Int** +2, **Wis** +4, **Cha** +3**AC** 27; **Fort** +18, **Ref** +13, **Will** +16; +1 status to all saves vs. magic**HP** 120; **Immunities** fire; **Weaknesses** good 5; **Resistances** physical 5 (except silver), poison 10**Heavy Aura** (aura, divine, incapacitation, transmutation) 10 feet. A creature that enters the heavy aura must attempt a DC 23 Will save. It is then temporarily immune for 10 minutes.**Success** The creature is unaffected.**Failure** The creature is encumbered while it remains in the area. If the creature is already encumbered, it is immobilized while it remains within the aura.**Critical Failure** As failure, but the effect persists for 3 rounds after leaving the aura.**Stygian Guardian**  **Trigger** A creature or object within the sarglagon's reach is targeted by an attack; **Effect** The sarglagon interposes himself, giving the creature or object standard cover against the attack (+2 circumstance bonus to AC), or greater cover (+4 circumstance bonus to AC) if the sarglagon was already granting it lesser cover.**Speed** 25 feet, fly 25 feet, swim 30 feet**Melee**  fangs +20 (evil, magical), **Damage** 2d12+9 piercing plus 1d6 evil**Melee**  tentacle arm +20 (agile, evil, magical), **Damage** 2d8+9 bludgeoning plus 1d6 evil and sarglagon venom**Divine Innate Spells** DC 23, attack +18; **5th** *control water*, *dimension door*;**4th** *dimension door* (at will), *freedom of movement*, *hydraulic torrent*;**Constant (2nd)** see *invisibility***Rituals** DC 23; *infernal pact*

(Continued on card 50)

(Devil, sarglagon; continued from card 49)

Drown ◆◆ (conjunction, divine, incapacitation) The sarglagon conjures murky water to fill the lungs of a creature that can't breathe water within 30 feet. The target must attempt a DC 26 Fortitude save.

Critical Success The target is unaffected.

Success The target coughs up water and is sickened 1.

Failure The target is holding its breath (*Core Rulebook* 478). The only action it can take is to attempt a Fortitude save against Drown to expel the water, which is a single action.

Critical Failure The target falls unconscious and begins suffocating. If the target succeeds at its Fortitude save while suffocating, it coughs up the water and can breathe again.

Sarglagon Venom (poison) **Saving Throw** DC 26 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and clumsy 1 (1 round); **Stage 2** 3d6 poison damage and clumsy 2 (1 round)

DEVIL, ZEBUB**CREATURE 3****LE****SMALL****DEVIL****FIEND****Perception** +12; greater darkvision**Languages** Celestial, Draconic, Infernal; telepathy 100 feet**Skills** Acrobatics +10, Arcana +7, Deception +8, Religion +9, Stealth +10**Str** +1, **Dex** +4, **Con** +1, **Int** +0, **Wis** +3, **Cha** +1**AC** 20: **Fort** +8, **Ref** +10, **Will** +8; +1 status to all saves vs. magic**HP** 30; **Immunities** fire; **Weaknesses** good 5; **Resistances** physical 5 (except silver), poison 5**Speed** 15 feet, fly 50 feet**Melee** **◆** mandibles +12 (evil, finesse, magical), **Damage** 1d10+3 piercing plus 1d6 evil and Cocytan filth**Divine Innate Spells** DC 17; **5th** *dimension door*; **4th** *dimension door* (at will); **2nd** *invisibility* (at will, self only), *summon animal* (swarm creatures only); **Cantrips (2nd)** *message***Rituals** DC 17; *infernal pact***Cocytan Filth** (disease, virulent) **Saving Throw** DC 18 Fortitude; **Onset** 1d4 days; **Stage 1** enfeebled 1 (1 day); **Stage 2** enfeebled 2 (1 day); **Stage 3** enfeebled 3 (1 day)**Infernal Eye** **◆◆◆** (divine, divination) The zebub records everything they see, and though they don't remember all observations, they can pass them along to another creature. The zebub replays 10 minutes of witnessed events to a touched willing creature, which receives the memories in a flash of information. By remaining in contact, the zebub can spend additional 3-action activities to replay more information. After relaying their visions to another, the zebub can't ever recall those events again.**Sneak Attack** The zebub's Strikes deal an additional 1d6 precision damage to flat-footed creatures.

DHUTHOREX, DEEPWATER

CREATURE 9

UNCOMMON

CN

LARGE

ABERRATION

AQUATIC

Perception +18; darkvision, wavesense (imprecise) 60 feet

Skills Athletics +20, Stealth +18, Survival +19


Str +7, **Dex** +3, **Con** +4, **Int** -4, **Wis** +4, **Cha** +0


AC 28, all-around vision; **Fort** +19, **Ref** +18, **Will** +17


HP 155; **Immunities** acid


Attack of Opportunity 

Speed 10 feet; swim 40 feet


Melee  jaws +21 (deadly d10, reach 10 feet), **Damage** 2d10+11 piercing plus Grab

Melee  snout +21 (reach 10 feet), **Damage** 2d8+11 bludgeoning plus Push

Melee  tentacle +19 (agile, reach 15 feet), **Damage** 2d6+11 slashing

Aquatic Ambush 

Overpowering Jaws A deepwater dhuthorex deals 7 piercing damage to its target if its jaws Strike is a failure (but not a critical failure).

Swallow Whole  (attack) Medium, 2d6+7 bludgeoning plus 2d6 acid, Rupture 20

DHUTHOREX, DREAD

CREATURE 11

UNCOMMON

CN

LARGE

ABERRATION

AMPHIBIOUS

Perception +22; darkvision, wavesense (imprecise) 60 feet

Languages Aklo

Skills Athletics +23, Occultism +16, Stealth +20, Survival +21

Str +8, **Dex** +3, **Con** +5, **Int** -1, **Wis** +4, **Cha** +0

AC 31, all-around vision; **Fort** +24, **Ref** +18, **Will** +21

HP 195; **Immunities** acid

Attack of Opportunity ↻

Frightful Presence (aura, emotion, fear, mental) 60 feet, DC 27

Speed 20 feet; swim 40 feet

Melee ✦ jaws +24 (deadly d12, reach 10 feet), **Damage** 3d10+12 piercing plus Grab

Melee ✦ snout +24 (reach 10 feet), **Damage** 3d8+12 bludgeoning plus Push

Melee ✦ tentacle +22 (agile, reach 15 feet), **Damage** 3d6+12 slashing

Occult Innate Spells DC 27; **5th** *mariner's curse*; **3rd** *hypnotic pattern*, *mind reading*

Aquatic Ambush ✦

Overpowering Jaws A dread dhuthorex deals 8 piercing damage to its target if its jaws Strike is a failure (but not a critical failure).

Swallow Whole ✦ (attack) Large, 3d6+8 bludgeoning plus 2d6 acid, Rupture 23

DRAKAUTHIX**CREATURE 9****N****HUGE****FUNGUS****Perception** +17; darkvision, sporesight (imprecise) 60 feet**Skills** Acrobatics +15, Athletics +20, Stealth +17**Str** +7, **Dex** +2, **Con** +6, **Int** -4, **Wis** +2, **Cha** +0**Sporesight** The drakauthix exudes a cloud of spores that it uses to see.

This is an imprecise sense that functions only in areas without strong wind currents. Sporesight does not function underwater.

AC 25; **Fort** +21, **Ref** +13, **Will** +15**HP** 190; **Weaknesses** fire 10, slashing 10**Obscuring Spores** Whenever the drakauthix takes at least 10 slashing damage, it releases a cloud of brown spores that has the effect of *obscuring mist* for 1 minute, centered around the drakauthix. This cloud of spores does not move with the drakauthix, nor is it displaced by its movement.**Speed** fly 20 feet**Melee** **◆** tentacle +20 (reach 30 feet), **Damage** 3d8+9 piercing plus Improved Grab**Reel In** **◆** The drakauthix pulls all creatures it has grabbed 15 feet closer to itself.**Spore Tendrils** **◆** The tendrils that cover the drakauthix's body reach out and infest adjacent creatures, dealing 4d6 poison damage and 1d6 persistent poison damage. A creature can attempt a basic DC 27 Reflex save to reduce this damage, but one grabbed by the drakauthix takes a -4 circumstance penalty to this save.**Whirlwind of Hooks** **◆◆** The drakauthix whirls, whipping creatures around it. The drakauthix makes a tentacle Strike against every creature within its reach.

DROW CAVERN SEER**CREATURE 9****RARE****CN****MEDIUM****DROW****ELF****HUMANOID****Perception** +18; darkvision**Languages** Common, Elven, Undercommon**Skills** Acrobatics +17, Nature +18, Occultism +18 (+20 underground), Stealth +19, Survival +18**Str** +2, **Dex** +4, **Con** +0, **Int** +1, **Wis** +3, **Cha** +4**Items** staff, *wand of manifold missiles* (1st level)**Light Blindness****AC** 27; **Fort** +15, **Ref** +19, **Will** +18; +1 status to all saves vs. magic, +2 status to all saves vs. mental**HP** 110; **Immunities** sleep**Stone Defense** **Trigger** An enemy is about to damage the cavern seer with bludgeoning damage or with a spell that has the earth trait; **Effect** The cavern seer gains resistance 10 against the triggering damage.**Speed** 30 feet**Melee** **◆** staff +19 (two-hand d8), **Damage** 1d4+4 bludgeoning**Divine Innate Spells** DC 28; **2nd** *darkness* (at will), *faerie fire* (at will); **Cantrips (5th)** *dancing lights***Occult Spontaneous Spells** DC 28, attack +20; **5th** (3 slots) *black tentacles*, *ectoplasmic expulsion* (*Abomination Vaults Adventure Path* 224), *prying eyes*; **4th** (4 slots) *dimension door*, *globe of invulnerability*, *outcast's curse*, *sound burst*; **3rd** (4 slots) *blindness*, *heroism*, *slow*, *wanderer's guide*; **2nd** (4 slots) *augury*, *false life*, *invisibility*, *paranoia*; **1st** (4 slots) *bless*, *command*, *grim tendrils*, *mending*; **Cantrips (5th)** *chill touch*, *daze*, *detect magic*, *know direction*, *shield***Rituals** DC 28; *commune*, *geas***Cavern Distortion** **◆◆** (occult, transmutation) **Frequency** once per day; **Requirements** The cavern seer is underground; **Effect** Pebbles and dust rise from the stone to impede vision. The cavern seer and their allies within 60 feet become concealed for 1 minute. This concealment can't be used to Hide or Sneak.**Underground Stride** The cavern seer ignores difficult terrain while underground.

DROW HUNTER**CREATURE 7**

UNCOMMON

CN





MEDIUM

DROW

ELF

HUMANOID

Perception +16; darkvision**Languages** Elven, Undercommon**Skills** Athletics +14, Nature +14, Stealth +15, Survival +16 (+18 to Subsist)**Str** +3, **Dex** +4, **Con** +2, **Int** +0, **Wis** +3, **Cha** +1**Items** chain shirt, +1 *composite longbow* (20 arrows), longsword**Light Blindness****AC** 25; **Fort** +15, **Ref** +15, **Will** +14; +1 status to all saves vs. magic, +2 status to all saves vs. mental**HP** 115; **Immunities** sleep**Deft Evasion** When the hunter rolls a success on a Reflex save, they get a critical success instead.**Speed** 30 feet**Melee** ✦ longsword +16 (versatile P), **Damage** 1d8+7 slashing**Ranged** ✦ *composite longbow* +18 (deadly d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+7 piercing**Divine Innate Spells** DC 23; **2nd** *darkness* (at will), *faerie fire* (at will); **Cantrips (4th)** *dancing lights***Hunter's Wound** ✦ **Frequency** once per round; **Prerequisites** The hunter is wielding a ranged weapon with a reload of 0; **Effect** The hunter makes two ranged Strikes against their prey. If both hit and deal damage, the target takes an additional 1d8 persistent bleed damage.**Skirmish Strike** ✦ The hunter can Step and then Strike, or Strike and then Step

DROW ROGUE**CREATURE 2****CE****MEDIUM****DROW****ELF****HUMANOID****Perception** +6; darkvision**Languages** Elven, Undercommon**Skills** Acrobatics +8, Deception +7, Society +4, Stealth +10, Thievery +8**Str** +2, **Dex** +4, **Con** +2, **Int** +0, **Wis** +0, **Cha** +1**Items** hand crossbow (10 bolts), lethargy poison (2), shortsword, studded leather armor**Light Blindness****AC** 19; **Fort** +6, **Ref** +10, **Will** +6; +1 status to all saves vs. magic, +2 status to all saves vs. mental**HP** 26; **Immunities** sleep**Nimble Dodge**  **Requirement** A drow rogue can't use this reaction while encumbered. **Trigger** The drow rogue is hit or critically hit by an attack made by a creature the drow rogue can see. **Effect** The drow rogue gains a +2 circumstance bonus to their Armor Class against the triggering attack.**Speed** 30 feet**Melee**  shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+4 piercing**Ranged**  hand crossbow +10 (range increment 60 feet, reload 1), **Damage** 1d6 piercing plus lethargy poison**Divine Innate Spells** DC 16; **2nd** *darkness* (at will), *faerie fire* (at will); **Cantrips (2nd)** *dancing lights***Quick Draw**  The drow rogue draws a weapon using the Interact action, then Strikes with that weapon.**Sneak Attack** The drow rogue deals 1d6 extra precision damage to flat-footed creatures.

DROW SHOOTIST**CREATURE 8**

UNCOMMON








CN

MEDIUM

DROW

ELF

HUMANOID

Perception +16; darkvision**Languages** Elven, Undercommon**Skills** Acrobatics +19, Athletics +16, Deception +16, Intimidation +14, Stealth +17, Thievery +17**Str** +2, **Dex** +5, **Con** +1, **Int** +0, **Wis** +4, **Cha** +2**Items** +1 *repeating hand crossbow* (4 magazines; *Abomination Vaults Adventure Path* 226), rapier, shootist bandolier (*Abomination Vaults Adventure Path* 226), stupor poison (4; *Abomination Vaults Adventure Path* 214), studded leather armor**Light Blindness****AC** 27; **Fort** +15, **Ref** +17, **Will** +16; +1 status to all saves vs. magic, +2 status to all saves vs. mental**HP** 120; **Immunities** sleep**Shootist's Luck**  (fortune) **Trigger** The shootist fails a save; **Frequency** once per day; **Effect** The shootist rerolls the save and uses the better result.**Speed** 30 feet**Melee**  rapier +18 (deadly d8, disarm, finesse), **Damage** 1d6+9 piercing**Ranged**  *repeating hand crossbow* +20 (range increment 60 feet, reload 0 [3 to reload magazine], repeating), **Damage** 1d6+9 piercing plus stupor poison**Divine Innate Spells** DC 24; **2nd** *darkness* (at will), *faerie fire* (at will); **Cantrips (4th)** *dancing lights***Distracting Shot**   The shootist takes aim and makes a ranged Strike. If the attack hits and deals damage, the target is flat-footed until the end of the shootist's turn, or until the end of the shootist's next turn on a critical hit.**Reloading Trick**   **Requirements** The shootist is holding an unloaded repeating hand crossbow; **Effect** The shootist Interacts to reload the repeating hand crossbow and Strikes with it.

(Continued on card 59)

(Draw shootist; continued from card 58)

Shootist's Draw ♦ **Frequency** once per round; **Effect** The shootist Interacts to draw a repeating hand crossbow and Strikes with it, or Strikes with a loaded repeating hand crossbow they're holding then Interacts to stow it.

Sneak Attack The shootist deals an extra 2d6 precision damage to flat-footed creatures.

DROW WARDEN**CREATURE 4**

UNCOMMON

CN




MEDIUM

DROW

ELF

HUMANOID

Perception +11; darkvision**Languages** Elven, Undercommon**Skills** Athletics +12, Intimidation +8, Stealth +9, Survival +11**Str** +4, **Dex** +3, **Con** +1, **Int** +0, **Wis** +3, **Cha** +0**Items** chainmail, elven curve blade, hand crossbow (10 bolts), lethargy poison (3)**Light Blindness****AC** 21; **Fort** +11, **Ref** +11, **Will** +9; +1 status to all saves vs. magic, +2 status to all saves vs. mental**HP** 60; **Immunity** sleep**Attack of Opportunity** ↻**Speed** 30 feet**Melee** ✦ elven curve blade +14 (forceful), **Damage** 1d8+6 slashing plus hampering slash**Ranged** ✦ hand crossbow +13 (range increment 60 feet, reload 1), **Damage** 1d6+2 piercing plus lethargy poison**Divine Innate Spells** DC 19; **2nd** *darkness* (at will), *faerie fire* (at will); **Cantrips (2nd)** *dancing lights***Hampering Slash** A target damaged by the warden's melee Strike must succeed at a DC 21 Fortitude save or be slowed 1 until the end of the warden's next turn.**Sneak Attack** A warden deals an extra 1d6 damage to flat-footed creatures.

DULAC**CREATURE 9****UNIQUE****N****MEDIUM****CALIGNI****HUMANOID**Female caligni cult leader (*Pathfinder Bestiary* 50)**Perception** +18; greater darkvision**Languages** Caligni, Undercommon**Skills** Acrobatics +18, Athletics +19, Intimidation +18, Occultism +16, Religion +18, Stealth +18**Str** +4, **Dex** +3, **Con** +0, **Int** +1, **Wis** +3, **Cha** +5**Items** chain shirt, +1 *striking war flail***Light Blindness****AC** 28, **Fort** +15, **Ref** +18, **Will** +20**HP** 155; death shadows**Death Shadows** (cold, darkness) When Dulac dies, her body is destroyed in a burst of chilling shadows. All creatures in a 20-foot burst take 8d8 cold damage (DC 28 basic Reflex save). Dulac's gear and treasure are unaffected by the shadows and are left in a pile where she died.**Opportune Step**  **Trigger** A dazzled or blinded creature, or a creature with light blindness, ends its move adjacent to Dulac; **Effect** Dulac Steps.**Warding Shove**  **Trigger** An ally within Dulac's reach is targeted with a ranged or melee attack by an attacker she can see; **Effect** The ally gains a +2 circumstance bonus to AC against the triggering attack, and the ally can Step after the attack.**Speed** 25 feet**Melee**  *war flail* +21 (disarm, sweep, trip), **Damage** 2d10+8 bludgeoning**Occult Innate Spells** DC 28, attack +20; **4th** *darkness, read omens, suggestion*; **3rd** *haste, paralyze, vampiric touch*; **2nd** *darkness (at will), ghoulish craving, obscuring mist (at will)*; **Cantrips (5th)** *daze, detect magic, shield, telekinetic projectile***Sneak Attack** Dulac deals an additional 1d6 precision damage to flat-footed creatures.

ELDER CHILD OF BELCORRA

CREATURE 9



RARE

LE

SMALL

MUMMY

UNDEAD

Variant bog mummy (*Pathfinder Bestiary 2* 177)**Perception** +18; darkvision, tremorsense (imprecise) 30 feet**Languages** Common, Gnome, Undercommon**Skills** Athletics +19, Nature +19, Stealth +19 (+21 while buried in a bog)**Str** +6, **Dex** +3, **Con** +0, **Int** +0, **Wis** +3, **Cha** +0**AC** 28; **Fort** +15, **Ref** +18, **Will** +20**HP** 155, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** cold 10; **Resistances** fire 10**Breath of the Bog** (aura, divine, enchantment, mental) 30 feet. A creature that begins its turn within the area feels as if its lungs were filling with water and must succeed at a DC 28 Fortitude save or be unable to speak or breathe. The creature can still hold its breath and can attempt a new save at the end of its turn. A creature that succeeds is temporarily immune for 24 hours.**Rise Up**  **Trigger** A creature walks on top of a bog mummy that lies buried in the mud or peat below; **Requirements** Initiative hasn't yet been rolled; **Effect** The bog mummy automatically notices the creature and Burrows before rolling initiative.**Speed** 20 feet; burrow 15 feet**Melee**  fist +21, **Damage** 2d10+8 bludgeoning plus bog rot**Primal Prepared Spells** DC 28, attack +20; **4th** *air walk*, *barkskin*, *freedom of movement*; **3rd** *blindness*, *glyph of warding*, *meld into stone*; **2nd** *acid arrow*, *entangle*, *glitterdust*; **Cantrips (5th)** *acid splash*, *detect magic*, *prestidigitation*, *produce flame*, *read aura***Primal Innate Spells** DC 28; **1st** *illusory disguise***Rituals** DC 28; *plant growth***Bog Rot** (curse, disease, divine, necromancy, negative) This affliction can't be reduced below stage 1, nor can the damage from it be healed, until it's successfully treated with *remove curse* or a similar effect; the affliction can then be removed as normal for a disease. A creature killed by bog rot melts into a noxious sludge and can't be resurrected except by a 7th-level *resurrect* ritual or similar magic; **Saving Throw** DC 21 Fortitude; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 3d6 negative damage and clumsy 1 (1 day)

ELEMENTAL, LIVING LANDSLIDE

CREATURE 5

N **MEDIUM** **EARTH** **ELEMENTAL**

Perception +12; darkvision, tremorsense (imprecise) 60 feet

Languages Terran


Skills Athletics +14, Stealth +8

Str +5, **Dex** -1, **Con** +4, **Int** -2, **Wis** +1, **Cha** -1


Earthbound When not touching solid ground, the living landslide is slowed 1 and can't use reactions.

AC 21; **Fort** +15, **Ref** +8, **Will** +10

HP 90; **Immunities** bleed, paralyzed, poison, sleep

Crumble  **Trigger** The living landslide takes damage from a hostile source while atop rock or earth. **Effect** The living landslide crumbles into the ground, Burrowing down 10 feet. This Burrowing does not trigger reactions. The living landslide can't Crumble again for 1d4 rounds.

Speed 25 feet, burrow 25 feet; earth glide

Melee  fist +16 (reach 10 feet), **Damage** 2d8+8 bludgeoning

Earth Glide The living landslide can Burrow through any earthen matter, including rock. When it does so, the living landslide moves at its full burrow Speed, leaving no tunnels or signs of its passing.

ELEMENTAL, MAGMA SCORPION

CREATURE 8

N **LARGE** **ELEMENTAL** **FIRE**

Perception +18; darkvision, smoke vision

Skills Athletics +18

Str +6, **Dex** +3, **Con** +5, **Int** -4, **Wis** +4, **Cha** +0

Smoke Vision The magma scorpion ignores the concealed condition from smoke.

AC 28; **Fort** +19, **Ref** +14, **Will** +16

HP 155; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 10

Speed 40 feet, climb 30 feet

Melee ✦ pincer +20 (agile, reach 10 feet), **Damage** 2d6+9 bludgeoning plus 1d6 persistent fire and Grab

Melee ✦ tail sting +20 (reach 10 feet), **Damage** 1d10+9 piercing plus 1d6 persistent fire and magma scorpion venom

Ranged ✦ magma spit +17 (fire, range increment 40 feet), **Damage** 1d6+9 fire plus 1d6 persistent fire

Magma Scorpion Venom (fire, injury, poison) **Saving Throw** DC 26 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 fire damage (1 round) and enfeebled 1; **Stage 2** 3d6 fire damage and enfeebled 2 (1 round)

ELEMENTAL, MIST STALKER**CREATURE 4**

N	MEDIUM	AMPHIBIOUS	ELEMENTAL	WATER
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Perception +13; darkvision, mist vision**Languages** Aquan**Skills** Athletics +11, Stealth +12**Str** +4, **Dex** +4, **Con** +2, **Int** +1, **Wis** +5, **Cha** +0**Mist Cloud** (aura, conjuration, primal, water) 15 feet. The mist stalker is surrounded by mist. Creatures in the aura are concealed. If wind disperses the aura, it returns automatically at the start of the mist stalker's turn. This cloud is suppressed in water.**Mist Vision** The mist stalker ignores the concealed condition from mist and fog.**AC** 20; **Fort** +10, **Ref** +12, **Will** +11**HP** 58; **Immunities** bleed, paralyzed, poison, sleep**Speed** 20 feet, climb 20 feet, swim 30 feet**Melee** ✦ tentacle +14 (finesse, sweep, reach 10 feet), **Damage** 2d8+4 bludgeoning plus Grab**Constrict** ✦ 1d8+4 bludgeoning, DC 21**Solidify Mist** ✦ (primal, transmutation, water) The mist stalker makes its mist cloud congeal, causing the aura to be difficult terrain until the start of the mist stalker's next turn. In addition, the mist stalker can make the mist even thicker around a single Medium or smaller creature within the cloud. The creature must succeed at a DC 20 Reflex save or become immobilized until it Escapes or it is no longer in the mist cloud's emanation.

ELEMENTAL, SOD HOUND

CREATURE 3

N

SMALL

EARTH

ELEMENTAL

Perception +9; crystal sense (imprecise) 60 feet, darkvision

Skills Athletics +11, Survival +9 (+11 to Track)

Str +4, **Dex** -1, **Con** +3, **Int** -4, **Wis** +2, **Cha** -1

Crystal Sense A sod hound can sense crystals or gems within 60 feet as if using the scent ability.

AC 19; **Fort** +12, **Ref** +6, **Will** +7

HP 44; **Immunities** bleed, paralyzed, poison, sleep

Speed 30 feet, burrow 20 feet; earth glide

Melee ✦ jaws +11, **Damage** 1d10+6 piercing plus Knockdown

Earth Glide The sod hound can Burrow through any earthen matter, including rock. When it does so, the sod hound moves at its full burrow Speed, leaving no tunnels or signs of its passing.

EMPTY DEATH BODAK




CREATURE 8

UNCOMMON

CE

SMALL

UNDEAD

Variant bodak (*Pathfinder Bestiary 2* 42)**Perception** +17; darkvision, lifesense 60 feet**Languages** Abyssal, Common, Gnomish, Undercommon**Skills** Acrobatics +18, Athletics +15, Intimidation +19, Stealth +18**Str** +3, **Dex** +4, **Con** +1, **Int** -2, **Wis** +5, **Cha** +5**AC** 27; **Fort** +13, **Ref** +16, **Will** +19**HP** 160, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** good 10**Sunlight Vulnerability** If exposed to direct sunlight, the bodak can't use actions with the death trait and it becomes slowed 1. The slowed value increases by 1 each time the bodak ends its turn in sunlight. If the bodak loses all its actions this way, it is destroyed.**Draining Glance**  (aura, death, necromancy, occult, visual) **Trigger** A living creature within 30 feet that the bodak can perceive with its lifesense starts its turn; **Effect** The target must attempt a DC 23 Fortitude save. If it fails, the bodak regains 5 Hit Points and the target becomes drained 1.**Speed** 20 feet**Melee**  fist +18 (agile, finesse), **Damage** 2d6+6 bludgeoning plus 1d6 negative**Bodak Spawn** (necromancy, occult) Any humanoid who dies while drained or doomed by a bodak rises as an autonomous bodak 24 hours after its death.**Death Gaze**  (death, necromancy, occult, visual) The bodak stares at a living creature within 30 feet that it can sense with its lifesense. That creature must attempt a DC 26 Fortitude save. If the target becomes drained, the bodak gains a number of temporary Hit Points equal to 5 times the value of the drained condition the target gained. Multiple exposures to this ability can increase a creature's drained condition to a maximum of 4. If the bodak is destroyed, any doomed condition a creature has gained from Death Gaze are removed.**Critical Success** The creature is unaffected.**Success** The creature is drained 1.**Failure** The creature is doomed 1 and drained 2.**Critical Failure** The creature is doomed 1 and drained 4.

FLESHWARP, DRESHKAN

CREATURE 4

UNCOMMON

N

MEDIUM

ABERRATION

CONSTRUCT

Perception +11; darkvision

Languages Undercommon

Skills Acrobatics +11, Athletics +12 (+14 to Climb), Intimidation +10, Stealth +13


Str +4, **Dex** +5, **Con** +2, **Int** -2, **Wis** +3, **Cha** +2

Light Blindness


AC 20; **Fort** +10, **Ref** +13, **Will** +11; +2 status to all saves vs. bleed, death effects, disease, doomed, fatigued, paralyzed, poison, and sickened


HP 72; **Immunities** electricity


Partially Technological A dreshkan is partially technological. Positive healing effects only heal a dreshkan half as much as normal.

Defensive Needle  **Trigger** A creature critically fails a melee Strike against the dreshkan; **Effect** The dreshkan makes a needle Strike against that creature.

Speed 30 feet, climb 30 feet

Melee  claw +13 (agile, finesse), **Damage** 2d6+4 slashing

Ranged  needle +13 (range increment 30 feet), **Damage** 1d4 piercing plus 2d8 electricity

Needle Spray  The dreshkan braces itself on all four limbs and sprays needles at as many creatures as it would like in a 30-foot cone, dealing 2d4 piercing plus 2d8 electricity damage (DC 21 basic Reflex save).

Swarming Stance A dreshkan can share the same space as a morlock or another dreshkan, but no more than two such creatures can occupy the same space. When these creatures share the same space, they gain a +1 circumstance bonus to attack rolls.

FLESHWARP, DRIDER**CREATURE 6****CE****LARGE****ABERRATION****Perception** +13; darkvision**Languages** Elven, Undercommon**Skills** Arcana +14, Athletics +12, Intimidation +14, Religion +13, Stealth +15**Str** +4, **Dex** +3, **Con** +3, **Int** +2, **Wis** +3, **Cha** +4**Items** +1 *composite longbow* (20 arrows), glaive**AC** 24; **Fort** +13, **Ref** +13, **Will** +15; +1 status to all saves vs. magic**HP** 95; **Immunities** sleep**Speed** 30 feet, climb 20 feet**Melee** ✦ glaive +16 (deadly 1d8, forceful, reach 10 feet), **Damage** 1d8+10 slashing**Melee** ✦ fangs +16, **Damage** 1d6+10 piercing plus drider venom**Ranged** ✦ *composite longbow* +16 (deadly d10, magical, propulsive, range increment 100 feet, reload 0, volley 50 feet), **Damage** 1d8+8 piercing**Ranged** ✦ web +15 (range increment 30 feet), **Effect** web trap**Arcane Innate Spells** DC 20; **4th** *clairvoyance, suggestion*; **3rd** *clairaudience, dispel magic, levitate*; **2nd** *darkness* (at will), *faerie fire* (at will); **Cantrips (3rd)** *dancing lights, detect magic***Arcane Prepared Spells** DC 24, attack +17; **3rd** *fireball*; **2nd** *acid arrow, invisibility*; **1st** *magic missile* (×2), *ray of enfeeblement*; **Cantrips (3rd)** *ghost sound, mage hand, ray of frost***Drider Venom** (poison); **Saving Throw** DC 23 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison damage and enfeebled 1 (1 round)**Web Trap** A creature hit by a drider's web attack is immobilized and stuck to the nearest surface (Escape DC 21).

FLESHWARP, GHONHATINE**CREATURE 10****CE****LARGE****ABERRATION****Perception** +19; darkvision, scent (imprecise) 30 feet**Languages** Undercommon**Skills** Athletics +21, Intimidation +19, Stealth +19**Str** +7, **Dex** +3, **Con** +6, **Int** -2, **Wis** +5, **Cha** +3**AC** 30; **Fort** +22, **Ref** +17, **Will** +19**HP** 175; **Immunities** disease; **Resistances** acid 10

Stench (aura, olfactory) 30 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 26 Fortitude save or become sickened 1 (plus slowed 1 for as long as it's sickened on a critical failure). While within the aura, affected creatures take a -2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

Speed 35 feet**Melee** ✦ jaws +23 (reach 10 feet), **Damage** 2d12+10 piercing plus 1d6 persistent acid**Melee** ✦ claw +23 (agile, reach 10 feet), **Damage** 2d10+10 slashing**Ranged** ✦ vomit +19 (acid, range increment 20 feet), **Damage** 5d6 acid plus fleshgout

Feed ✦ (manipulate) **Requirement** The ghonhatine is adjacent to the corpse of a creature that died within the last hour; **Effect** The ghonhatine devours a chunk of the corpse. For 1 minute, the ghonhatine gains fast healing 5 and a +2 status bonus to damage rolls. It can gain these benefits from any given corpse only once.

Fleshgout (disease) A ghonhatine's vomit carries an awful disease that, over time, can cause a suffering creature's flesh to develop painful boils that eventually slough away, leaving gaping wounds; **Saving Throw** DC 28 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours); **Stage 2** enfeebled 1 and drained 1 (1 day); **Stage 3** enfeebled 2 and drained 2 (1 day); **Stage 4** enfeebled 2 and drained 3 (1 day); **Stage 5** drained 4, enfeebled 2, and unconscious (1 day); **Stage 6** dead

FLESHWARP, GROTHLUT

CREATURE 3

N

MEDIUM

ABERRATION

MINDLESS

Perception +5; darkvision

Skills Athletics +11

Str +4, **Dex** -2, **Con** +4, **Int** -5, **Wis** +0, **Cha** -3

AC 19; **Fort** +11, **Ref** +5, **Will** +7

HP 50; **Immunities** acid, mental

Disgusting Demise (acid, poison) When the grothlut is reduced to 0 Hit Points, its digestive organs rupture, unleashing alchemical acid and poison upon all creatures in a 30-foot emanation. Each creature in the area must succeed at a DC 19 Fortitude save or take 2d6 acid damage and become sickened 1 (double damage and sickened 2 on a critical failure).

Piteous Moan (aura, auditory, emotion, mental, occult) 60 feet. Each non-grothlut creature that enters or starts its turn within the area must succeed at a DC 17 Will saving throw or become sickened 1 (sickened 2 on a critical failure). The creature then becomes temporarily immune for 1 minute. The grothlut can activate or deactivate the aura by using a single free action that has the concentrate trait. A grothlut usually does not begin moaning until it senses the presence of a non-grothlut creature, and it usually stops once it doesn't sense any more such creatures.






Speed 20 feet

Melee ✦ claw +11 (agile), **Damage** 1d10+8 slashing

Ranged ✦ digestive spew +7 (acid, range increment 15 feet, splash), **Damage** 2d6 acid damage plus 1d6 splash acid damage

FLESHWARP, MULVENTOK**CREATURE 7****UNCOMMON****N****MEDIUM****ABERRATION****Perception** +15; darkvision**Languages** Aklo, Daemonic, Undercommon**Skills** Athletics +17, Intimidation +17, Purpose Lore +15, Survival +15**Str** +6, **Dex** +0, **Con** +4, **Int** +2, **Wis** +4, **Cha** +6**War Leader** (emotion, mental) A mulventok's fervor inspires its allies.

Allies within 30 feet that can see or hear the mulventok gain a +1 status bonus to attack rolls and skill checks as long as their actions don't impede the mulventok's imprinted purpose.

Items +1 *tamchal chakram* (*Abomination Vaults Adventure Path* 226), steel shield (Hardness 5, HP 20, BT 10)**AC** 24 (26 with shield raised); **Fort** +15, **Ref** +11, **Will** +17**HP** 115, negative healing; **Immunities** death effects, disease, fear;**Weaknesses** positive 10**Explosive Decay** (necromancy, negative, occult) When a mulventok dies, it explodes in a 20-foot radius. Creatures caught in the blast take 8d6 negative damage (DC 22 basic Reflex save).**Stay in the Fight**  (healing, necromancy, occult); **Trigger** An allied creature within 30 feet reaches 0 HP; **Effect** The mulventok imparts some of its own energy to keep the ally fighting. The target creature gains 1 Hit Point, and the mulventok takes 2d6 mental damage.**Speed** 25 feet**Melee**  *tamchal chakram* +18 (agile, deadly 1d6, finesse, magical), **Damage** 1d6+8 slashing plus 1d6 mental**Melee**  fist +17, **Damage** 2d8+8 bludgeoning**Ranged**  *tamchal chakram* +13 (agile, deadly 1d6, magical, thrown 20 feet), **Damage** 1d6+8 slashing plus 1d6 mental**Fervent Command**  (auditory, mental) The mulventok shouts an order, and an ally within 30 feet can immediately Raise a Shield or Step. A creature can benefit from Fervent Command only once per round.**Psychokinetic Honing** (occult, transmutation) A thrown weapon gains the effects of a *returning* rune when a mulventok throws it. Thrown weapons the mulventok uses deal an additional 1d6 mental damage, whether used in melee or thrown.

FLY, GIANT

CREATURE 1

N

MEDIUM

ANIMAL


Perception +8; darkvision, tremorsense (imprecise) 30 feet

Skills Acrobatics +7, Athletics +6


Str +3, **Dex** +4, **Con** +3, **Int** -5, **Wis** +3, **Cha** -5

AC 17; **Fort** +6, **Ref** +9, **Will** +6

HP 20

Avoid the Swat  **Trigger** The giant fly is targeted with a melee or ranged attack by an attacker it can see; **Effect** The giant fly gains a +2 circumstance bonus against the triggering attack. If the attack misses, the giant insect can Fly up to its fly Speed.

Speed 20 feet, climb 20 feet, fly 40 feet

Melee  mandibles +8, **Damage** 1d6+3 piercing plus fly pox

Fly Pox (disease, virulent) A giant fly could carry any disease, but most transmit a virulent but not fatal infection called fly pox with their bite; **Saving Throw** DC 16 Fortitude; **Onset** 1 day; **Stage 1** enfeebled 1 (1 day); **Stage 2** as stage 1 (1 day); **Stage 3** enfeebled 2 (1 day); **Stage 4** as stage 3; **Stage 5** enfeebled 2 and fatigued (1 day)

FREZNELKESH

CREATURE 3

UNIQUE









NE

MEDIUM

AMPHIBIOUS

DRAGON

WATER

Female river drake (*Pathfinder Bestiary* 131)**Perception** +9; darkvision, scent (imprecise) 30 feet**Languages** Draconic**Skills** Acrobatics +11, Athletics +10, Intimidation +6, Stealth +9, Survival +7**Str** +3, **Dex** +4, **Con** +2, **Int** -1, **Wis** +2, **Cha** -1**AC** 19; **Fort** +11, **Ref** +9, **Will** +7**HP** 45; **Immunities** paralyzed, sleep; **Resistances** acid 10**Tail Lash**  **Trigger** A creature within reach of the river drake's tail uses an action to Strike or attempt a skill check. **Effect** The river drake attempts to Strike the triggering creature with its tail. If it hits, the creature takes a -2 circumstance penalty to the triggering roll.**Speed** 20 feet, fly 50 feet, swim 30 feet**Melee**  fangs +12, **Damage** 2d8+3 piercing**Melee**  tail +12 (reach 10 feet), **Damage** 2d6+3 bludgeoning**Caustic Mucus**   (acid, arcane, evocation) Freznelkesh spits a ball of caustic mucus up to a range of 50 feet that explodes in a 10-foot burst. Creatures within the burst take 4d6 acid damage (DC 19 basic Reflex save). Those that fail this save also take 1d6 persistent acid damage and take a -5-foot status penalty to their Speed. This Speed reduction ends with the persistent acid damage. Freznelkesh can't use Caustic Mucus again for 1d6 rounds.**Draconic Frenzy**   Freznelkesh makes one fangs Strike and two tail Strikes in any order.**Speed Surge**  (move) Freznelkesh moves up to twice its Speed. It can do this three times per day.

GALUDU

CREATURE 11




UNIQUE

CN

MEDIUM

CALIGNI

HUMANOID

Female caligni leader (*Pathfinder Bestiary* 50)**Perception** +18; greater darkvision**Languages** Caligni, Common, Undercommon**Skills** Acrobatics +20, Arcana +18, Deception +22, Diplomacy +20, Stealth +20**Str** +2, **Dex** +5, **Con** +0, **Int** +1, **Wis** +3, **Cha** +5**Items** dagger, *wand of continuation* (stoneskin)**Light Blindness****AC** 30; **Fort** +18, **Ref** +21, **Will** +22**HP** 195, death motes**Death Motes** (force, light) When Galudu dies, her body explodes into brilliant motes of magical energy. All creatures in a 20-foot burst take 12d6 force damage (DC 30 basic Reflex save). Galudu's gear is unaffected by the explosion and is left in a pile where she died.**Opportune Step**  **Trigger** A dazzled or blinded creature, or a creature with light blindness, ends its move adjacent to Galudu; **Effect** Galudu Steps.**Speed** 25 feet**Melee**  dagger +22 (agile, finesse, versatile S), **Damage** 1d4+9 piercing**Melee**  dagger +22 (agile, thrown 10 feet, versatile S), **Damage** 1d4+9 piercing**Occult Innate Spells** DC 28, attack +20; **4th** *darkness*; **2nd** *darkness* (at will), *obscuring mist* (at will); **Cantrips (6th)** *detect magic***Arcane Prepared Spells** DC 30, attack +22; **6th** *dominate*, *mislead*, *repulsion*; **5th** *banishment*, *cloudkill*, *cone of cold* (×2); **4th** *create food* (×2), *globe of invulnerability*, *veil*; **3rd** *blindness*, *glyph of warding*, *lightning bolt* (×2); **2nd** *create food*, *hideous laughter*, *invisibility*, *telekinetic maneuver*; **1st** *alarm*, *create water* (×3);**Cantrips (6th)** *acid splash*, *daze*, *message*, *ray of frost*, *shield***Sneak Attack** Galudu deals an additional 3d6 precision damage to flat-footed creatures.**Survivor's Nourishment** (healing) A creature that eats food conjured by Galudu's *create food* spell regains 4d4 Hit Points. A creature can only benefit from this healing once per week.

GHOUL

CREATURE 1

CE

MEDIUM

GHOUL

UNDEAD

Perception +7; darkvision**Languages** Common, Necril**Skills** Acrobatics +7, Athletics +4, Stealth +7, Survival +5**Str** +1, **Dex** +4, **Con** +1, **Int** +1, **Wis** +2, **Cha** +2**AC** 16; **Fort** +4, **Ref** +9, **Will** +5**HP** 20, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious**Speed** 30 feet, burrow 5 feet**Melee** ✦ jaws +9 (finesse), **Damage** 1d6+1 piercing plus ghoul fever and paralysis**Melee** ✦ claw +9 (agile, finesse), **Damage** 1d4+1 slashing plus paralysis**Consume Flesh** ✦ (manipulate) **Requirements** The ghoul is adjacent to the corpse of a creature that died within the last hour. **Effect** The ghoul devours a chunk of the corpse and regains 1d6 Hit Points. It can regain Hit Points from any given corpse only once.**Ghoul Fever** (disease) **Saving Throw** DC 16 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 2d6 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 2d6 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghoul the next midnight.**Paralysis** (incapacitation, occult, necromancy) Any living, non-elf creature hit by a ghoul's attack must succeed at a DC 15 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each such save.**Swift Leap** ✦ (move) The ghoul jumps up to half its Speed. This movement doesn't trigger reactions.

GHOUL, ELITE GHAST**CREATURE 3****CE****MEDIUM****GHOUL****UNDEAD****Perception** +10; darkvision**Languages** Common, Necril**Skills** Acrobatics +12, Athletics +9, Stealth +12, Survival +10**Str** +3, **Dex** +4, **Con** +2, **Int** +1, **Wis** +2, **Cha** +3**AC** 20; **Fort** +8, **Ref** +12, **Will** +10**HP** 45, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious**Stench** (aura, olfactory) 10 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 18 Fortitude save or become sickened 1 (plus slowed 1 as long as it's sickened on a critical failure). While within the aura, the creature takes a -2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.**Speed** 30 feet, burrow 5 feet**Melee** ✦ jaws +13 (finesse), **Damage** 1d6+7 piercing plus ghost fever and paralysis**Melee** ✦ claw +13 (agile, finesse), **Damage** 1d4+7 slashing plus paralysis**Consume Flesh** ✦ (manipulate) **Requirements** The ghoul is adjacent to the corpse of a creature that died within the last hour. **Effect** The ghoul devours a chunk of the corpse and regains 3d6 Hit Points. It can regain Hit Points from any given corpse only once.**Ghost Fever** (disease) **Saving Throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 3d8 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 3d8 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghast the next midnight.**Paralysis** (incapacitation, occult, necromancy) Any living creature hit by a ghast's attack must succeed at a DC 18 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each such save.**Swift Leap** ✦ (move) The ghast jumps up to half its Speed. This movement doesn't trigger reactions.

GIBBERING MOUTHER**CREATURE 5****N****MEDIUM****ABERRATION****Perception** +15; darkvision**Languages** Aklo**Skills** Acrobatics +12, Athletics +13**Str** +2, **Dex** +3, **Con** +4, **Int** -3, **Wis** +3, **Cha** +0**AC** 21, All-Around Vision; **Fort** +15, **Ref** +12, **Will** +10**HP** 120; **Weaknesses** bludgeoning 5

Gibbering (auditory, aura, emotion, enchantment, incapacitation, mental, occult) Each creature that begins its turn within 60 feet of a gibbering mouter must attempt a DC 19 Will save. On a failure, they are confused for 1 round. On a success, they are temporarily immune for 1 minute.

All-Around Vision

Reactive Gnow ➤ **Trigger** An adjacent creature deals the gibbering mouter slashing damage. **Effect** The gibbering mouter's wound opens into another maw. It makes a jaws Strike against the triggering creature.

Speed 10 feet, swim 20 feet

Melee ➤ jaws +14 (finesse), **Damage** 2d8+5 piercing plus 1d4 persistent bleed damage and Grab

Ranged ➤ spittle +14 (range 30 feet), **Damage** 4d6 acid and burn eyes

Burn Eyes A creature that takes damage from a gibbering mouter's spittle must succeed at a DC 22 Fortitude save or be dazzled for 1 round (or blinded for 1 round on a critical failure).

Engulf ➤ DC 22, 3d8 piercing, Escape DC 22, Rupture 8

Ground Manipulation ➤➤ (occult, transmutation) The gibbering mouter causes stone and earth under its body to grow soft and muddy, remaining so for 1 minute after the mouter moves off the location. A gibbering mouter can move through these areas with ease, but other creatures treat them as difficult terrain.

GIBTANIUS**CREATURE 8****UNCOMMON****CN****LARGE****ABERRATION****Perception** +16; darkvision, scent (imprecise) 30 feet**Languages** Aklo (can't speak any language)**Skills** Athletics +18 (+22 to High Jump or Long Jump), Intimidation +15, Survival +16**Str** +6, **Dex** +3, **Con** +6, **Int** -3, **Wis** +2, **Cha** +3**AC** 28; **Fort** +20, **Ref** +15, **Will** +16**HP** 140; **Immunities** acid; **Resistances** bludgeoning 10**Powerful Stench** (aura, olfactory) 20 feet. A creature that enters the aura must succeed at a DC 26 Fortitude save. On a failure, the creature is sickened 2; on a critical failure, the creature is also slowed 1 for as long as it is sickened. A creature that succeeds at its save is temporarily immune for 1 minute.**Speed** 30 feet**Melee** ♦ jaws +20 (deadly 1d12, reach 10 feet), **Damage** 2d10+10 piercing plus 1d4 persistent acid**Ranged** ♦ spit +17 (range increment 30 feet, splash), **Damage** 2d6 acid plus 1d6 persistent acid and 1d6 acid splash**Bouncing Crush** ♦♦ The gibtanius Leaps and can end this Leap occupying the same space as other creatures. It deals 5d6 bludgeoning damage to each creature in the space it Leaps to (DC 26 basic Reflex save), then Shoves each of those creatures. If it fails to Shove any creature out of its space, it bounces to the closest available space of its choosing that does not contain any creatures. Bouncing Crush counts as one attack when determining the gibtanius's multiple attack penalty.**Breath Weapon** ♦♦ (acid, evocation, primal) The gibtanius vomits a stream of acid that deals 9d6 acid damage to all creatures in a 60-foot line (DC 26 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.

GIBTAS BOUNDER

CREATURE 5

UNCOMMON

CE

SMALL

ABERRATION

Perception +13; darkvision, scent (imprecise) 30 feet

Languages Aklo (can't speak any language)

Skills Acrobatics +11, Athletics +12 (+16 to High Jump or Long Jump), Intimidation +11, Survival +11

Str +5, **Dex** +4, **Con** +2, **Int** -3, **Wis** +2, **Cha** +2

AC 22; **Fort** +13, **Ref** +13, **Will** +11

HP 76; **Immunities** acid; **Resistances** bludgeoning 5

Speed 30 feet

Melee **◆** jaws +15 (deadly 1d12), **Damage** 1d8+7 piercing plus 1d6 persistent acid

Ranged **◆** spit +14 (range increment 30 feet, splash), **Damage** 1d6 acid plus 1d6 persistent acid and 1d6 acid splash damage

Bouncing Slam **◆** The gibtas Leaps toward a Medium or smaller creature, landing in the creature's space and Shoving the creature. If the Shove fails, the gibtas bounces out of the target's square to an adjacent square of the target's choosing.

Pinning Chomp **◆ Requirements** The gibtas's last action was a Bouncing Slam and the gibtas successfully Shoved the target; **Effect** The gibtas attempts to Trip the target of its Bouncing Slam, then makes a jaws Strike against the target. The Trip and Strike both count against the gibtas's multiple attack penalty, but the penalty doesn't increase until after both attacks.

GOGITETH

CREATURE 12

CE

LARGE

ABERRATION

Perception +21; darkvision**Languages** Undercommon (can't speak)**Skills** Acrobatics +19, Athletics +24, Stealth +21, Survival +17 (+24 to Track)**Str** +6, **Dex** +3, **Con** +4, **Int** -2, **Wis** +1, **Cha** +0**AC** 31; all-around vision; **Fort** +25, **Ref** +22, **Will** +20**HP** 250; **Resistances** poison 10**Skittering Reposition** ↻ (move) **Trigger** A creature that starts its move outside the gogiteth's reach moves into its reach. **Effect** The gogiteth moves 10 feet. This does not trigger reactions.**Speed** 40 feet; climb 30 feet**Melee** ✦ jaws +26, **Damage** 3d10+12 piercing plus Improved Grab**Melee** ✦ leg +26 (agile, reach 10 feet), **Damage** 3d6+12 piercing**Carry Off Prey** The gogiteth can move at its full Speed while it has a creature grabbed in its jaws, bringing the grabbed creature along.**Constrict** ✦ 3d6+12 bludgeoning, DC 32**Skittering Assault** ✦✦ The gogiteth Strides three times. Once per Stride, it can attempt a leg Strike against a creature in its reach at any point during the Stride; it must make each attack against a different creature, but it doesn't apply its multiple attack penalty until after making all its Strikes. If any of the Strikes result in a critical failure, Skittering Assault ends.

GOLEM, CLAY

CREATURE 10

UNCOMMON




N

LARGE

CONSTRUCT

GOLEM

MINDLESS

Perception +16; darkvision**Skills** Athletics +24**Str** +6, **Dex** -1, **Con** +6, **Int** -5, **Wis** +0, **Cha** -5**AC** 29; **Fort** +23, **Ref** +16, **Will** +17**HP** 175; **Immunities** acid, bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 10 (except adamantine)**Berserk** A severely damaged clay golem has a chance of going berserk. If it has 50 or fewer Hit Points at the start of its turn, the golem must succeed at a DC 5 flat check or go berserk. A berserk golem wildly attacks the nearest living creature, or the nearest object if no creatures are nearby.**Golem Antimagic** harmed by cold and water (5d10, 2d6 from areas or persistent damage); healed by acid (area 2d6 HP); slowed by earth**Vulnerable to Disintegrate** A *disintegrate* spell affects the golem but deals half the normal amount of damage and causes the golem to become slowed 2 for 1 round.**Quicken**  (divine, transmutation) **Frequency** Once per day. **Trigger** The clay golem's turn begins. It can't trigger this free action on the first turn of combat. **Effect** The clay golem becomes quickened for 1 minute.**Speed** 20 feet**Melee**  fist +24 (magical, reach 10 feet), **Damage** 2d10+12 bludgeoning plus cursed wound**Berserk Slam**  **Requirement** The golem is berserk. **Effect** The clay golem Strikes with its fist at a -1 circumstance penalty. If its Strike hits, the clay golem deals an additional 1d8 damage and knocks the target prone.**Cursed Wound** (divine, curse, necromancy) A creature hit by the clay golem's fist must succeed at a DC 29 Fortitude save or be cursed until healed to its maximum HP. The cursed creature can't regain HP except via magic, and anyone casting a spell to heal the creature must succeed at a DC 29 counteract check or the healing has no effect. The golem's counteract level is equal to its creature level.

GOLEM, ELITE STONE

CREATURE 12

UNCOMMON

N

LARGE

CONSTRUCT

GOLEM

MINDLESS

Perception +19; darkvision**Skills** Athletics +28**Str** +7, **Dex** -1, **Con** +4, **Int** -5, **Wis** +0, **Cha** -5**AC** 32; **Fort** +26, **Ref** +20, **Will** +21**HP** 195; **Immunities** acid, bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;**Resistances** physical 10 (except adamantine)**Golem Antimagic** harmed by cold and water (5d10, 2d8 from areas and persistent damage); healed by acid (area 2d8 HP); slowed by earth**Vulnerable to Stone to Flesh** A *stone to flesh* spell negates the golem's golem antimagic and its resistance to physical damage for 1 round.A *flesh to stone* spell reverses this effect immediately.**Speed** 20 feet**Melee** ✦ fist +26 (magical, reach 10 feet), **Damage** 2d10+15 bludgeoning**Impose Paralysis** 🌀 (incapacitation) **Trigger** The stone golem hits a slowed creature. **Effect** The creature must succeed at a DC 32 Fortitude save or become paralyzed for 1 round.**Inexorable March** ✦ The stone golem Strides up to its Speed, pushing back each creature whose space it moves into and damaging them if they try to stop its movement. A creature can attempt to bar the way by succeeding at a DC 36 Fortitude save. On a critical success, the resisting creature takes no damage; otherwise it is damaged as if hit by the golem's fist.**Slowing Pulse** ✦ (arcane, concentrate, transmutation) Each creature in a 10-foot emanation must succeed at a DC 32 Fortitude save or be slowed 1 for 1 minute. The golem can't use Slowing Pulse again for 1d4 rounds.

GOLEM, FLESH

CREATURE 8

UNCOMMON




N

LARGE

CONSTRUCT

GOLEM

MINDLESS

Perception +12; darkvision**Skills** Athletics +19**Str** +5, **Dex** -1, **Con** +3, **Int** -5, **Wis** +0, **Cha** -5**AC** 26; **Fort** +18, **Ref** +14, **Will** +15**HP** 140; **Immunities** bleed, disease, death effects, electricity, doomed, drained, fatigued, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;**Resistances** physical 5 (except adamantine)**Berserk** A severely damaged flesh golem has a chance of going berserk. If it has 40 or fewer HP at the start of its turn, the golem must succeed at a DC 5 flat check or go berserk. A berserk golem wildly attacks the nearest living creature, or the nearest object if no creatures are nearby.**Golem Antimagic** harmed by fire (5d8, 3d4 from areas or persistent damage); healed by electricity (area 2d4 HP); slowed by cold**Vulnerable to Flesh to Stone** Casting a *flesh to stone* spell on the flesh golem affects the golem normally.**Electric Reflexes**  **Trigger** The golem takes electricity damage and a creature is adjacent to it. **Effect** The golem lashes out and tries to grab a nearby creature. The golem attempts an Athletics check to Grapple an adjacent creature. The creature also takes 3d6 electricity damage on a success, or 6d6 electricity damage on a critical success.**Speed** 25 feet**Melee**  fist +20 (magical, reach 10 feet), **Damage** 2d10+7 bludgeoning**Berserk Slam**  **Requirement** The flesh golem is berserk. **Effect** The flesh golem Strikes with its fist at a -1 circumstance penalty. If it hits, it deals 1d6 extra damage and knocks the target prone.

GOLEM, WOOD

CREATURE 6

UNCOMMON

N

MEDIUM

CONSTRUCT

GOLEM

MINDLESS

Perception +12; darkvision**Skills** Athletics +17**Str** +5, **Dex** +4, **Con** +3, **Int** -5, **Wis** +0, **Cha** -5**AC** 23; **Fort** +15, **Ref** +16, **Will** +12**HP** 95; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see Golem Antimagic below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 5 (except adamantine)**Golem Antimagic** harmed by fire (4d8, 2d6 from areas or persistent damage); healed by plant (area 2d6 HP); slowed by earth**Vulnerable to Shape Wood** A wood golem targeted by *shape wood* takes 2d8 damage per spell level, with a basic Fortitude save against the caster's spell DC. On a critical failure, the golem is also immobilized for 1d4 rounds.**Splinter** ↻ (arcane, transmutation) **Trigger** The wood golem takes physical damage; **Effect** A jagged, sizable splinter of wood lances out at the golem's attacker. The golem makes a splinter Strike against an adjacent creature without triggering reactions.**Speed** 25 feet**Melee** ✦ fist +17 (magical), **Damage** 2d8+8 bludgeoning**Ranged** ✦ splinter +16 (magical, range increment 30 feet), **Damage** 2d4+8 piercing**Splinter Volley** ✦✦ (arcane, evocation) The wood golem makes up to four splinter Strikes, each against a different target. These attacks count toward the wood golem's multiple attack penalty, but the multiple attack penalty doesn't increase until after the wood golem makes all of its attacks.

GRAULGUST

CREATURE 4

UNIQUE

CE

MEDIUM

HUMANOID

MORLOCK

Male morlock cultist (*Abomination Vaults Adventure Path* 241)**Perception** +11; darkvision**Languages** Aklo, Undercommon**Skills** Acrobatics +10, Athletics +11 (+13 Climbing), Crafting +11 (Repair only), Occultism +13, Stealth +11**Str** +3, **Dex** +3, **Con** +1, **Int** +5, **Wis** +3, **Cha** +0**Items** club**Light Blindness****AC** 21; **Fort** +9, **Ref** +11, **Will** +11; +2 status to all saves vs. disease and poison**HP** 58**Speed** 30 feet, climb 20 feet**Melee** ✦ club +11, **Damage** 1d6+5 bludgeoning**Melee** ✦ jaws +11 (agile), **Damage** 1d4+5 piercing**Ranged** ✦ club +13 (range increment 10 feet), **Damage** 1d6+5 bludgeoning**Occult Innate Spells** DC 21, attack +13; **2nd** *mirror image, phantom pain, telekinetic maneuver*; **1st** *bane, grim tendrils, ray of enfeeblement*; **Cantrips (2nd)** *daze, ghost sound, shield, telekinetic projectile***Occult Attack** ✦✦ Graulgust Strides up to half its speed, ignoring difficult terrain caused by natural cavern features like rubble or stalagmites. At any point during its movement, Graulgust can Cast a Spell that normally takes two actions or fewer to cast.**Sneak Attack** Graulgust deals an extra 1d6 precision damage to flat-footed creatures.

GREMLIN, MITFLIT**CREATURE -1****LE****SMALL****FEY****GREMLIN****Perception** +4; darkvision, scent (imprecise) 30 feet**Languages** Undercommon**Skills** Acrobatics +5, Diplomacy +1 (+7 vs. arthropods), Nature +3, Stealth +5, Thievery +5**Str** -1, **Dex** +3, **Con** +0, **Int** -1, **Wis** +1, **Cha** -1**Self-Loathing** (emotion, mental) A mitflit's self-loathing makes it easy to influence. It takes a -4 penalty to its Will DC against checks to Coerce, Demoralize, Make an Impression, and Request.**Vermin Empathy** Mitflits can use Diplomacy to Make an Impression on and Request things of arthropods (insects, spiders, scorpions, crabs, and similar invertebrate animals). Most arthropods have a starting attitude of indifferent to mitflits.**Items** dart (10), shortsword**AC** 15; **Fort** +2, **Ref** +7, **Will** +4**HP** 10; **Weaknesses** cold iron 2**Speed** 20 feet; climb 20 feet**Melee** ♦ shortsword +8 (agile, finesse, versatile S), **Damage** 1d6-1 piercing**Ranged** ♦ dart +8 (agile, range increment 20 feet, thrown), **Damage** 1d4-1 piercing**Primal Innate Spells** DC 16; **2nd** *Speak with animals* (at will; arthropods only); **1st** *bane*; **Cantrips (1st)** *prestidigitation***Vengeful Anger** (emotion, mental) As long as it isn't frightened, a mitflit gains a +2 status bonus to damage rolls against a creature that has previously damaged or tormented it.







GUG

CREATURE 10

CE


LARGE

ABERRATION


Perception +19; darkvision**Languages** Undercommon**Skills** Acrobatics +19 (+23 to Squeeze), Athletics +23, Stealth +19, Survival +17**Str** +7, **Dex** +3, **Con** +6, **Int** +0, **Wis** +3, **Cha** +0**AC** 30; **Fort** +22, **Ref** +17, **Will** +19**HP** 175**Attack of Opportunity** **Speed** 40 feet, climb 20 feet**Melee**  jaws +23 (reach 15 feet), **Damage** 2d12+13 piercing**Melee**  claw +23 (agile, reach 15 feet), **Damage** 2d8+13 slashing**Eerie Flexibility** Despite its size, the gug's multiple joints allow it to fit through tight spaces as if it were a Medium creature. While Squeezing, it can move at its full Speed.**Furious Claws**   The gug makes up to four claw Strikes, each against a different target. These attacks all count toward the gug's multiple attack penalty, but the penalty doesn't increase until after the gug makes all its attacks.**Rend**  claw


GULZASH**CREATURE 4****UNIQUE****CE****MEDIUM****HUMANOID****XULGATH**Male xulgath lutenist (*Pathfinder Bestiary* 336)**Perception** +10; darkvision**Languages** Common, Draconic, Undercommon**Skills** Athletics +12, Intimidation +10, Performance +12, Stealth +10**Str** +4, **Dex** +2, **Con** +1, **Int** +0, **Wis** +2, **Cha** +2**Items** +1 *striking battle lute* (*Abomination Vaults Adventure Path* 226), daggers (4), leather armor**AC** 20; **Fort** +11, **Ref** +10, **Will** +13**HP** 72


Stench (aura, olfactory) 30 feet. A creature that enters the area must attempt a DC 20 Fortitude save. On a failure, the creature is sickened 1, and on a critical failure, the creature also takes a -5-foot status penalty to its Speeds for 1 round. While within the aura, the creature takes a -2 circumstance penalty to saves to recover from the sickened condition. A creature that succeeds at its save is temporarily immune to all xulgaths' stench for 1 minute.


Stench Suppression  Gulzash can suppress or resume his stench as a free action.


Speed 30 feet


Melee  *battle lute* +14 (shove, two-hand d8), **Damage** 1d4+6 bludgeoning

Melee  jaws +13, **Damage** 1d6+6 piercing

Melee  claw +13 (agile), **Damage** 1d4+6 slashing

Melee  dagger +13 (agile, versatile S), **Damage** 1d4+6 piercing

Ranged  dagger +11 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing

Mosh  Gulzash Leaps to a square adjacent to a creature, then Shoves that creature. If Gulzash rolls a success on the Shove, he gets a critical success instead.

HYDRA**CREATURE 6****N****HUGE****BEAST****Perception** +17; low-light vision, scent (imprecise) 30 feet**Skills** Athletics +17, Stealth +12 (+15 in water)**Str** +7, **Dex** +4, **Con** +5, **Int** -3, **Wis** +2, **Cha** -1**AC** 23; all-around vision; **Fort** +15, **Ref** +12, **Will** +10**HP** (body) 90, hydra regeneration**HP** (head) 15, head regrowth; **Immunities** area damage; **Weaknesses** slashing 5**Attack of Opportunity** ↻

Head Regrowth A hydra ordinarily has five heads. A creature can attempt to sever one of the hydra's heads by specifically targeting it and dealing damage equal to the head's Hit Points. A head that is not completely severed returns to full Hit Points at the end of any creature's turn.

A hydra can regrow a severed head using Hydra Regeneration. A creature can prevent this regrowth by dealing acid or fire damage to the stump, cauterizing it. Single-target acid or fire effects need to be targeted at a specific stump, but effects that deal splash damage or affect areas covering the hydra's whole space cauterize all stumps if they deal acid or fire damage. If the attack that severs a head deals any acid or fire damage, the stump is cauterized instantly. If all five heads are cauterized, the hydra dies.

Hydra Regeneration The hydra has regeneration equal to $3 \times$ the number of heads it has. If a hydra's body is missing any heads and the remaining stumps have not been cauterized, the hydra attempts a DC 25 Fortitude save after it regains Hit Points from regeneration. On a success, one uncauterized stump regrows two heads; on a critical success, two uncauterized stumps regrow into two heads each. The hydra can never grow more than double the number of heads it ordinarily has. The hydra's regeneration only fully deactivates if all its heads are severed and all stumps are cauterized, at which point it dies.

(Continued on card 91)

(Hydra; continued from card 90)

Multiple Opportunities A hydra gains an extra reaction per round for each of its heads beyond the first, which it can use only to make Attacks of Opportunity. It can't use more than 1 reaction on the same triggering action, even if a creature leaves several squares within its reach, and the hydra must use a different head for each Attack of Opportunity it makes. Whenever one of the hydra's heads is severed, the hydra loses 1 of its extra reactions per round.

Speed 25 feet, swim 25 feet

Melee ♦ fangs +16 (reach 10 feet), **Damage** 2d6+7 piercing

Focused Assault ♦♦ The hydra attacks a single target with its heads, overwhelming its foe with multiple attacks and leaving almost nowhere to dodge. The hydra Strikes with its fangs. On a successful attack, the hydra deals damage from its fangs Strike to the target, plus an additional 1d6 damage for every head it has beyond the first. Even on a failed attack, the hydra deals the damage from one fangs Strike to the target creature, though it still misses completely on a critical failure. This counts toward the hydra's multiple attack penalty as a number of attacks equal to the number of heads the hydra has.

Storm of Jaws ♦♦ The hydra makes a number of Strikes up to its number of heads, each against a different target. These attacks count toward the hydra's multiple attack penalty, but the multiple attack penalty doesn't increase until after the hydra makes all its attacks.

IRLGAUNT

CREATURE 13

NE

LARGE

ABERRATION

EARTH

Perception +24, darkvision**Languages** Aklo, Common, Jotun, Terran**Skills** Acrobatics +25, Athletics +26, Deception +23, Stealth +27, Survival +22**Str** +7, **Dex** +8, **Con** +5, **Int** +4, **Wis** +5, **Cha** +4**AC** 34; **Fort** +22, **Ref** +25, **Will** +24**HP** 265; **Immunities** acid; **Weaknesses** bludgeoning 10**Speed** 30 feet, climb 30 feet; stone step**Melee** ✦ jaws +26, **Damage** 3d8+13 piercing plus 2d6 acid**Melee** ✦ legs +26 (agile), **Damage** 3d10+13 bludgeoning**Primal Innate Spells** DC 31; **6th** *stone tell*; **4th** *meld into stone* (at will), *shape stone* (at will)**Regurgitate Gastrolith** ✦✦ (acid, evocation, primal) The irlgaunt violently regurgitates a melon-sized clot of brittle stone supernaturally infused with digestive enzymes. The stone and acid explode on impact within a range of 30 feet, dealing 7d6 piercing damage and 7d6 acid damage to creatures in a 20-foot burst (DC 33 basic Reflex save). The irlgaunt can't Regurgitate Gastroliths for 1d4 rounds.**Stone Step** The irlgaunt ignores difficult terrain composed of rocks and stone.

ISQULUG

CREATURE 11

UNCOMMON



NE

MEDIUM

ABERRATION

AMPHIBIOUS

Perception +24, greater darkvision, host scent 30 feet**Languages** Aklo**Skills** Acrobatics +22, Athletics +24, Nature +22, Survival +22**Str** +7, **Dex** +5, **Con** +7, **Int** +3, **Wis** +7, **Cha** +5**Host Scent** An isqulug can precisely sense any creature infected with isqulugia within 30 feet, and knows the current stage of the disease.**AC** 31, all-around vision; **Fort** +24, **Ref** +20, **Will** +18**HP** 230, regeneration 10 (deactivated by cold); **Immunities** swarm mind; **Weaknesses** cold 10; **Resistances** fire 10**Speed** 25 feet, swim 25 feet; swamp stride**Melee** **◆** tentacle +22 (agile, reach 10 feet), **Damage** 2d12+11 bludgeoning plus isqulugia**Primal Innate Spells** DC 30, attack +22; **6th** *tangling creepers*; **5th** *control water*, *entangle* (at will), *hallucinatory terrain*, *obscuring mist* (at will); **4th** *fly*; **Cantrips (5th)** *dancing lights*; **Constant (1st)** *pass without trace***Expel Infestation** **◆◆** The isqulug expels larvae from the hivemind in its head in a 30-foot cone. Creatures in this area take 6d10 piercing damage as the swarm feeds on their flesh (DC 30 basic Reflex save). Any creature that takes damage is exposed to isqulugia. The isqulug becomes stupefied 1 for 1d4 rounds, during which it can't Expel Infestation.**Isqulugia** (disease, incapacitation, primal, transmutation, virulent) Isqulugia's sickened, slowed, and paralyzed conditions can't be removed until this affliction is removed; **Saving Throw** DC 30 Fortitude; **Stage 1** sickened 1 (1 hour); **Stage 2** fatigued and sickened 2 (1 day); **Stage 3** fatigued and slowed 1 (1 day); **Stage 4** paralyzed (1 day); **Stage 5** the creature dies, and its body violently transforms into a new isqulug. *Wish*, similar magic, or a 9th-level *resurrect* ritual can return the victim to life. The new isqulug remains even if the victim is brought back to life.**Malleability** The isqulug can Squeeze through tight spaces as if it were a Small creature. While Squeezing, it can move at its full Speed. The isqulug can even Squeeze through spaces that typically fit only a Tiny creature, but does so at the standard speed for Squeezing.**Swamp Stride** An isqulug ignores difficult terrain from swamps.

JAFAKI**CREATURE 8****UNIQUE****CE****LARGE****ABERRATION****SEUGATHI**Seugathi fleshwarper (*Abomination Vaults Adventure Path 244*)**Perception** +18; darkvision, tremorsense 30 feet**Languages** Aklo, Common, Undercommon; telepathy 100 feet**Skills** Acrobatics +18, Crafting +18, Diplomacy +15, Intimidation +17, Medicine +16, Nature +16, Occultism +18, Stealth +18**Str** +3, **Dex** +6, **Con** +4, **Int** +4, **Wis** +4, **Cha** +3**Items** +1 *striking rapier*, *wand of gentle repose*, *wand of 2nd-level magic missile*, expanded alchemist's tools, keys to areas **E11** and **F7****Infused Items** Jafaki carries these infused items: 2 moderate acid flasks, 2 moderate bottled lightnings, 2 moderate cognitive mutagens, 2 lesser elixirs of life, 2 moderate mistform elixirs, and 2 doses of wyvern poison (one of which they have already applied to their rapier). These items last for 24 hours, or until the next time Jafaki makes their daily preparations.**AC** 26; **Fort** +14, **Ref** +18, **Will** +16; +1 status to all saves vs. magic**HP** 100; **Immunities** mental, poison; **Resistances** bludgeoning 10**Mindfog Aura** (enchantment, mental) 20 feet. A creature that starts its turn in the aura must succeed at a DC 23 Will save or become confused for 1 round; on a success, that creature is temporarily immune for 1 minute. Jafaki can suppress or activate this aura as a single action with the concentrate trait.**Command Confusion**  **Trigger** A creature fails its save against Jafaki's mindfog aura; **Effect** Jafaki determines who the confused creature attacks for that round, instead of the target being randomly determined by the GM. If the chosen target is the confused creature's ally, the creature can immediately attempt a DC 21 Will save; on a success, its target is determined randomly as normal, and on a critical success the target is no longer confused.**Speed** 25 feet**Melee**  bite +18 (agile, finesse), **Damage** 2d6+5 piercing plus seugathi venom

(Continued on card 95)

(Jafaki; continued from card 94)

Melee ♦ *rapier* +19 (deadly 1d8, disarm, finesse, reach 10 feet), **Damage** 2d6+5 piercing plus wyvern poison

Ranged ♦ acid flask +19 (bomb, range increment 20 feet, splash), **Damage** 5 acid plus 2d6+2 persistent acid and 6 acid splash

Ranged ♦ bottled lightning +19 (bomb, range increment 20 feet, splash), **Damage** 2d6+2 electricity plus 6 electricity splash

Occult Innate Spells DC 26, attack +18; **4th** *confusion* (×3), *phantasmal killer*; **3rd** *hypercognition*, *levitate*, *mind reading* (×3); **Cantrips (4th)** *daze*, *detect magic*, *mage hand*, *telekinetic projectile*

Envenom Weapon ♦ (manipulate) Jafaki applies their innate seugathi venom to one weapon they wield.

Magic Item Mastery Jafaki can Cast a Spell from magic items even if the spell isn't on their spell list. All such spells are occult spells and use Jafaki's innate spell DC and attack modifier.

Quick Consumption ♦ (flourish) Jafaki Interacts to draw an elixir or mutagen, then drinks it.

Seugathi Venom (poison); **Saving Throw** DC 24 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and stupefied 1 (1 round); **Stage 2** 2d6 poison damage and deafened and stupefied 2 (1 round)

JARELLE KALDRIAN

CREATURE 5

UNIQUE

LE

MEDIUM

GHOST

INCORPOREAL

SPIRIT

UNDEAD

Female human ghost librarian (*Pathfinder Bestiary* 166)**Perception** +12; darkvision**Languages** Aklo, Common, Necril, Undercommon**Skills** Library Lore +15, Stealth +14**Str** -5, **Dex** +5, **Con** +0, **Int** +2, **Wis** +3, **Cha** +0**Site Bound** (area C13)**AC** 21; **Fort** +9, **Ref** +14, **Will** +12**HP** 48, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistance** all damage 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical)**Rejuvenation** (divine, necromancy) Removing her room's tables and tools allows Jarelle to move on to the afterlife.**Speed** fly 25 feet**Melee** ✦ ghostly hand +14 (agile, finesse, magical), **Damage** 3d8 negative**Malevolent Possession** ✦✦ (divine, incapacitation, mental, necromancy, possession) Jarelle attempts to possess an adjacent corporeal creature. This has the same effect as the *possession* spell (with a spell DC of 22), except since Jarelle doesn't have a physical body, she's unaffected by that restriction of the spell.**Poisoned Breath** ✦✦ (divine, necromancy, poison) Jarelle exhales a 15-foot cone of toxic mist that deals 5d6 poison damage (DC 22 basic Fortitude save; on a critical failure, the target is also enfeebled 1 for 24 hours). She then can't use Poisoned Breath again for 1d4 rounds.

JAUL MEZMIN

CREATURE 6

UNIQUE

NE

MEDIUM

BEAST

HUMAN

HUMANOID

WERECREATURE

Male human werewolf stalker (*Pathfinder Bestiary* 330)**Perception** +14; low-light vision, scent (imprecise) 30 feet**Languages** Common; wolf empathy**Skills** Acrobatics +12, Athletics +15, Deception +12, Nature +14, Survival +14**Str** +5, **Dex** +2, **Con** +0, **Int** -1, **Wis** +4, **Cha** +2**Items** +1 striking *katar* (2), bejeweled necklace worth 10 gp featuring a porpoise and the engraving, "Ayla, My Beloved"**Wolf Empathy** (divination, primal) Jaul can communicate with wolflike creatures.**AC** 24; **Fort** +12, **Ref** +14, **Will** +16; +1 status vs. poison**HP** 120; **Weaknesses** silver 7; **Resistances** poison 3**Speed** 25 feet**Melee** ✦ *katar* +17 (agile, deadly d6, magical, monk), **Damage** 2d4+7 piercing**Melee** ✦ claw +16 (agile), **Damage** 2d6+7 slashing**Melee** ✦ jaws +16, **Damage** 2d8+7 piercing plus curse of the werewolf**Primal Prepared Spells** DC 24, attack +15; **3rd** *heal*, *lightning bolt*, *wall of thorns*; **2nd** *heal*, *summon animal*, *water breathing*; **1st** *feather fall*, *grease*, *magic fang*; **Cantrips (3rd)** *acid splash*, *detect magic*, *produce flame*, *tanglefoot***Animal Order Spells** 1 Focus Point, DC 24; **3rd** *heal animal* (*Core Rulebook* 399)**Change Shape** ✦ (concentrate, polymorph, primal, transmutation) As werecreature (*Pathfinder Bestiary* 329); human with fist +16 for 1d6+7 bludgeoning, or wolf with Speed 40 feet and jaws with Knockdown.**Curse of the Werewolf** (curse, necromancy, primal) This curse only affects humanoids; **Saving Throw** DC 23 Fortitude. On each full moon, the cursed creature must succeed at another Fortitude save or turn into a werewolf until dawn. The creature is under the GM's control and goes on a rampage for half the night before falling unconscious at dawn.

(Continued on card 98)

(Jaul Mezmin; continued from card 97)

Moon Frenzy (polymorph, primal, transmutation) When a full moon appears in the night sky, Jaul must enter his hybrid form, can't Change Shape thereafter, becomes Large, increases his reach by 5 feet, and increases the damage of his jaws by 2. When the moon sets or the sun rises, Jaul returns to humanoid form and is fatigued for 2d4 hours.

Wolf Coordination Jaul's Strikes deal an additional 1d6 damage to creatures within his wolf's reach.

JAUL'S WOLF

CREATURE 4

UNIQUE

N

MEDIUM

ANIMAL

Male wolf (*Pathfinder Bestiary* 334)

Perception +11; low-light vision, scent (imprecise) 30 feet


Skills Acrobatics +9, Athletics +11, Stealth +11, Survival +9

Str +5, **Dex** +3, **Con** +2, **Int** -4, **Wis** +3, **Cha** +0

AC 21; **Fort** +10, **Ref** +13, **Will** +9

HP 60

Speed 35 feet

Melee  jaws +13, **Damage** 2d6+7 piercing plus Knockdown

Jaul Coordination The wolf deals an additional 1d6 damage to creatures within Jaul's reach.

KHURFEL**CREATURE 10****UNIQUE****CE****MEDIUM****HUMANOID****URDEFHAN**Male urdefhan war champion (*Pathfinder Bestiary 2 272*)**Perception** +19; greater darkvision**Languages** Aklo, Daemonic, Undercommon**Skills** Athletics +22, Intimidation +19, Survival +20**Str** +5, **Dex** +4, **Con** +3, **Int** +0, **Wis** +5, **Cha** +4**Items** chain mail, *Emerald Fulcrum Lens* (*Abomination Vaults Adventure Path 221*), heavy crossbow (10 bolts), +1 striking rhoka sword**AC** 28; **Fort** +20, **Ref** +19, **Will** +22**HP** 200, negative healing; **Immunities** death effects, disease, fear; **Weaknesses** positive 10**Necrotic Decay** (divine, necromancy, negative) When Khurfel dies, his invisible flesh quickly rots away and sublimates into a foul-smelling gas that fills a 10-foot emanation around his body. The gas deals 10d6 negative damage to creatures in this area as their flesh too curdles and rots (DC 28 basic Fortitude save).**Attack of Opportunity** ↷**Speed** 25 feet**Melee** ✦ *rhoka sword* +24 (deadly 2d8, magical, two-hand 2d10), **Damage** 2d8+11 slashing**Melee** ✦ jaws +23, **Damage** 2d8+11 piercing plus wicked bite**Ranged** ✦ heavy crossbow +22 (range increment 120 feet, reload 2), **Damage** 1d10 piercing**Divine Innate Spells** DC 28, attack +20; **4th** *harm, read omens*; **3rd** *blindness, paralyze*; **2nd** *augury, death knell*; **1st** *feather fall* (at will, self only), *ray of enfeeblement***Frenzied Attack** ✦✦ Khurfel makes one rhoka sword Strike and two jaws Strikes against one or two different creatures (splitting up the attacks any way he wishes). His multiple attack penalty doesn't increase until after all three attacks.

(Continued on card 101)

(Khurfel; continued from card 100)

Insightful Swing ♦♦ Khurfel makes a melee weapon Strike. On this Strike, he gains a +2 circumstance bonus to the attack roll and ignores any concealment the target has.

Wicked Bite ♦ **Requirements** Khurfel damaged a creature with a jaws Strike on his last action; **Effect** Khurfel maintains contact, turning the creature's flesh translucent around the injury. Khurfel chooses one of two options, each of which requires a DC 28 Fortitude save. If the jaws Strike was a critical hit, the creature suffers both effects, using the same save result for both.

- **Drain Blood** Khurfel drinks some of the creature's blood. On a failed save, the creature is drained 1 and Khurfel regains 10 HP (or, on a critical failure, it's drained 2 and Khurfel regains 20 HP).
- **Drain Vitality** (necromancy) Khurfel draws out some of the creature's vital essence. The creature becomes enfeebled 1 for 1 hour on a failed save (or enfeebled 2 for 1 hour on a critical failure)

KORLOK

CREATURE 5

UNIQUE

LE

MEDIUM

DEVIL

FIEND

Male barbazu devil (*Pathfinder Bestiary* 88)**Perception** +13; greater darkvision**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 feet**Skills** Acrobatics +11, Athletics +13, Intimidation +10, Religion +11, Stealth +11**Str** +4, **Dex** +2, **Con** +4, **Int** -2, **Wis** +2, **Cha** +1**Items** glaive**AC** 22; **Fort** +15, **Ref** +11, **Will** +11; +1 status to all saves vs. magic**HP** 60; **Immunities** fire; **Weaknesses** good 5; **Resistances** physical 5 (except silver), poison 10**Attack of Opportunity** ↻**Speed** 35 feet**Melee** ✦ glaive +15 (deadly 1d8, evil, forceful, magical, reach 10 feet), **Damage** 1d8+7 slashing plus 2d6 evil and infernal wound**Melee** ✦ claw +15 (agile, evil, magical), **Damage** 2d6+7 slashing plus 1d6 evil**Melee** ✦ beard +15 (magical), **Damage** 1d6+7 piercing plus Avernian fever**Divine Innate Spells** DC 19; **5th dimension door**; **4th dimension door** (at will)**Rituals** DC 19; *infernal pact***Avernian Fever** (disease); **Saving Throw** DC 23 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 2 (1 day)**Infernal Wound** (divine, necromancy) A bearded devil's glaive Strike also deals 1d6 persistent bleed damage that resists attempts to heal it. The flat check to stop the bleeding starts at DC 20. The DC is reduced to 15 only if the bleeding creature or an ally successfully assists with the recovery.

The DC to Administer First Aid to a creature with an infernal wound is increased by 5. A spellcaster or item attempting to use healing magic on a creature suffering from an infernal wound must succeed at a DC 21 counteract check or the magic fails to heal the creature.


(Continued on card 103)

(Korlok; continued from card 102)

Reposition ◆ **Trigger** The devil hits a creature with a glaive Strike.

Effect The devil moves the creature 5 feet in any direction. The destination square must be within reach of the devil's glaive. This movement doesn't trigger reactions.

Wriggling Beard ◆ **Frequency** once per round. **Effect** The barbazu makes a beard Strike. This Strike ignores their multiple attack penalty and doesn't count toward that penalty.

KRAGALA**CREATURE 4****UNIQUE****LE****MEDIUM****DUERGAR****DWARF****HUMANOID**Female duergar drummer (*Pathfinder Bestiary* 138)**Perception** +8; darkvision**Languages** Common, Dwarven, Undercommon**Skills** Athletics +11, Crafting +8, Intimidation +12, Occultism +10, Performance +12, Survival +8**Str** +3, **Dex** +0, **Con** +4, **Int** +2, **Wis** +0, **Cha** +2**Items** drumstick (2; as light hammer), *folding drums* (*Abomination Vaults Adventure Path* 221)**Light Blindness****AC** 21; **Fort** +14, **Ref** +8, **Will** +11; +2 status to saves vs. magic**HP** 62**Knock It Away**  **Trigger** Kragala is holding a drumstick and is targeted with a ranged weapon attack by an attacker she can see; **Effect** Kragala gains a +2 circumstance bonus to AC against the triggering attack.**Speed** 20 feet**Melee** drumstick +13 (agile), **Damage** 2d6+3 bludgeoning**Ranged** drumstick +10 (agile, thrown 20 feet), **Damage** 2d6+3 bludgeoning**Occult Spontaneous Spells** DC 21, attack +13; **2nd** (3 slots) *death knell, sound burst, telekinetic maneuver*; **1st** (4 slots) *bless, magic missile, protection, sanctuary*; **Cantrips (2nd)** *daze, ghost sound, guidance, mending, telekinetic projectile***Occult Innate Spells** DC 21; **2nd** *enlarge* (self only), *invisibility* (self only)**Guiding Rhythm** When Kragala casts *guidance* while using a percussive instrument, her targets don't become temporarily immune to her *guidance*.**Percussive Reverberation** Kragala deals an additional 1d6 damage with hammers, including drumsticks (already included in the Strikes' damage).

KROOTH**CREATURE 8****N****LARGE****AMPHIBIOUS****ANIMAL****Perception** +16; low-light vision, scent (imprecise) 60 feet**Skills** Athletics +18, Stealth +18 (+20 in water), Survival +17 (+20 to Track a bleeding creature)**Str** +6, **Dex** +3, **Con** +6, **Int** -4, **Wis** +2, **Cha** +0**AC** 26; **Fort** +20, **Ref** +17, **Will** +14, +4 status to all saves vs. fear**HP** 150**Attack of Opportunity** ↻ Tail only.**Pain Frenzy** Whenever the krooth is damaged by a critical hit, it gains a +2 status bonus to attack and damage rolls until the end of its next turn. It can't use reactions while this frenzy lasts.**Speed** 40 feet, swim 30 feet**Melee** ✦ jaws +20 (deadly 1d10, poison, reach 10 feet), **Damage** 2d12+9 piercing plus Poison Tooth**Melee** ✦ claw +20 (agile), **Damage** 2d8+9 slashing**Melee** ✦ tail +20 (reach 15 feet), **Damage** 2d8+9 piercing**Aquatic Ambush** ✦**Poison Tooth** ✦ (poison); **Requirements** The krooth damaged a creature with its jaws on its most recent action this turn. **Effect** The krooth snaps off one of its teeth in the creature it hit. The creature takes 1d6 persistent bleed damage and is drained 1. Neither can be healed while the tooth remains. Removing the tooth safely requires a successful DC 26 check to Administer First Aid. Instead of ending bleeding or stabilizing, this removes the drained condition, but it doesn't automatically end the bleed damage.

LADY'S WHISPER

CREATURE 11

UNIQUE

NE

MEDIUM

UNDEAD

Perception +25; darkvision, *see invisibility*, *true seeing*

Language Aklo, Common, Necril, Undercommon

Skills Acrobatics +22, Athletics +20, Deception +21, Diplomacy +21, Intimidation +21, Occultism +21, Religion +23, Society +21, Stealth +22

Str +3, **Dex** +5, **Con** +3, **Int** +4, **Wis** +8, **Cha** +4

Death's Grace Lady's Whisper can choose whether or not it counts as undead for effects that affect undead differently. Even if it doesn't count as undead, Lady's Whisper never counts as a living creature.


AC 31; **Fort** +18, **Ref** +20, **Will** +25; +1 status to all saves vs. magic

HP 195, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Negative Recovery Lady's Whisper can choose whether or not it takes positive damage.

Sibilant Whispers (auditory, aura, divine, emotion, enchantment, mental) 20 feet. Each creature that begins its turn within the aura and can hear the ominous whispers must succeed at a DC 30 Will save or become frightened 2. On a success, the creature is temporarily immune for 1 minute.

Speed 25 feet


Melee  claw +23 (agile, finesse), **Damage** 2d10+7 slashing plus unwilling teleportation

Divine Innate Spells DC 30, attack +22; **Constant (6th)** *true seeing*; **(3rd)** *haste*; **(2nd)** *see invisibility*

Occult Spontaneous Spells DC 30, attack +22; **5th** (4 slots) *crushing despair*, *mind probe*, *shadow blast*, *vampiric touch*; **4th** (4 slots) *blink*, *gaseous form*, *modify memory*, *phantasmal killer*; **3rd** (4 slots) *hypercognition*, *levitate*, *paralyze*, *slow*; **2nd** *calm emotions*, *death knell*, *mirror image*, *touch of idiocy*; **1st** (4 slots) *command*, *fear*, *illusory disguise*, *magic missile*; **Cantrips (6th)** *daze*, *ghost sound*, *mage hand*, *shield*, *telekinetic projectile*

(Continued on card 107)

(Lady's Whisper; continued from card 106)

Gatekeeper's Will  (concentrate) Lady's Whisper mentally causes any doors or portals within the Gate of Nhimbaloth (areas **I60** to **I64** and areas **J1** through **J18**) to open or shut. If Lady's Whisper wills a door closed, it must be Forced Open or battered down.

Unwilling Teleportation (conjunction, divine, teleportation) When Lady's Whisper hits and damages a creature with its claw Strike, it can choose to teleport that creature to any open space within 15 feet, even if Lady's Whisper can't see the destination. The target can attempt a DC 30 Will saving throw to resist this effect.

LALLIZANX

CREATURE 6

UNIQUE

CE

LARGE

ABERRATION

Female drider (*Pathfinder Bestiary* 159)**Perception** +13; darkvision**Languages** Elven, Undercommon**Skills** Arcana +14, Athletics +12, Intimidation +14, Religion +13, Stealth +15**Str** +4, **Dex** +3, **Con** +3, **Int** +2, **Wis** +3, **Cha** +4**Items** +1 *composite longbow* (20 arrows), glaive**AC** 24; **Fort** +13, **Ref** +13, **Will** +15; +1 status to all saves vs. magic**HP** 95; **Immunities** sleep**Speed** 30 feet, climb 20 feet**Melee** ✦ glaive +16 (deadly 1d8, forceful, reach 10 feet), **Damage** 1d8+10 slashing**Melee** ✦ fangs +16, **Damage** 1d6+10 piercing plus drider venom**Ranged** ✦ *composite longbow* +16 (deadly d10, magical, propulsive, range increment 100 feet, reload 0, volley 50 feet), **Damage** 1d8+8 piercing**Ranged** ✦ web +15 (range increment 30 feet), **Effect** web trap**Arcane Innate Spells** DC 20; **4th** *clairvoyance*, *suggestion*; **3rd** *clairaudience*, *dispel magic*, *levitate*; **2nd** *darkness* (at will), *faerie fire* (at will); **Cantrips (3rd)** *dancing lights*, *detect magic***Arcane Prepared Spells** DC 24, attack +17; **3rd** *fireball*; **2nd** *acid arrow*, *invisibility*; **1st** *magic missile* (×2), *ray of enfeeblement*; **Cantrips (3rd)** *ghost sound*, *mage hand*, *ray of frost***Drider Venom** (poison); **Saving Throw** DC 23 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison damage and enfeebled 1 (1 round)**Web Trap** A creature hit by a drider's web attack is immobilized and stuck to the nearest surface (Escape DC 21).

LURKER IN LIGHT

CREATURE 5

NE

SMALL

FEY

Perception +13; low-light vision**Languages** Aklo, Common, Sylvan**Skills** Acrobatics +14, Nature +11, Occultism +11, Stealth +14, Survival +13**Str** +0, **Dex** +5, **Con** +2, **Int** +2, **Wis** +4, **Cha** +2**AC** 22; **Fort** +9, **Ref** +14, **Will** +13**HP** 72; **Immunities** blinded; **Weaknesses** cold iron 5**Speed** 25 feet, fly 25 feet**Melee** ✦ claw +14 (agile, finesse), **Damage** 2d6+2 slashing**Ranged** ✦ mote of light +14 (agile, magical, range increment 10 feet),
Damage 2d4+2 force plus lurker's glow**Primal Innate Spells** DC 22, attack +14; **4th** *dimension door* (only when in bright light, and only to an area in bright light), *summon fey*; **3rd** *blindness*, *searing light*, *summon fey*; **Cantrips (3rd)** *dancing lights*, *ghost sound*, *light*, *mage hand***Blend with Light** ↻ **Trigger** The lurker in light uses a move action;
Requirements The lurker in light is in an area of bright light; **Effect** The lurker in light becomes invisible until it enters an area of dim light or darkness, or until it uses a hostile action.**Lurker's Glow** (evocation, light, primal) A creature that takes damage from a lurker in light's mote of light must attempt a DC 22 Will save.**Success** The creature is unaffected and is temporarily immune to lurker's glow for 24 hours.**Failure** The creature is lined in golden light for 1 minute and can't be concealed during this time. If the creature becomes invisible, it is concealed rather than being undetected.**Critical Failure** As failure, but the creature sheds bright light in a 20-foot emanation for the duration of the effect. In addition, the creature is dazzled on its first turn after failing this save.

(Continued on card 110)

(Lurker in light; continued from card 109)

Ritual Gate ◆ (conjuration, primal) **Requirements** The lurker in light has reduced a living creature to 0 Hit Points on this turn or its previous turn and has a *summon fey* innate spell available; **Effect** The lurker in light casts *summon fey* with only a verbal component, using the act of slaughter to replace the normal material and somatic components for the spell. If the fey creature summoned has the same alignment as the lurker in light, the lurker in light can sustain the *summon fey* spell for up to 1 hour instead of 1 minute.

Sneak Attack A lurker in light's Strikes deal an additional 2d6 precision damage to flat-footed creatures.

MAJORDOMO

CREATURE 4

CE

MEDIUM

INCORPOREAL

UNDEAD

Female Shadow (*Pathfinder Bestiary* 289)**Perception** +10; darkvision**Languages** Necril**Skills** Acrobatics +10, Stealth +14**Str** -5, **Dex** +4, **Con** +0, **Int** -2, **Wis** +2, **Cha** +3**AC** 20; **Fort** +8, **Ref** +14, **Will** +12**HP** 40, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Weaknesses** light vulnerability; **Resistances** all 5 (except force, *ghost touch*, or positive; double resistance against non-magical)**Light Vulnerability** An object shedding magical light (such as from the *light* spell) is treated as magical when used to attack the shadow.**Speed** fly 30 feet**Melee** ✦ shadow hand +15 (finesse, magical), **Damage** 2d6+3 negative**Shadow Spawn** When a creature's shadow is pulled free by *Steal Shadow*, it becomes a shadow spawn under the command of the shadow that created it. This shadow spawn doesn't have *Steal Shadow* and is perpetually and incurably clumsy 2. If the creature the shadow spawn was pulled from dies, the shadow spawn becomes a full-fledged, autonomous shadow. If the creature recovers from its enfeeblement, its shadow returns to it and the shadow spawn is extinguished.**Slink in Shadows** The majordomo can Hide or end its Sneak in a creature's or object's shadow.**Steal Shadow** (divine, necromancy) ✦ **Requirement** The majordomo hit a living creature with a shadow hand Strike on its previous action. **Effect** The majordomo pulls at the target's shadow, making the creature enfeebled 1. This is cumulative with other enfeebled conditions from shadows, to a maximum of enfeebled 4. If this increases a creature's enfeebled value to 3 or more, the target's shadow is separated from its body (see shadow spawn). Enfeebled from *Steal Shadow* decreases by 1 every hour.

MIMIC

CREATURE 4


N

MEDIUM


ABERRATION


Perception +9; darkvision**Languages** Common**Skills** Athletics +12, Deception +8, Dwelling Lore +10 (applies only to the dungeon it lives in)**Str** +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +1, **Cha** +0**AC** 20; **Fort** +11, **Ref** +9, **Will** +9**HP** 75

Adhesive The mimic is coated in an adhesive slime. Any creature that hits the mimic, is hit by the mimic, or otherwise touches the mimic must succeed at a DC 23 Reflex save or become grabbed (Escape DC 23). A weapon that hits the mimic is stuck to the mimic and can be removed with a successful DC 23 Athletics check (made as a single action). A mimic can have any number of objects or creatures stuck to it at a time. The mimic can release a stuck creature or object by using a single action, and the adhesive dissolves 1 minute after the mimic dies, releasing all stuck objects and creatures.

Object Lesson  **Trigger** A creature touches or physically interacts with the mimic while the mimic is transformed using Mimic Object.

Effect The triggering creature is automatically stuck by the mimic's adhesive (it receives no save). The mimic then makes a pseudopod Strike against any creature adjacent to the mimic. Object Lesson can't be used again until the mimic escapes and takes on a new disguise.

Speed 10 feet**Melee**  pseudopod +14, **Damage** 2d8+4 bludgeoning plus adhesive

Mimic Object  (concentrate, polymorph) The mimic assumes the shape of any Medium object. This doesn't change the mimic's texture or overall size but can alter its coloration and visual appearance. It has an automatic result of 28 on Deception checks and DCs to pass as the object that it's mimicking.

MIMNIVIX





CREATURE 3

UNIQUE

NE

MEDIUM

ABERRATION

Male web lurker (*Pathfinder Bestiary* 325)**Perception** +10; darkvision, tremorsense (imprecise) 30 feet (creatures touching its web)**Languages** Aklo; spider speak**Skills** Acrobatics +9, Athletics +9, Crafting +8 (+12 to craft traps and snares), Stealth +11**Str** +4, **Dex** +4, **Con** +3, **Int** +1 **Wis** +3, **Cha** -1**Spider Speak** The web lurker can speak with spiders, with the same effects and limitations as *speak with animals*.**AC** 19; **Fort** +10, **Ref** +11, **Will** +8**HP** 45**Spring upon Prey**  **Trigger** A creature touches the Mimmnix's web while the web lurker is on it. **Requirement** Initiative has not yet been rolled. **Effect** Mimmnix automatically notices the creature and Strides or Climbs before rolling initiative.**Speed** 25 feet, climb 25 feet**Melee**  fangs +11 (poison), **Damage** 1d8+6 piercing plus web lurker venom**Melee**  claw +11 (agile), **Damage** 1d8+6 slashing**Melee**  web +11, **Effect** web trap**Web Lurker Venom** (poison) **Saving Throw** Fortitude DC 19; **Maximum Duration** 10 rounds; **Stage 1** 1d6 poison and flat-footed (1 round); **Stage 2** 1d6 poison, flat-footed, and slowed 1 (1 round)**Web Trap** A creature hit by the web Mimmnix's web attack is immobilized and stuck to the nearest surface until it succeeds at DC 20 Acrobatics check to Escape.

MISTER BEAK

CREATURE 3

UNIQUE

CE

TINY

CONSTRUCT

SOULBOUND

Variant soulbound doll (*Pathfinder Bestiary* 304)

Perception +10; darkvision

Languages Common

Skills Acrobatics +10, Occultism +6, Stealth +10

Str -2, **Dex** +4, **Con** +3, **Int** +0, **Wis** +2, **Cha** +0

Personality Fragments Mister Beak shares fragments of the soul of its donor, the goblin Borbo, but none of Borbo's memories.

AC 22; **Fort** +9, **Ref** +12, **Will** +8

HP 38; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Speed 20 feet, fly 20 feet

Melee ✦ fist +12 (agile, finesse, magical), **Damage** 1d6+4 bludgeoning

Occult Innate Spells DC 20; **3rd** *levitate*, *phantom pain*; **Cantrips (1st)** *light*, *mage hand*, *prestidigitation*

MORLOCK**CREATURE 2****CE****MEDIUM****HUMANOID****MORLOCK****Perception** +7; darkvision**Languages** Undercommon**Skills** Acrobatics +7, Athletics +8 (+11 Climbing), Crafting +8 (Repair only), Stealth +9**Str** +4, **Dex** +3, **Con** +1, **Int** -2, **Wis** +3, **Cha** +1**Items** club**Light Blindness****AC** 17; **Fort** +7, **Ref** +11, **Will** +9; +2 status to all saves vs. disease and poison
HP 38**Speed** 30 feet, climb 20 feet**Melee** **◆** club +9, **Damage** 1d6+4 bludgeoning**Melee** **◆** jaws +9 (agile), **Damage** 1d4+4 piercing**Ranged** **◆** club +8 (range increment 10 feet), **Damage** 1d6+4 bludgeoning**Instinctual Tinker** **◆◆** The morlock tinkers with an adjacent construct or mechanical hazard. They attempt a Crafting check against the construct's or hazard's Fortitude DC. The morlock can't succeed if the target's level is more than double the morlock's.**Critical Success** The target gains 4d6 HP and a +1 circumstance bonus to attack rolls for 1 minute.**Success** The target gains 2d6 HP.**Critical Failure** The morlock injures itself, taking 2d6 damage (typically bludgeoning, piercing, or slashing, but potentially a different type at the GM's discretion).**Leap Attack** **◆◆** The morlock Strides up to twice its Speed, during which it attempts a High Jump or a Long Jump. At any point during its movement, the morlock can make a melee Strike against an enemy in its reach. The morlock then can't use Leap Attack for 1 round.**Sneak Attack** A morlock's Strikes deal an extra 1d6 precision damage to flat-footed creatures.**Swarming Stance** A morlock can share the same space as another morlock, but no more than two morlocks can occupy the same space. When morlocks share the same space, they gain a +1 circumstance bonus to attack rolls.

MORLOCK ENGINEER

CREATURE 3

UNCOMMON

CE

MEDIUM

HUMANOID

MORLOCK

Perception +8; darkvision

Languages Undercommon

Skills Acrobatics +8, Athletics +9 (+11 Climbing), Crafting +10, Stealth +10

Str +4, **Dex** +3, **Con** +2, **Int** +1, **Wis** +3, **Cha** +0

Items projectile launcher (5 handfuls of junk), warhammer

Light Blindness

AC 18; **Fort** +7, **Ref** +12, **Will** +10; +2 status to all saves vs. disease and poison

HP 46

Speed 30 feet, climb 20 feet

Melee ✦ warhammer +11 (shove), **Damage** 1d8+6 bludgeoning

Melee ✦ jaws +11 (agile), **Damage** 1d4+6 piercing

Ranged ✦ projectile launcher +10 (deadly d8, range increment 50 feet, versatile P), **Damage** 1d6+6 bludgeoning

Improvised Projectile ✦ The morlock engineer quickly crafts an improvised projectile from objects it carries or that are readily accessible in adjacent squares. Where unusual materials are available, an improvised projectile might deal damage other than bludgeoning or piercing—for example, a morlock engineer by a campfire could build a projectile that deals fire damage.

Sneak Attack The morlock deals an extra 1d6 precision damage to flat-footed creatures.

Swarming Stance A morlock can share the same space as another morlock, but no more than two morlocks can occupy the same space. When morlocks share the same space, they gain a +1 circumstance bonus to attack rolls.

(Continued on card 117)

(Morlock Engineer; continued from card 116)

Uncanny Tinker **◆◆** The morlock engineer tinkers with an adjacent construct or mechanical hazard. They attempt a Crafting check against the construct's or hazard's Fortitude DC. The morlock can't get an outcome better than failure if the target's level is more than double the morlock's. This ability reflects hasty battlefield repairs; once a construct or hazard regains Hit Points from this ability, it can't do so again until it's been Repaired.

Critical Success The target regains 8d6 Hit Points and a +1 circumstance bonus to attack rolls for 1 minute. Alternately, the morlock can deal 8d6 damage (bludgeoning, piercing, or slashing, as chosen by the morlock engineer) to the construct or hazard.

Success As critical success, but the target regains 4d6 Hit Points or the morlock deals 4d6 damage.

Critical Failure The morlock injures themselves, taking 3d6 damage (typically bludgeoning, piercing, or slashing, but potentially a different type at the GM's discretion).

MORLOCK SCAVENGER

CREATURE 1

CE

SMALL

HUMANOID

MORLOCK

Perception +6; darkvision

Languages Undercommon

Skills Acrobatics +7, Athletics +5 (+7 Climbing), Stealth +7

Str +2, **Dex** +4, **Con** +1, **Int** -2, **Wis** +3, **Cha** +1

Items dagger

Light Blindness

AC 16; **Fort** +4, **Ref** +9, **Will** +6; +2 status to all saves vs. disease and poison

HP 20

Speed 30 feet, climb 20 feet

Melee ✦ dagger +9 (agile, finesse, versatile S), **Damage** 1d4+2 piercing

Melee ✦ jaws +7 (agile), **Damage** 1d4+2 piercing

Ranged ✦ dagger +9 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

Scuttling Attack ✦✦ The morlock scavenger Strides twice, ignoring difficult terrain caused by natural cavern features like rubble or stalagmites. At any point during its movement, the morlock can make a melee Strike against an enemy in its reach.

Sneak Attack The morlock deals an extra 1d6 precision damage to flat-footed creatures.

Swarming Stance A morlock can share the same space as another morlock, but no more than two morlocks can occupy the same space. When morlocks share the same space, they gain a +1 circumstance bonus to attack rolls.

MUDLICKEE MAGGOT

CREATURE 0

N

MEDIUM

ANIMAL

Giant maggot (*Pathfinder Bestiary 2* 120)


Perception +3; no vision, tremorsense 30 feet

Skills Athletics +4

Str +2, **Dex** -1, **Con** +3, **Int** -5, **Wis** +1, **Cha** -5


AC 13; **Fort** +9, **Ref** +3, **Will** +3

HP 18; **Immune** visual

Regurgitation  **Trigger** The mudlicker maggot takes damage; **Effect** The mudlicker maggot regurgitates its rancid, foul meal. All creatures in a 5-foot emanation must succeed at a DC 16 Fortitude save or become sickened 1 (or sickened 2 on a critical failure). The giant maggot can't use Regurgitation again until it spends at least an hour feeding on a corpse.


Speed 10 feet

Melee  mandibles +6, **Damage** 1d8+2 piercing plus Grab

Gnaw Flesh  **Requirement** The mudlicker maggot has Grabbed a creature; **Effect** The mudlicker maggot deals 1d8+2 slashing damage to the grabbed creature as it chews the creature's flesh (DC 19 basic Reflex save).


MURMUR**CREATURE 7****UNIQUE****LE****MEDIUM****HUMANOID**Female *feebleminded* medusa (*Pathfinder Bestiary* 234)**Perception** +10; darkvision**Skills** Stealth +16**Str** +2, **Dex** +5, **Con** +4, **Int** -5, **Wis** -5, **Cha** -5**Items** +1 *composite shortbow* (60 arrows), *shortsword***AC** 25, all-around vision; **Fort** +15, **Ref** +16, **Will** +8**HP** 105


Petrifying Gaze (arcane, aura, transmutation, visual) 30 feet. When a creature ends its turn in the aura, it must attempt a DC 25 Fortitude save. If the creature fails, it becomes slowed 1 for 1 minute. Murmur can deactivate or activate this aura by using a single action with the concentrate trait.


Biting Snakes  **Trigger** A creature ends its turn adjacent to Murmur.


Effect Murmur makes a snake fangs Strike against the creature.

Speed 25 feet

Melee  *shortsword* +18 (agile, finesse, versatile S), **Damage** 1d6+8 piercing plus serpent venom

Melee  *snake fangs* +16 (agile, finesse), **Damage** 1d4+8 piercing plus serpent venom

Ranged  *composite shortbow* +19 (deadly 1d10, magical, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+7 piercing plus serpent venom

Focus Gaze  (arcane, concentrate, incapacitation, transmutation, visual) Murmur fixes their glare at a creature they can see within 30 feet. The target must immediately attempt a Fortitude save against the medusa's petrifying gaze. If the creature was already slowed by petrifying gaze before attempting its save, a failed save causes it to be petrified permanently. After attempting its save, the creature is then temporarily immune until the start of Murmur's next turn..

Serpent Venom (poison); **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and enfeebled 1 (1 round); **Stage 2** 2d6 poison damage and enfeebled 2 (1 round)

MURSCHEN**CREATURE 8****UNIQUE****CE****MEDIUM****HUMANOID****SKULK**Male skulk brawler (*Pathfinder Bestiary 2* 243)**Perception** +16; low-light vision**Languages** Common, Undercommon**Skills** Acrobatics +16, Athletics +17, Deception +13, Stealth +18, Survival +17**Str** +3, **Dex** +4, **Con** +3, **Int** +0, **Wis** +3, **Cha** +1**Items** +1 *striking handwraps of mighty blows*, platinum medal worth 20 gp, shuriken (10)**Camouflaged Step** Murschen gains the benefit of the Cover Tracks action in forests and subterranean settings without moving at half Speed.**Chameleon Skin** Murschen's skin shifts and changes to match the surroundings. As long as most of his body isn't covered by clothing or armor, he gains a +2 circumstance bonus to Stealth checks to Hide.**AC** 27; **Fort** +17, **Ref** +16, **Will** +15**HP** 140**Speed** 30 feet**Melee** ✦ fist +20 (agile, finesse, unarmed), **Damage** 2d6+7 bludgeoning**Melee** ✦ red claw +20 (finesse, sweep, unarmed), **Damage** 2d10+7 slashing**Ranged** ✦ shuriken +20 (agile, range increment 20 feet), **Damage** 1d4+7 piercing**Flurry of Blows** ✦ **Frequency** once per turn; **Effect** Murschen makes two unarmed Strikes. If both hit the same creature, combine their damage for the purposes of resistances and weaknesses. Murschen's multiple attack penalty applies normally to these Strikes.**Red Ruin Stance** ✦ (stance) **Requirement** Murschen is unarmored; **Effect** Murschen takes the stance of the red ruin, designed to tear away chunks of flesh like a ferocious beast. Murschen can make red claw unarmed attacks. These attacks deal 1d10 slashing damage; are in the brawling group; and have the finesse, sweep, and unarmed traits. While in this stance, when Murschen would reduce his frightened condition value by 1, he reduces it to 0.**Sneak Attack** Murschen's Strikes deals an additional 1d6 precision damage to flat-footed creatures.

NHAKAZARIN

CREATURE 5

UNIQUE

CE

MEDIUM

GHOUL

UNDEAD

Female ghoul cult leader (*Pathfinder Bestiary* 168)**Perception** +10; darkvision**Languages** Aklo, Common, Necril, Undercommon**Skills** Acrobatics +11, Athletics +13, Intimidation +14, Occultism +11, Religion +10, Stealth +11**Str** +4, **Dex** +2, **Con** +4, **Int** +2, **Wis** -1, **Cha** +5**Items** *staff of necromancy***AC** 21; **Fort** +15, **Ref** +12, **Will** +9**HP** 75, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious**Speed** 30 feet, burrow 5 feet**Melee** ✦ jaws +14, **Damage** 2d8+6 piercing plus ghoul fever and paralysis**Melee** ✦ claw +14 (agile), **Damage** 2d6+6 slashing plus paralysis**Melee** ✦ *staff* +14 (magical, two-hand d8), **Damage** 1d4+6 bludgeoning**Divine Prepared Spells** DC 22, attack +14; **3rd** *chilling darkness, harm, vampiric touch*; **2nd** *dispel magic, harm, silence, sound burst*; **1st** *bane, command, harm, ray of enfeeblement*; **Cantrips (3rd)** *chill touch, daze, read aura, shield, sigil***Domain Spells** 1 *Focus Point*, DC 22; **3rd** *touch of undeath* (*Core Rulebook* 398)**Consume Flesh** ✦ (manipulate) **Requirements** Nhakazarin is adjacent to the corpse of a creature that died within the last hour; **Effect** Nhakazarin devours a chunk of the corpse and regains 3d6 Hit Points. Nhakazarin can regain Hit Points from any given corpse only once.**Consume Masterpiece** ✦ (manipulate) **Requirements** Nhakazarin is adjacent to the rotting statue of Belcorra; **Effect** Nhakazarin devours a chunk of flesh from the statue and regains 3d6 Hit Points and is quickened 1 until the end of her next turn. She can use this extra action only to make a jaws Strike or Cast a Spell. She can feed from the statue only once each day.

(Continued on card 123)

(Nhakazarin; continued from card 122)

Ghoul Fever (disease) **Saving Throw** DC 22 Fortitude; **Stage 1** carrier with no ill effects (1 day); **Stage 2** 2d6 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 2d6 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghoul the next midnight

Paralysis (incapacitation, occult, necromancy) Any living, non-elf creature hit by Nhakazarin's attack must succeed at a DC 22 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each save.

Swift Leap ♦ Nhakazarin jumps up to half her Speed. This movement doesn't trigger reactions.

NHIMBALOTH'S CUTTER

CREATURE 8

RARE

NE

MEDIUM

CONSTRUCT

GOLEM

MINDLESS

Variant glass golem (*Pathfinder Bestiary 2* 131)**Perception** +14; darkvision**Skills** Acrobatics +16, Athletics +19, Stealth +14**Str** +5, **Dex** +4, **Con** +5, **Int** -5, **Wis** +0, **Cha** -5**AC** 26; **Fort** +17, **Ref** +16, **Will** +14**HP** 135; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see Golem Antimagic below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 10 (except adamantine or bludgeoning)**Golem Antimagic** harmed by sonic (6d6, 2d6 from areas or persistent damage); healed by fire (area 2d6 HP); slowed by cold**Vulnerable to Shatter** Nhimbalth's Cutter is affected by the *shatter* spell as though the golem were an unattended object.**Spell Reflection** ↻ (abjuration, arcane) **Trigger** Nhimbalth's Cutter is targeted by a spell; **Effect** Nhimbalth's Cutter positions its magical, reflective surfaces to turn the spell back on the caster. It tries to counteract the spell by attempting an Acrobatics check for its counteract check. If it successfully counteract the spell, the effect is turned back on the caster.**Speed** 25 feet**Melee** ✦ bladed limb +20 (agile, magical, versatile P), **Damage** 2d6+8 slashing plus 1d6 bleed**Grim Glimmering** ✦✦ (evocation, light, visual) The golem creates waves of baleful light that cast dim light in a 60-foot emanation. The light lasts until the start of the golem's next turn, after which the golem can't use Grim Glimmering for 1d4 rounds. A creature within the light or that enters the light must attempt a DC 23 Will save.**Success** The creature is unaffected.**Failure** The creature is dazzled for 1 round.**Critical Failure** The creature is doomed 1 and blinded for 1 round.

NILITH

CREATURE 10

NE

MEDIUM

ABERRATION

Perception +19; darkvision**Languages** Aklo, Common; telepathy 30 feet**Skills** Acrobatics +21, Athletics +17, Intimidation +23, Occultism +19, Stealth +21, Survival +17**Str** +3, **Dex** +5, **Con** +4, **Int** +3, **Wis** +3, **Cha** +5**AC** 32; **Fort** +17, **Ref** +20, **Will** +20**HP** 150; **Resistances** mental 10, physical 5 (except silver)**Speed** 25 feet, climb 30 feet**Melee** ✦ claw +23 (agile, finesse, magical), **Damage** 2d10+9 slashing plus Grab**Melee** ✦ fangs +23 (finesse, magical), **Damage** 2d12+9 piercing**Occult Innate Spells** DC 29; **5th** *hallucination*, *mind probe*; **4th** *blink*, *confusion*, *crushing despair*, *dream message*, *invisibility* (at will, self only), *nightmare*; **3rd** *mind reading* (at will); **Cantrips (5th)** *mage hand*, *message*, *read aura*, *shield***Mind Crush** ✦ (enchantment, mental, occult); **Requirements** The nilith has a creature grabbed. **Effect** The nilith reaches into the mind of the grabbed creature and implants disjointed images of the victim's worst fears and nightmares. The grabbed creature takes 6d6 mental damage (DC 31 basic Will save). On a critical failure, the target is also affected as though by *feblemind*, and it must attempt a second Will save against that effect.

NOX

CREATURE 4

UNIQUE

N

MEDIUM

CALIGNI

HUMANOID

Nonbinary caligni lutenist (*Pathfinder Bestiary* 50)**Perception** +11; greater darkvision**Languages** Caligni, Common, Undercommon**Skills** Acrobatics +11, Deception +10, Performance +12, Society +8, Stealth +11**Str** +1, **Dex** +3, **Con** +0, **Int** +0, **Wis** +3, **Cha** +4**Items** hand crossbow (10 bolts), kukri, leather armor, virtuoso handheld musical instrument (theorbo)**Light Blindness****AC** 21; **Fort** +8, **Ref** +13, **Will** +11**HP** 60 (death flame)**Death Flame** (light) When Nox dies, their body combusts in a flash of white-hot flame that deals 5d6 fire damage to creatures in a 20-foot burst (DC 21 basic Reflex save). Nox's gear and treasure are unaffected by the flames and are left in a pile where they died.**Speed** 25 feet**Melee** ✦ kukri +14 (agile, finesse, trip), **Damage** 1d6+5 slashing**Ranged** ✦ hand crossbow +14 (range increment 60 feet, reload 1), **Damage** 1d6+2 piercing**Occult Innate Spells** DC 20, attack +12; **2nd** *darkness* (at will), *sound burst* (at will); **Cantrips (2nd)** *detect magic*, *ghost sound***Intense Performer** When Nox has a musical instrument in hand, they can use Performance to Feint or Demoralize.**Sneak Attack** Nox deals an additional 1d6 precision damage to flat-footed creatures.

NYZUROS

CREATURE 7

UNIQUE

CN

MEDIUM

DROW

ELF

HUMANOID

Male drow hunter (*Abomination Vaults Adventure Path 234*)**Perception** +16; darkvision**Languages** Elven, Undercommon**Skills** Athletics +14, Nature +14, Stealth +15, Survival +16 (+18 to Subsist)**Str** +3, **Dex** +4, **Con** +2, **Int** +0, **Wis** +3, **Cha** +1**Items** chain shirt, +1 *composite longbow* (20 arrows), longsword, keys to areas **H40** and **H46**.**Light Blindness****AC** 25; **Fort** +15, **Ref** +15, **Will** +14; +1 status to all saves vs. magic, +2 status to all saves vs. mental**HP** 115; **Immunities** sleep**Deft Evasion** When Nyzuros rolls a success on a Reflex save, they get a critical success instead.**Speed** 30 feet**Melee** **◆** longsword +16 (versatile P), **Damage** 1d8+7 slashing**Ranged** **◆** *composite longbow* +18 (deadly d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+7 piercing**Divine Innate Spells** DC 23; **2nd** *darkness* (at will), *faerie fire* (at will); **Cantrips (4th)** *dancing lights***Hunter's Wound** **◆** **Frequency** once per round; **Prerequisites** Nyzuros is wielding a ranged weapon with a reload of 0; **Effect** Nyzuros makes two ranged Strikes against their prey. If both hit and deal damage, the target takes an additional 1d8 persistent bleed damage.**Skirmish Strike** **◆** The hunter can Step and then Strike, or Strike and then Step.

OFALTH

CREATURE 10

CE

LARGE

ABERRATION

Perception +18; darkvision**Languages** Common (can't speak any language)**Skills** Athletics +23, Stealth +19 (+23 in trash and rubbish)**Str** +7, **Dex** +3, **Con** +6, **Int** -2, **Wis** +2, **Cha** -2

Refuse Pile When it's not in danger, an ofalth can spend 1 minute settling into a 10-foot pile that looks like a heap of garbage. While doing so, the ofalth gains a +2 circumstance bonus to AC but can't use attack, manipulate, or move actions. A creature that enters the area of the garbage heap or interacts with it must attempt a save against the ofalth's putrid stench and wretched weeps disease. An ofalth can leave this form using a single action.

AC 31; **Fort** +22, **Ref** +17, **Will** +18**HP** 170, filth wallow; **Immunities** disease, poison

Putrid Stench (aura) 30 feet. A creature entering the aura must succeed at a DC 28 Fortitude save or become sickened 1 until the end of its turn (plus slowed 1 for as long as it is sickened on a critical failure). While within the aura, an affected creature takes a -2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

Filth Wallow A ofalth gains fast healing 2 when in an area with a lot of debris, junk, or excrement, such as a refuse heap or sewer.

Speed 30 feet

Melee ✦ fist +23 (reach 10 feet), **Damage** 2d12+13 bludgeoning plus wretched weeps

Ranged ✦ fling ofalth +19 (range increment 30 feet), **Damage** 2d10+7 bludgeoning plus wretched weeps

Wretched Weeps (disease); **Saving Throw** DC 26 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 2d8 persistent bleed damage every hour and enfeebled 1 (1 day); **Stage 3** 2d8 persistent bleed damage every hour and enfeebled 2 (1 day)

OOZE, OCHRE JELLY

CREATURE 5

N

LARGE

MINDLESS

OOZE

Perception +7; motion sense 60 feet, no vision

Skills Athletics +13

Str +4, **Dex** -5, **Con** +6, **Int** -5, **Wis** +0, **Cha** -5

Motion Sense The ooze can sense nearby motion through vibration and air movement.

AC 12; **Fort** +15, **Ref** +4, **Will** +7

HP 150; **Immunities** acid, critical hits, electricity, mental, piercing, precision, slashing, unconscious, visual

Split Whenever an ochre jelly is hit by an attack or effect that would deal slashing, piercing, or electricity damage and the ochre jelly has at least 10 HP, the jelly splits into two identical jellies with half the original's HP. One jelly is in the same space as the original, and the other appears in an adjacent unoccupied space. If no adjacent space is unoccupied, it automatically pushes creatures and objects out of the way to fill a space (the GM decides if an object or creature is too big or sturdy to push).

Speed 15 feet, climb 10 feet

Melee ✦ pseudopod +15, **Damage** 1d8+7 bludgeoning plus 2d4 acid and Grab

Constrict ✦ 1d8+3 bludgeoning plus 1d4 acid, DC 23

Ochre Acid An ochre jelly's acid damages only flesh—not bone, stone, wood, or other materials.

OTARI ILVASHTI

CREATURE 9

UNIQUE

CG

MEDIUM

GHOST

INCORPOREAL

SPIRIT

UNDEAD

Male ghost adventurer (*Pathfinder Bestiary* 166)**Perception** +18; darkvision**Languages** Common, Elven, Gnomish**Skills** Acrobatics +18, Society +18, Stealth +20, Thievery +20**Str** -5, **Dex** +6, **Con** +0, **Int** +4, **Wis** +3, **Cha** +4**Site Bound** (area **D18**)**AC** 25; **Fort** +16, **Ref** +20, **Will** +17**HP** 120, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistance** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)**Rejuvenation** Securing the four icons of the Roseguard and placing them on the altar in area **D13** allows Otari to move on to the afterlife.**Speed** fly 25 feet**Melee** **◆** ghostly hand +19 (agile, finesse, magical), **Damage** 3d6+6 negative**Filth Fever** (disease) The sickened and unconscious conditions from filth fever don't improve on their own until the disease is cured.**Saving Throw** DC 25 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours); **Stage 2** sickened 1 (1 day); **Stage 3** sickened 1 and slowed 1 as long as the affected creature remains sickened (1 day); **Stage 4** unconscious (1 day); **Stage 5** dead**Infested Shadow** **◆◆** (conjunction, divine, teleportation) Otari fades away, momentarily emerges from the shadow of another creature within 30 feet, and makes a ghostly hand Strike against a single target within reach of this creature (but not against the creature whose shadow he infests). On a successful Strike, the target is also flat-footed until the start of Otari's next turn. Otari then reappears at his starting point. The creature whose shadow Otari infests is exposed to filth fever.**Sneak Attack** Otari deals an additional 2d6 precision damage to flat-footed creatures.

OWB

CREATURE 6

UNCOMMON NE MEDIUM SHADOW

Perception +13; greater darkvision**Languages** Caligni (can't speak any languages); telepathy 100 feet**Skills** Acrobatics +15, Deception +13, Diplomacy +11, Occultism +12, Religion +11, Stealth +15**Str** +4, **Dex** +5, **Con** +4, **Int** +0, **Wis** +3, **Cha** +3**Light Blindness****AC** 24, **Fort** +14, **Ref** +15, **Will** +13; **Immunities** cold**HP** 90**Speed** 5 feet, fly 30 feet**Melee** ✦ claw +16 (agile, magical), **Damage** 1d8+7 slashing plus 1d8 cold**Ranged** ✦ burning cold +17 (magical, range 120 feet), **Damage** 2d8 cold plus 1d8 persistent cold**Occult Innate Spells** DC 23, attack +15; **7th** *plane shift* (self only, to or from the Shadow Plane only) **5th** *shadow blast*, *shadow walk*; **4th** *darkness* (at will), *invisibility*; **3rd** *mind reading* (at will); **Cantrips (3rd)** *chill touch*, *daze*, *read aura*, *shield***Curse of Darkness** ✦ (curse, darkness, evocation, occult) The owb curses one creature taking persistent cold damage from their burning cold Strike, stealing the victim's vibrancy. The creature must succeed at a DC 23 Fortitude save or gain light blindness and become gray, along with all equipment it carries or wields, for an unlimited duration. The creature the is temporarily immune for 1 minute. If the target is a caligni, the curse can't be removed short of *wish* or similar powerful magic.

PADLI

CREATURE 9



UNIQUE

CE

MEDIUM

CALIGNI

HUMANOID

Male caligni subcommander (*Pathfinder Bestiary* 50)**Perception** +16; greater darkvision**Languages** Caligni, Undercommon**Skills** Acrobatics +18, Deception +20, Diplomacy +20, Intimidation +18, Occultism +14, Stealth +18**Str** +2, **Dex** +5, **Con** +1, **Int** -1, **Wis** +1, **Cha** +5**Items** dagger (3), key to area **H7**, leather armor, *wand of magic missile* (3rd level)**Light Blindness****AC** 26; **Fort** +16, **Ref** +20, **Will** +18**HP** 160; death flame**Death Flame** (light) When Padli dies, his body combusts in a flash of white-hot flame. All creatures in a 20-foot burst take 6d10 fire damage (DC 28 basic Reflex save). His gear is unaffected by the flames and is left in a pile where he died.**Occult Ward**  **Trigger** Padli attempts a saving throw against a spell cast by a creature he can see; **Effect** Padli gains a +2 circumstance bonus to the triggering save.**Speed** 25 feet**Melee**  dagger +15 (agile, finesse, versatile S), **Damage** 1d4+7 piercing**Occult Innate Spells** DC 26, attack +18; **4th** *darkness*, *phantom pain*, *suggestion*; **3rd** *blindness*, *enthrall*, *paralyze*; **2nd** *darkness* (at will), *invisibility*, *obscuring mist* (at will); **Cantrips** (**5th**) *chill touch*, *daze*, *detect magic*, *shield***Sneak Attack** Padli deals an additional 3d6 precision damage to flat-footed creatures.

POLTERGEIST

CREATURE 5



LE

MEDIUM

INCORPOREAL

SPIRIT

UNDEAD

Perception +11; darkvision**Languages** Common**Skills** Acrobatics +14, Intimidation +15, Stealth +14**Str** -5, **Dex** +5, **Con** +0, **Int** -1, **Wis** +2, **Cha** +4**Site Bound** A poltergeist is tied to a location and can't travel more than 120 feet from the place where it was created or formed. Some poltergeists are instead bound to a specific room, building, or similar area.**AC** 22; **Fort** +9, **Ref** +14, **Will** +13**HP** 55, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, *ghost touch*, or positive; double resistance against non-magical)**Natural Invisibility** A poltergeist is naturally invisible. It becomes visible only when it uses *Frighten*.**Rejuvenation** (necromancy, occult) When a poltergeist is destroyed, it re-forms, fully healed, where it was destroyed after 2d4 days. A poltergeist can be permanently destroyed only if someone determines the reason for its existence and sets right whatever prevents the spirit from resting.**Telekinetic Defense**  **Trigger** A creature approaches within 10 feet of the poltergeist. **Effect** The poltergeist makes a telekinetic object Strike against the triggering creature.**Speed** fly 20 feet**Ranged**  telekinetic object +13 (evocation, magical, occult, range increment 60 feet), **Damage** 2d12 bludgeoning, piercing, or slashing (depending on object)**Occult Innate Spells** DC 23, attack +13; **3rd** *telekinetic maneuver* (at will); **Cantrips (3rd)** *mage hand*

(Continued on card 134)

(Poltergeist, continued from card 133)

Frighten ◆ (concentrate, emotion, fear, incapacitation, mental);

Requirement The poltergeist must be invisible. **Effect** The poltergeist becomes visible, appearing as a skeletal, ghostlike humanoid. Each creature within 30 feet must attempt a DC 21 Will save, becoming frightened 2 on a failure. On a critical failure, it's also fleeing for as long as it's frightened. On a success, the creature is temporarily immune for 1 minute. At the start of its next turn, the poltergeist becomes invisible again.

Telekinetic Storm ◆◆ (concentrate, evocation, occult); The poltergeist telekinetically throws numerous small objects, such as dozens of pieces of silverware or books, either spreading them out among multiple foes or directing them at one target.

- When this effect is spread out among multiple foes, the poltergeist makes a telekinetic object Strike at a -2 penalty against each creature within 30 feet. These count as one attack for the poltergeist's multiple attack penalty, and the penalty doesn't increase until after all the attacks.
- When this effect has only one target, the poltergeist makes a telekinetic object Strike against the target, and the damage increases to 3d12. It deals 1d12 damage on a failure, and no damage on a critical failure.

PUFFBALL FUNGUS, DRAGON'S BLOOD

CREATURE 8

UNCOMMON

N

LARGE

FUNGUS

MINDLESS

Perception +12; motion sense 60 feet, no vision

Skills Stealth +14

Str +6, **Dex** +1, **Con** +4, **Int** -5, **Wis** +0, **Cha** -2

Motion Sense The puffball senses motion through vibration and air movement.

AC 24; **Fort** +20, **Ref** +15, **Will** +12

HP 170; **Immunities** bleed, fatigued, mental, poison, sleep, unconscious;

Weaknesses piercing 10

Spore Explosion When the dragon's blood puffball dies, it explodes, dealing 7d8 poison damage to each creature in a 20-foot emanation (DC 26 basic Fortitude save).

Speed 10 feet

Melee ✦ bloom +18, **Damage** 2d10+8 bludgeoning plus 1d6 poison

Ranged ✦ spore jet +18 (range increment 30 feet), **Damage** 3d8 poison

PUFFBALL FUNGUS, REAPER'S SKULL**CREATURE 9****UNCOMMON****N****LARGE****FUNGUS****MINDLESS****Perception** +15; motion sense 60 feet, no vision**Skills** Acrobatics +19, Stealth +17**Str** +4, **Dex** +6, **Con** +3, **Int** -5, **Wis** +2, **Cha** -2**Motion Sense** The puffball senses motion through vibration and air movement.**AC** 25; **Fort** +18, **Ref** +21, **Will** +15**HP** 195; **Immunities** bleed, fatigued, mental, poison, sleep, unconscious;**Weaknesses** fire 10, piercing 10**Spore Explosion** When the reaper's skull puffball dies, it explodes, dealing 8d8 poison damage to each creature in a 20-foot emanation (DC 28 basic Fortitude save). Creatures that fail the save are exposed to skull rot.**Speed** 10 feet, fly 20 feet**Melee** ♦ tendril +21 (finesse, reach 10 feet), **Damage** 2d12+8 plus paralysis**Spore Cloud** ♦♦ (poison) The puffball releases a 30-foot cone of spores that deals 4d8 poison damage (DC 28 basic Fortitude save) to creatures in the cone. Creatures that fail this save are also exposed to skull rot.**Paralysis** (incapacitation, poison) A creature hit by the puffball's tendril must succeed a DC 28 Fortitude save or become paralyzed. The paralyzed creature can attempt a new save at the end of each of its turns.**Skull Rot** (poison) **Saving Throw** DC 28 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison damage plus enfeebled 2 (1 round); **Stage 2** 2d8 poison damage plus enfeebled 2 and drained 1 (1 round); **Stage 3** 3d8 poison damage plus enfeebled 2 and drained 2 (1d4 rounds)

QUARA ORSHENDIEL

CREATURE 11

UNIQUE

CN

MEDIUM

DROW

ELF

HUMANOID

Female drow leader (*Pathfinder Bestiary* 136)

Perception +21; darkvision

Languages Common, Daemonic, Elven, Undercommon

Skills Acrobatics +22, Athletics +20, Deception +22, Diplomacy +20, Intimidation +22, Stealth +20, Survival +19

Str +3, **Dex** +5, **Con** +0, **Int** +1, **Wis** +2, **Cha** +5

Items chain shirt, +1 *striking repeating hand crossbows* (2, with 3 magazines; *Abomination Vaults Adventure Path* 226), *shootist bandolier* (*Abomination Vaults Adventure Path* 225), +1 *striking kukri*, *stupor poison* (4; *Abomination Vaults Adventure Path* 214)

Light Blindness

AC 30; **Fort** +16, **Ref** +22, **Will** +21; +1 status to all saves vs. magic, +2 status to all saves vs. mental

HP 190; **Immunities** sleep

Commanding Aura (aura, emotion, mental) 30 feet. Drow around Quara are heartened by her presence. Her drow allies in the aura gain a +1 status bonus to attack rolls and skill checks.

Deny Advantage Quara isn't flat-footed to hidden, undetected, or flanking creatures of 11th level or lower, or to creatures of 11th level or lower using *Surprise Attack*.

Evasion When Quara rolls a success on a Reflex saving throw, she gets a critical success instead.

Speed 30 feet

Melee ◆ *kukri* +24 (agile, finesse, trip), **Damage** 2d6+9 slashing

Ranged ◆ *repeating hand crossbow* +24 (range increment 60 feet, reload 0, repeating), **Damage** 2d6+9 piercing plus *stupor poison*

Divine Innate Spells DC 28; **2nd** *darkness* (at will), *faerie fire* (at will);

Cantrips (6th) *dancing lights*

Defensive Shooter Quara's attacks don't trigger reactions.

Poison Weapon ◆ (manipulate) **Requirements** Quara is holding a piercing or slashing weapon and has a free hand; **Effect** Quara applies poison to the weapon.

(Continued on card 138)

(Quara Orshendiel; continued from card 137)

Reloading Trick ◆ **Requirements** Quara is holding an unloaded repeating hand crossbow; **Effect** Quara Interacts to reload the repeating hand crossbow and Strikes with it.

Shootist's Draw ◆ **Frequency** once per round; **Effect** Quara Interacts to draw a loaded repeating hand crossbow and Strikes with it, or Strikes with a loaded repeating hand crossbow she's holding and then Interacts to stow it.

Skirmishing Dash ◆◆ Quara Strides or Steps, then Strikes. This Strike deals an additional 3d6 damage.

RAVIREX

CREATURE 16

UNIQUE











CE

HUGE

ACID

AMPHIBIOUS

DRAGON

Male adult black dragon (*Pathfinder Bestiary* 105)**Perception** +22; darkvision, scent (imprecise) 60 feet**Languages** Common, Draconic, Goblin, Jotun, Orcish**Skills** Acrobatics +25, Arcana +26, Athletics +32, Deception +29, Intimidation +29, Stealth +27**Str** +8, **Dex** +5, **Con** +6, **Int** +4, **Wis** +5, **Cha** +5**AC** 39; **Fort** +30, **Ref** +27, **Will** +29; +1 status to all saves vs. magic**HP** 325; **Immunities** acid, paralyzed, sleep**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 35**Tail Lash**  **Trigger** A creature within reach of Ravirex's tail takes an action to Strike or attempt a skill check; **Effect** Ravirex Strikes with its tail at the triggering creature at a -2 penalty. If it hits, the creature takes a -2 circumstance penalty to the triggering roll.**Speed** 60 feet, fly 150 feet, swim 60 feet**Melee**  jaws +33 (acid, magical, reach 15 feet), **Damage** 3d10+14 piercing plus 2d6 acid and 2d6 persistent acid**Melee**  claw +33 (agile, magical, reach 10 feet), **Damage** 3d8+14 slashing**Melee**  tail +31 (magical, reach 20 feet), **Damage** 3d10+12 bludgeoning**Melee**  horns +31 (magical, reach 15 feet), **Damage** 2d10+12 piercing**Arcane Innate Spells** DC 37; **2nd** darkness (at will)**Breath Weapon**   (acid, arcane, evocation); Ravirex breathes a spray of acid that deals 17d6 acid damage in a 100-foot line (DC 39 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.**Corrupt Water**  (arcane, concentrate, necromancy); **Frequency** Once per day; **Effect** Ravirex permanently befouls 10 cubic feet of liquid within 90 feet. This destroys liquid magic or alchemical items of a lower level than Ravirex (a creature can attempt a DC 35 Will save to protect liquids in its possession). This doesn't affect liquids in a creature's body.**Draconic Frenzy**   Ravirex makes two claw Strikes and one horns Strike in any order.**Draconic Momentum** Ravirex recharges its Breath Weapon whenever it scores a critical hit with a Strike.

RIDING LIZARD

CREATURE 5

N

LARGE

ANIMAL

Giant frilled lizard (*Pathfinder Bestiary* 229)

Perception +11; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +10, Athletics +14, Stealth +10

Str +5, **Dex** +1, **Con** +4, **Int** -4, **Wis** +2, **Cha** +0

AC 22; **Fort** +13, **Ref** +12, **Will** +9

HP 75

Speed 30 feet, climb 30 feet

Melee ✦ jaws +16 (reach 10 feet), **Damage** 2d8+7 piercing

Melee ✦ tail +16 (agile, reach 10 feet), **Damage** 2d6+7 bludgeoning

Intimidating Display ✦✦ (auditory, emotion, fear, mental, visual) The riding lizard Strides. If it ends that Stride adjacent to at least one other creature, it suddenly displays its colorful neck frills and issues a frightening hiss. Each adjacent creature must succeed at a DC 21 Will save or become frightened 2 (or frightened 3 on a critical failure). The creature is then temporarily immune to Intimidating Display for 1 minute.

ROPER








CREATURE 10

UNCOMMON

CE

LARGE

ABERRATION

Perception +21; darkvision**Languages** Aklo, Undercommon**Skills** Athletics +22, Nature +17 (+21 about caves), Religion +19, Stealth +17 (+25 in stony or icy areas)**Str** +6, **Dex** +1, **Con** +6, **Int** +1, **Wis** +3, **Cha** +1**AC** 29; **Fort** +20, **Ref** +15, **Will** +21; +2 status to all saves vs. magic**HP** 215; **Weaknesses** fire 10; **Resistances** electricity 10**Reactive Lash**  **Trigger** A creature within reach of the roper's strand leaves a square during a move action it's using. **Effect** The roper makes a strand Strike against the triggering creature.**Speed** 10 feet, climb 10 feet**Melee**  jaws +21, **Damage** 2d12+12 piercing**Melee**  strand +23 (reach 50 feet), **Effect** sticky strand**Extend Strands**  The roper extends or retracts six thin, sticky tendrils from its body. While the strands are extended, the roper takes a -4 circumstance penalty to Stealth checks, and while they're retracted, it can't use its strand Strikes.**Flurry of Strands**  The roper makes a strand Strike with each of its strands (except those that are immobilizing creatures). Each attack must be against a different target. These attacks count toward the roper's multiple attack penalty, but its multiple attack penalty doesn't increase until after all the attacks.**Pull the Strands**   The roper pulls every creature grabbed by its strands toward itself. The roper rolls a single Athletics check and compares the result to each immobilized creature's Fortitude DC. The roper pulls each creature it succeeds against up to 25 feet closer and each creature it critically succeeds against up to 50 feet closer.

(Continued on card 142)

(Roper; continued from card 141)

Sticky Strand Any creature hit by a roper's strand is enfeebled 1 and grabbed. Each additional hit from a strand increases the enfeebled condition value by 1 (to a maximum of enfeebled 4). This enfeebled value decreases by 1 every 8 hours. The roper can move while it has a creature grabbed with a strand, but it automatically releases the creature if it moves beyond the strand's reach. The roper can release an grabbed creature as a free action. A creature can sever a strand with a target attack that hits AC 27 and deals at least 18 slashing damage. This doesn't deal any damage to the roper itself, though it can no longer attack with a severed strand.

RYTA

CREATURE 4




UNIQUE

LN

SMALL

HUMANOID

RATFOLK

Female ratfolk vocalist (*Pathfinder Bestiary 277*)**Perception** +10; darkvision**Languages** Common, Undercommon**Skills** Acrobatics +11, Diplomacy +12, Intimidation +12, Performance +12, Society +9, Stealth +11**Str** +1, **Dex** +3, **Con** +0, **Int** +1, **Wis** +2, **Cha** +4**Items** studded leather armor**AC** 21; **Fort** +8, **Ref** +13, **Will** +10**HP** 60**Dance Moves**  **Trigger** Ryta is targeted with a melee or ranged attack by an attacker she can see; **Effect** Ryta Steps and gains a +2 circumstance bonus to AC against the triggering attack.**Speed** 25 feet**Melee**  fangs +13 (agile, finesse), **Damage** 1d4+1 piercing**Occult Spontaneous Spells** DC 21, attack +13; **2nd** (3 slots) *deafness, shatter, soothe*; **1st** (4 slots) *charm, command, soothe, ventriloquism*; **Cantrips (2nd)** *dancing lights, daze, ghost sound, shield, telekinetic projectile***Cheek Pouches** Ryta has stretchy cheek pouches that can store up to 1 cubic foot of objects (though no more than four light items). She can remove or store an item using the Interact action. As long as she has at least one object in her cheek pouches, her speech is noticeably difficult to understand.**Swarming** Ryta can end her movement in the same square as an ally that also has this ability. Only two such creatures can share the same space.**Vocal Warm-Up**  Ryta sets up devastating vibrations that echo in her throat and her cheek pouches. Until the start of her next turn, her fangs Strikes deal an additional 2d8 sonic damage. Ryta can't use Vocal Warm-up if she has an object in her cheek pouches.

SACUISHU

CREATURE 9

UNIQUE

CE

SMALL

ABERRATION

AIR

Female will-o'-wisp spy (*Bestiary* 333)

Perception +21; darkvision

Languages Aklo, Common, Infernal, Undercommon

Skills Acrobatics +19, Deception +17, Intimidation +17, Religion +19, Stealth +19

Str -5, **Dex** +6, **Con** +0, **Int** +3, **Wis** +6, **Cha** +4

AC 30; **Fort** +16, **Ref** +18, **Will** +20

HP 80; **Immunities** magic

Glow (aura, light) 20 feet. Sacuishu is naturally invisible but glows with a sickly green light, casting bright light in the aura and making her visible.

Magic Immunity Sacuishu is immune to all spells except *faerie fire*, *glitterdust*, *magic missile*, and *maze*.

Speed fly 50 feet

Melee ✦ shock +21 (electricity, magical), **Damage** 2d8+8 electricity

Divine Prepared Spells DC 28, attack +20; **4th** *crisis of faith*, *dispel magic*, *divine wrath*, *read omens*; **3rd** *blindness*, *chilling darkness*, *fear* (2); **2nd** *augury*, *darkness*, *grim tendrils*, *see invisibility*; **1st** *bane*, *fear*, *ray of enfeeblement*, *sanctuary*; **Cantrips (4th)** *chill touch*, *daze*, *divine lance*, *prestidigitation*, *sigil*

(Continued on card 145)

(Sacuishu; continued from card 144)

Feed on Magic ◆ (concentrate) **Requirement** A creature who can cast spells is within 15 feet of Sacuishu; **Effect** Sacuishu feeds on the creature's magic. Sacuishu regains 2d8 Hit Points, and the target must attempt a DC 28 Will save. The target is then temporarily immune for 1 hour.

Critical Success The target is unaffected.

Success The first time the target Casts a Spell before the start of the spellvoid's next turn, the spell is disrupted unless the target succeeds at a DC 15 flat check.

Failure As success, but the effect applies the first time the target Casts a Spell within the next minute.

Critical Failure As success, but the effect applies each time the target Casts a Spell within the next minute. In addition, Sacuishu doubles the Hit Points it regains.

Go Dark ◆ (concentrate) Sacuishu extinguishes her glow, becoming invisible. She can end this effect with another use of this action. If she uses her shock attack while invisible, the arc of electricity lets any observer determine her location, making Sacuishu hidden to observers only until she moves.

SALAIISA MALTHULAS

CREATURE 11

UNIQUE

N

MEDIUM

DROW

ELF

HUMANOID

Female drow head warden (*Pathfinder Bestiary* 136)**Perception** +22; darkvision**Languages** Elven, Undercommon**Skills** Acrobatics +21, Athletics +22, Intimidation +20, Stealth +21, Survival +20**Str** +5, **Dex** +4, **Con** +3, **Int** +0, **Wis** +3, **Cha** +1**Items** breastplate, hand crossbow (10 bolts), +1 *striking corrosive longsword*, stupor poison (3; *Abomination Vaults Adventure Path* 214)**Light Blindness****AC** 31; **Fort** +20, **Ref** +21, **Will** +22; +1 status to all saves vs. magic, +2 status to all saves vs. mental**HP** 200; **Immunities** sleep**Attack of Opportunity** ↷**Speed** 30 feet**Melee** ✦ *longsword* +24 (versatile P), **Damage** 2d8+9 slashing plus 1d6 acid**Ranged** ✦ hand crossbow +22, **Damage** 1d6+8 piercing plus stupor poison**Divine Innate Spells** DC 28; **2nd** *darkness* (at will), *faerie fire* (at will); **Cantrips (6th)** *dancing lights***Attack Now!** ✦ Salaisa shouts, and a drow ally within 30 feet that can see or hear Salaisa makes a melee or ranged Strike as a reaction.**Storm of Blades** ✦✦ Salaisa Strides up to her Speed. She can make up to three longsword Strikes at any point during this movement, each against a different target within reach. These attacks count toward her multiple attack penalty, but the multiple attack penalty doesn't increase until after she makes all of her attacks. If she moves half her speed or less during Storm of Blades, that movement doesn't trigger reactions.

SCALATHRAX

CREATURE 4

UNCOMMON

NE

MEDIUM

ABERRATION

Perception +11, darkvision**Languages** Undercommon**Skills** Acrobatics +11, Athletics +11, Stealth +13**Str** +3, **Dex** +5, **Con** +3, **Int** -2, **Wis** +3, **Cha** +0**AC** 21; **Fort** +11, **Ref** +13, **Will** +9**HP** 60; **Weaknesses** fire 5; **Resistances** poison 5

Oily Scales A scalathrax constantly sweats a glistening oil that makes it exceptionally slick. It treats the results of Acrobatics checks to Squeeze or of any skill check to Escape as one degree of success greater than the rolled result. A scalathrax loses this benefit for 1 minute after it takes any amount of fire damage.

Speed 25 feet, climb 25 feet**Melee** ✦ jaws +13 (finesse), **Damage** 2d8+5 piercing plus scalathrax venom**Ranged** ✦ leg quill +13 (range increment 20 feet), **Damage** 2d4+5 piercing**Scalathrax Venom** (poison) **Saving Throw** Fortitude DC 21; **Maximum Duration** 6 rounds; **Stage 1** clumsy 1 (1 round); **Stage 2** clumsy 1 and slowed 1 (1 round); **Stage 3** clumsy 1 and slowed 2 (1 round)**Spray Toxic Oil** ✦✦ (conjunction, primal) The scalathrax disgorges a gout of toxic oil from its mouth in a 15-foot cone. Creatures in the area must attempt a DC 21 Reflex save. The scalathrax can't Spray Toxic Oil again for 1d4 rounds.**Critical Success** The creature is unaffected.**Success** The creature takes 1d8 poison damage.**Failure** The creature takes 2d8 poison damage. For 1 minute, the creature gains weakness to fire 5, and whenever the creature critically fails with an attack roll with a wielded weapon, it drops the weapon.**Critical Failure** As failure, but 4d8 poison damage.

SCORPION, GIANT

CREATURE 3

N

LARGE

ANIMAL


Perception +9; darkvision, tremorsense (imprecise) 60 feet

Skills Athletics +11, Stealth +7

Str +4, **Dex** +2, **Con** +3, **Int** -5, **Wis** +2, **Cha** -4


AC 19; **Fort** +12, **Ref** +9, **Will** +7


HP 45

Attack of Opportunity  Stinger only.

Speed 40 feet

Melee  pincer +11 (agile, reach 10 feet); **Damage** 1d8+6 slashing plus Grab

Melee  stinger +11 (reach 10 feet); **Damage** 1d6+6 piercing plus giant scorpion venom

Constrict  1d6+4 bludgeoning, DC 20

Giant Scorpion Venom (poison); **Saving Throw** DC 18 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison damage and enfeebled 1 (1 round); **Stage 2** 2d10 poison damage and enfeebled 1 (1 round); **Stage 3** 2d10 poison damage and enfeebled 2 (1 round)

SEUGATHI SERVANT

CREATURE 6





UNCOMMON

CE

LARGE

ABERRATION

SEUGATHI

Perception +14; darkvision, tremorsense 30 feet**Languages** Aklo, Undercommon; telepathy 100 feet**Skills** Acrobatics +15, Crafting +12, Intimidation +15, Occultism +12, Stealth +13, Survival +10**Str** +2, **Dex** +5, **Con** +2, **Int** +2, **Wis** +4, **Cha** +5**Items** longsword**AC** 23; **Fort** +14, **Ref** +17, **Will** +12; +1 status to all saves vs. magic**HP** 75; **Immunities** mental, poison; **Resistances** bludgeoning 5**Mindfog Aura** (enchantment, mental) 20 feet. A creature that starts its turn in the aura must succeed at a DC 21 Will save or become confused for 1 round; on a success, that creature is temporarily immune for 1 minute. A seugathi can suppress or activate this aura as a single action with the concentrate trait.**Command Confusion**  **Trigger** A creature fails its save against the seugathi's mindfog aura; **Effect** The seugathi determines who the confused creature attacks for that round, instead of the target being randomly determined by the GM. If the chosen target is the confused creature's ally, the creature can immediately attempt a DC 21 Will save; on a success, its target is determined randomly as normal for confusion, and on a critical success the target is no longer confused.**Speed** 25 feet**Melee**  bite +17 (agile, finesse), **Damage** 2d6+5 piercing plus seugathi venom**Melee**  longsword +14 (reach 10 feet, versatile P), **Damage** 1d8+5 piercing**Occult Innate Spells** DC 24, attack +16; **3rd** *hypercognition*, *levitate*, *mind reading* (×3); **Cantrips (3rd)** *daze*, *detect magic*, *mage hand*, *telekinetic projectile***Envenom Weapon**  (manipulate) The seugathi applies their seugathi venom to one weapon they wield.

(Continued on card 150)

(Seugathi Servant; continued from card 149)

Magic Item Mastery A seugathi can Cast a Spell from a magic item even if the spell isn't on their spell list. All such spells are occult spells and use the seugathi's innate spell DC and attack modifier.

Seugathi Venom (poison); **Saving Throw** DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and stupefied 1 (1 round); **Stage 2** 2d6 poison damage and deafened and stupefied 2 (1 round)

SHANRIGOL BEHEMOTH

CREATURE 9

UNCOMMON

N

GARGANTUAN

ABERRATION

UNDEAD

Perception +18; darkvision, tremorsense (imprecise) 30 feet**Skills** Athletics +20, Stealth +16**Str** +7, **Dex** +4, **Con** +3, **Int** -4, **Wis** +3, **Cha** -5**AC** 27, all-around vision; **Fort** +21, **Ref** +18, **Will** +16**HP** 140, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** slashing 10, piercing 10;**Weaknesses** positive 10**Necrotic Decay** (divine, necromancy, negative) When the shanrigol behemoth dies, its flesh rots away and sublimates into a foul-smelling gas that fills a 5-foot emanation around the body. This gas deals 9d6 negative damage to creatures in this area as their flesh curdles and rots as well (DC 27 basic Fortitude save).**Speed** 30 feet, climb 20 feet, swim 20 feet**Melee** ♦️ fleshy slap +21 (forceful, reach 15 feet), **Damage** 2d10+11 bludgeoning plus Grab**Ranged** ♦️ bone shard +18 (agile, range increment 30 feet, versatile P), **Damage** 1d12+11 bludgeoning**Ranged** ♦️ web +18 (range increment 30 feet), **Effect** web trap**Sapping Squeeze** ♦️ **Requirements** The shanrigol has a creature grabbed; **Effect** The shanrigol squeezes the life essence from its target, dealing 1d10+11 bludgeoning and 1d6 persistent bleed damage (DC 25 basic Fortitude save). The shanrigol regains temporary Hit Points equal to half the amount of bludgeoning damage a single target takes; these temporary Hit Points last for 1 minute.**Shred Flesh** A shanrigol's attacks brutally rend its foes. Creatures critically hit by the shanrigol's fleshy slap Strike take an additional 2d6 persistent bleed damage and are enfeebled 1 while they are bleeding.**Undulating Step** ♦️♦️ The shanrigol separates its flesh from its bones. It Strides, ignoring difficult terrain and fitting through tight spaces as though it were a Tiny creature. It can't use any actions other than Undulating Step until it occupies an area large enough for its normal form.**Web Trap** A creature hit by the shanrigol behemoth's web attack is immobilized and stuck to the nearest surface until it can Escape (DC 25).

SHANRIGOL HEAP

CREATURE 4

UNCOMMON

N

MEDIUM

ABERRATION

UNDEAD

Perception +9; darkvision, tremorsense (imprecise) 30 feet**Skills** Athletics +12, Stealth +10**Str** +5, **Dex** +2, **Con** +3, **Int** -4, **Wis** +1, **Cha** -5**AC** 20, all-around vision; **Fort** +14, **Ref** +11, **Will** +9**HP** 55, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** slashing 5, piercing 5; **Weaknesses** positive 5**Speed** 20 feet, climb 20 feet, swim 20 feet**Melee** ✦ fleshy slap +14 (forceful), **Damage** 2d6+8 bludgeoning plus Grab**Ranged** ✦ bone shard +11 (agile, range increment 20 feet, versatile P), **Damage** 1d8+8 bludgeoning**Sapping Squeeze** ✦ **Requirements** The shanrigol has a creature grabbed; **Effect** The shanrigol squeezes the life essence from its target, dealing 1d6+5 bludgeoning and 1d4 persistent bleed damage (DC 18 basic Fortitude save). The shanrigol regains temporary Hit Points equal to half the amount of bludgeoning damage a single target takes; these temporary Hit Points last for 1 minute.**Shred Flesh** A shanrigol rips flesh away from targets in great chunks. Creatures critically hit by the shanrigol's fleshy slap Strike take an additional 1d6 persistent bleed damage and are enfeebled 1 for as long as they are bleeding.**Undulating Step** ✦✦ The shanrigol separates its flesh from its bones to fit through small spaces. It Strides, ignoring difficult terrain and fitting through tight spaces as though it were a Tiny creature. It can't use any actions other than Undulating Step until it occupies an area large enough for its normal form.

SHULN

CREATURE 12

RARE

N

HUGE

BEAST

Perception +20; scent 30 feet, tremorsense (imprecise) 60 feet**Skills** Athletics +25, Survival +22**Str** +7, **Dex** +4, **Con** +6, **Int** -3, **Wis** +4, **Cha** +1**AC** 33; **Fort** +25, **Ref** +19, **Will** +21**HP** 195; **Resistances** physical 10 (except adamantine or bludgeoning),
poison 15**Speed** 40 feet, burrow 20 feet; unstoppable burrow**Melee** ✦ adamantine claw +25 (agile, reach 15 feet), **Damage** 3d8+10
slashing**Melee** ✦ adamantine fangs +25 (reach 15 feet), **Damage** 3d10+10
piercing plus shuln saliva**Armor-Rending** Any time the shuln scores a critical hit with a melee
Strike, it also deals the same amount of damage to the target's armor,
bypassing any Hardness lower than 10, like adamantine.**Shuln Saliva** (incapacitation, poison); **Saving Throw** DC 32 Fortitude;
Maximum Duration 6 rounds; **Stage 1** 2d6 poison damage and slowed
1 (1 round); **Stage 2** 3d6 poison damage, and slowed 1 (1 round); **Stage**
3 4d6 poison damage and paralyzed for 2d6 hours. Shuln saliva
overcomes the inexorable ability.**Unstoppable Burrow** Shulns can burrow into solid rock and any metal
with a hardness less than that of adamantine like it is soil or loose
rubble, leaving a tunnel 10 feet in diameter.

SIORA FALLOWGLADE

CREATURE 7

UNIQUE

CE

MEDIUM

INCORPOREAL

UNDEAD

Female greater shadow (*Pathfinder Bestiary* 289)**Perception** +14; darkvision**Languages** Necril**Skills** Acrobatics +16, Stealth +20**Str** -5, **Dex** +5, **Con** +0, **Int** +0, **Wis** +2, **Cha** +4**AC** 24; **Fort** +11, **Ref** +18, **Will** +15**HP** 75, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Weaknesses** light vulnerability; **Resistances** all 10 (except force, *ghost touch*, or positive; double resistance against non-magical)**Light Vulnerability** As shadow (*Pathfinder Bestiary* 289).**Speed** fly 30 feet**Melee** ✦ shadow hand +18 (finesse, magical), **Damage** 2d10+6 negative**Divine Innate Spells** DC 25; **2nd** *darkness* (at will)**Mark for Death** ✦✦ **Requirements** Siora can see the target she intends to mark; **Effect** Siora designates a single target as her mark. She gains a +2 circumstance bonus to Perception checks to Seek her target, and her spectral hand Strikes against her target gain the deadly d8 weapon trait.**Shadow Spawn** When a creature's shadow is pulled free by Steal Shadow, it becomes a shadow spawn under the command of the shadow that created it. This shadow spawn doesn't have Steal Shadow. If the creature the shadow spawn was pulled from dies, the spawn becomes a full-fledged, autonomous shadow. If the creature recovers from its enfeeblement, its shadow returns to it and the spawn is extinguished.**Slink in Shadows** Siora can Hide or end its Sneak in a creature's or object's shadow.**Steal Shadow** ✦ (divine, necromancy) **Requirement** Siora hit a living creature with a shadow hand Strike on its previous action. **Effect** Siora pulls at the target's shadow, making the creature enfeebled 2 (or enfeebled 3 on a critical hit). This is cumulative, to a maximum of enfeebled 4. If this increases a creature's enfeebled value to 3 or more, the target's shadow is separated from its body (see shadow spawn). Enfeebled from Steal Shadow decreases by 1 every hour.

SKELETON, SKELETAL GIANT

CREATURE 3

NE

LARGE

MINDLESS

SKELETON

UNDEAD

Perception +7; darkvision

Skills Athletics +12, Intimidation +9

Str +5, **Dex** +1, **Con** +3, **Int** -5, **Wis** +0, **Cha** +2

Items glaive, half plate

AC 17; **Fort** +10, **Ref** +8, **Will** +7

HP 50, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 30 feet

Melee ✦ glaive +12 (deadly d8, forceful, reach 15 feet), **Damage** 1d8+7 slashing

Melee ✦ horns +12 (agile), **Damage** 1d10+5 piercing

Broad Swipe ✦✦ The giant makes two Strikes with its glaive against two adjacent foes, both of whom are within its reach. The multiple attack penalty does not increase until after both attacks are resolved.

Terrifying Charge ✦✦ The giant Strides and makes a horns Strike with a +4 circumstance bonus to damage. If the strike hits, the giant attempts to Demoralize the target.

SKELETON, SKELETAL HULK

CREATURE 7

NE

LARGE

MINDLESS

SKELETON

UNDEAD

Perception +16; darkvision

Skills Athletics +20, Intimidation +15

Str +7, **Dex** +2, **Con** +4, **Int** -5, **Wis** +2, **Cha** +2

AC 25; **Fort** +15, **Ref** +15, **Will** +13

HP 105, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 30 feet

Melee **◆** claw +18 (agile, reach 10 feet), **Damage** 2d6+11 slashing

Broad Swipe **◆◆** The skeletal hulk makes two Strikes with its claw against two adjacent foes, both of whom are within its reach. The multiple attack penalty does not increase until after both attacks are resolved.

Massive Rush **◆◆** The hulk Strides and makes a claw Strike with a +4 circumstance bonus to damage. If the strike hits, the hulk automatically Shoves the target 10 feet.

SKELETON, SKELETON GUARD

CREATURE -1

NE

MEDIUM

MINDLESS

SKELETON

UNDEAD

Perception +2; darkvision

Skills Acrobatics +6, Athletics +3

Str +2, **Dex** +4, **Con** +0, **Int** -5, **Wis** +0, **Cha** +0

AC 16; **Fort** +2, **Ref** +8, **Will** +2

HP 4, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 25 feet

Melee ♦ claw +6 (agile, finesse), **Damage** 1d4+2 slashing

SLURK

CREATURE 2

N

MEDIUM

ANIMAL

Perception +6; darkvision**Languages** Draconic (can't speak any language)**Skills** Acrobatics +6 (+8 to Escape), Athletics +8, Stealth +5**Str** +4, **Dex** +2, **Con** +4, **Int** -4, **Wis** +0, **Cha** +0**AC** 17; **Fort** +10 (+12 vs. Grapple or Shove), **Ref** +6, **Will** +4**HP** 35**Speed** 30 feet, climb 30 feet**Melee** ✦ tusks +11 (deadly 1d10), **Damage** 1d8+4 piercing**Ranged** ✦ slime squirt +9 (range increment 30 feet), **Effect** entangling slime**Belly Grease** ✦✦✦ The slurk extrudes a slippery grease from its ventral glands to coat the floor under it and in a 5-foot emanation, turning the affected area into uneven ground for 10 minutes, after which it dries to a putrid crust. The DC to Balance across the slime is 18.**Entangling Slime** A creature struck by a slurk's slime squirt becomes clumsy 1 and takes a -5-foot penalty to Speed for 1 hour or until the slime is removed. The slime can be removed with a total of three Interact actions by the entangled creature or creatures adjacent to the creature. These actions don't need to be consecutive or made by the same creature.

SPECTER

CREATURE 7

LE

MEDIUM

INCORPOREAL

UNDEAD

Perception +15; darkvision**Languages** Common, Necril; telepathy 100 feet (with spectral thralls only)**Skills** Acrobatics +17, Intimidation +15, Stealth +17**Str** -5, **Dex** +6, **Con** +4, **Int** +0, **Wis** +4, **Cha** +4**AC** 25; **Fort** +13, **Ref** +17, **Will** +15**HP** 95, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical)**Frightful Presence** (aura, emotion, fear, mental) 30 feet, DC 22**Pain Starvation** See *Pathfinder Bestiary 2* page 248.**Sunlight Powerlessness** A specter caught in sunlight is clumsy 2 and slowed 2 for as long as it remains in the sunlight.**Speed** fly 40 feet**Melee** ✦ vile touch +16 (finesse), **Damage** 2d8+8 negative**Spectral Corruption** ✦✦ (curse, divine, enchantment, incapacitation, mental) The specter makes a vile touch Strike. If it damages a living creature, the specter gains 5 temporary Hit Points and the target creature must attempt a DC 24 Will save to avoid becoming corrupted.**Critical Success** The creature is unaffected and is temporarily immune to spectral corruption for 1 minute.**Success** The creature is stupefied 2 for 1 hour.**Failure** The creature succumbs to the corruption and becomes a spectral thrall. The creature is controlled by the specter, obeying the specter's telepathic or spoken orders, though a spectral thrall does not obey obviously self-destructive orders. It can attempt a new Will save at the end of each of its turns; on a success, it is no longer controlled by the specter but becomes stupefied 2 for 1 hour.**Critical Failure** As failure, but the creature remains a thrall to the specter until the curse is removed or until the specter succumbs to pain starvation; it can't attempt new Will saves to recover on its own.

SPIDER, DREAM

CREATURE 0

N **SMALL** **ANIMAL**

Perception +6; darkvision, web sense

Skills Acrobatics +5, Athletics +2, Stealth +7

Str +0, **Dex** +3, **Con** +1, **Int** -5, **Wis** +0, **Cha** -4

Web Sense The dream spider has imprecise tremorsense to detect the vibrations of creatures touching its web.

AC 16; **Fort** +5, **Ref** +7, **Will** +4

HP 15





Speed 25 feet, climb 25 feet

Melee ✦ fangs +7 (finesse), **Damage** 1d6 plus dream spider venom

Ranged ✦ web +7 (range increment 10 feet), **Effect** web trap plus dream spider venom

Dream Spider Venom (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** stupefied 1 (1 round); **Stage 2** 1d6 poison damage plus stupefied 1 (1 round)

Web Trap A creature hit by the dream spider's web attack is immobilized and stuck to the nearest surface until it Escapes (DC 16).

SPIDER, GOLIATH**CREATURE 11****N****GARGANTUAN****ANIMAL****Perception** +22; darkvision, web sense**Skills** Acrobatics +18, Athletics +23, Stealth +22**Str** +8, **Dex** +5, **Con** +7, **Int** -5, **Wis** +3, **Cha** -4**Web Sense** The goliath spider has imprecise tremorsense to detect the vibrations of creatures touching its web.**AC** 30; **Fort** +25, **Ref** +21, **Will** +17**HP** 220**Spring Upon Prey**  (attack); **Requirement** Initiative hasn't been rolled yet.**Trigger** A creature touches the goliath spider's web while the spider is on it. **Effect** The goliath spider automatically notices the creature and Strides, Climbs, or Descends on a Web before it rolls initiative.**Speed** 45 feet, climb 30 feet**Melee**  fangs +24 (reach 10 feet), **Damage** 2d12+12 piercing plus goliath spider venom**Ranged**  web +22 (range increment 60 feet), **Effect** web tether**Descend on a Web**  (move) The spider moves straight down up to 120 feet, suspended by a web line. It can hang from the web or drop off. The distance it Descends on a Web doesn't count for falling damage. A creature that successfully Strikes the web (AC 20, Hardness 5, 20 HP) severs it, causing the spider to fall.**Goliath Spider Venom** (incapacitation, poison); **Saving Throw** Fortitude DC 30; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison and slowed 1 (1 round); **Stage 2** 2d6 poison and slowed 2 (1 round); **Stage 3** paralyzed for 2d4 hours.**Web Tether** A creature hit by the spider's web Strike is restrained and tethered to the spider, preventing it from moving farther away from the spider. The spider can have one creature tethered at a time. The DC to Escape or Force Open the web is 30. The tether can be severed with a Strike (AC 20, Hardness 5, HP 20), but this doesn't free the restrained creature.

SPIDER, HUNTING

CREATURE 1

N

MEDIUM

ANIMAL

Perception +7; darkvision, web sense**Skills** Acrobatics +7, Athletics +5, Stealth +7**Str** +2, **Dex** +4, **Con** +1, **Int** -5, **Wis** +2, **Cha** -4**Web Sense** The hunting spider has imprecise tremorsense to detect the vibrations of creatures touching its web.**AC** 17; **Fort** +6, **Ref** +9, **Will** +5**HP** 16**Spring Upon Prey** ↻ (attack); **Requirement** Initiative has not yet been rolled. **Trigger** A creature touches the hunting spider's web while the spider is on it. **Effect** The hunting spider automatically notices the creature and Strides, Climbs, or Descends on a Web before it rolls initiative.**Speed** 25 feet, climb 25 feet**Melee** ✦ fangs +9 (finesse), **Damage** 1d6+2 piercing plus hunting spider venom**Ranged** ✦ web +7 (range increment 30 feet), **Effect** web trap**Descend on a Web** ✦ (move) The hunting spider moves straight down up to 40 feet, suspended by a web line. It can hang from the web or drop off. The distance it Descends on a Web doesn't count for falling damage. A creature that successfully Strikes the web (AC 20, Hardness 3, 5 HP) severs it, causing the spider to fall.**Hunting Spider Venom** (poison); **Saving Throw** Fortitude DC 16; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison and flat-footed (1 round); **Stage 2** 1d12 poison, clumsy 1, and flat-footed (1 round); **Stage 3** 2d6 poison, clumsy 2, and flat-footed (1 round).**Web Trap** A creature hit by the hunting spider's web attack is immobilized and stuck to the nearest surface until it Escapes (DC 17).

SZEK

CREATURE 1

UNIQUE

LE

TINY

DEVIL

FIEND

Female imp (*Pathfinder Bestiary* 87)**Perception** +7; greater darkvision**Languages** Common, Infernal; telepathy (touch)**Skills** Acrobatics +7, Arcana +6, Deception +7, Religion +5**Str** -1, **Dex** +4, **Con** +0, **Int** +1, **Wis** +2, **Cha** +2**AC** 17; **Fort** +5, **Ref** +9, **Will** +7**HP** 15; **Immunities** fire; **Weaknesses** good 3; **Resistances** physical 3 (except silver), poison 5**Speed** 20 feet, fly 30 feet**Melee** ✦ stinger +9 (agile, evil, finesse, magical), **Damage** 1d4-1 piercing plus 1d4 evil and imp venom**Divine Innate Spells** DC 17; **4th** *read omens*; **2nd** *invisibility* (at will, self only); **1st** *charm*, *detect alignment* (at will, good only); **Cantrips (1st)** *detect magic***Change Shape** ✦ (concentrate, divine, polymorph, transmutation) See *Pathfinder Bestiary* page 87.**Diabolic Healing** ✦ (concentrate, divine, healing, necromancy); **Frequency** once per round. **Effect** The imp regains 1d6 Hit Points.**Imp Venom** (poison); **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and clumsy 1 (1 round); **Stage 2** 1d6 poison damage, clumsy 1, and slowed 1 (1 round)**Infernal Temptation** ✦ (divine, concentrate, enchantment, evil, fortune); **Frequency** once per day. **Effect** The imp offers a non-fiend within 15 feet a bargain, granting a boon of good luck if the creature accepts. The boon lasts for 1 hour once accepted. If the creature dies while the boon is in place, its soul travels to Hell, where it is bound for eternity and unable to be raised or resurrected except by *wish* or similar magic. Once during the hour, the creature can roll an attack roll or saving throw twice and use the higher result.

TANGLETOP

CREATURE 1

UNIQUE

N

TINY

FEY

Male brownie (*Pathfinder Bestiary 2* 44)**Perception** +7; low-light vision**Languages** Common, Elven, Gnomish, Sylvan**Skills** Acrobatics +7, Crafting +5, Deception +6, Stealth +9**Str** -2, **Dex** +4, **Con** +1, **Int** +2, **Wis** +4, **Cha** +3**Items** shortsword**AC** 16; **Fort** +4, **Ref** +9, **Will** +9**HP** 25; **Weaknesses** cold iron 3**Speed** 20 feet**Melee** ♦ shortsword +7 (agile, finesse, versatile S), **Damage** 1d6 piercing**Primal Innate Spells** DC 17; **4th** *dimension door* (self only); **3rd** *mending*; **1st** *ventriloquism*; **Cantrips (4th)** *dancing lights*, *prestidigitation***Baffling Bluff** ♦♦ (emotion, enchantment, mental, primal) The Tangletop's antics can confuse and disorient a creature. When the Tangletop uses Baffling Bluff, it targets a single creature within 30 feet; that creature must attempt a DC 17 Will save. The target is temporarily immune to Baffling Bluff for 1 minute.**Critical Success** The target is unaffected.**Success** The target is fooled momentarily and is flat-footed against the next melee Strike the brownie makes against it before the end of Tangletop's next turn.**Failure** The target is confused for 1 round.**Critical Failure** The target is confused for 1 minute. It can attempt a new save at the end of each of its turns to end the confused condition.

URDEFHAN BLOOD MAGE

CREATURE 8

UNCOMMON

NE

MEDIUM

HUMANOID

URDEFHAN

Perception +15; greater darkvision**Languages** Aklo, Daemonic, Undercommon**Skills** Arcana +16, Athletics +16, Intimidation +16, Occultism +18, Religion +16**Str** +4, **Dex** +2, **Con** +4, **Int** +6, **Wis** +3, **Cha** +2**Items** +1 striking kukri**AC** 26; **Fort** +18, **Ref** +14, **Will** +17**HP** 140, negative healing; **Immunities** death effects, disease, fear; **Weakness** positive 10**Necrotic Decay** (divine, necromancy, negative) When an urdefhan blood mage dies, its invisible flesh quickly rots away and sublimates into a foul-smelling gas that fills a 5-foot emanation around the body. This gas deals 8d6 negative damage (DC 24 basic Fortitude save) to creatures in this area.**Speed** 25 feet**Melee** ✦ kukri +16 (agile, trip), **Damage** 2d6+8 piercing**Melee** ✦ jaws +15, **Damage** 2d6+8 plus Wicked Bite**Divine Innate Spells** DC 26, attack +18; **3rd** *paralyze*; **2nd** *death knell*; **1st** *feather fall* (at will, self only), *ray of enfeeblement***Occult Spontaneous Spells** DC 26, attack +18; **4th** (4 slots) *call the blood* (*Abomination Vaults Adventure Path* 224), *confusion*, *dimension door*, *phantasmal killer*; **3rd** (4 slots) *haste*, *levitate*, *slow*, *vampiric touch*; **2nd** (4 slots) *dispel magic*, *ghoulish craving*, *invisibility*, *touch of idiocy*; **1st** (4 slots) *bane*, *fear*, *grim tendrils*, *phantom pain*; **Cantrips** (**4th**) *chill touch*, *daze*, *message*, *shield*, *telekinetic projectile***Blood Offering** ✦ (occult, metamagic, necromancy) **Frequency** once per round; **Effect** The blood mage cuts themself and takes 8 slashing damage. If the blood mage's next action is to Cast a Spell, the action can't be disrupted, and if the spell has a range, the blood mage can increase that spell's range by 30 feet.

(Continued on card 166)

(Urdefhan Blood Mage; continued from card 165)

Wicked Bite ◆ **Requirements** The urdefhan damaged a creature with a jaws Strike on its last action; **Effect** The urdefhan maintains contact, turning the creature's flesh translucent around the site of the injury. The urdefhan chooses one of two options, each of which requires a DC 26 Fortitude save. If the jaws Strike was a critical hit, the creature suffers both effects, using the same save result for both.

- **Drain Blood** The urdefhan drinks some of the creature's blood. On a failed save, the creature is drained 1 and the urdefhan regains 10 HP (or, on a critical failure, it's drained 2 and the urdefhan regains 20 HP).
- **Drain Vitality** (necromancy) The urdefhan draws out some of the creature's vital essence. The creature becomes enfeebled 1 for 1 hour on a failed save (or enfeebled 2 for 1 hour on a critical failure).

URDEFHAN DEATH SCOUT

CREATURE 6

NE

MEDIUM

HUMANOID

URDEFHAN

Perception +15; greater darkvision**Languages** Aklo, Daemonic, Undercommon**Skills** Acrobatics +14, Athletics +12, Intimidation +11, Stealth +14, Thievery +14**Str** +2, **Dex** +4, **Con** +3, **Int** +0, **Wis** +3, **Cha** +1**Items** leather armor, moderate necrotic bomb (3; *Abomination Vaults Adventure Path* 213), +1 *shauth blade* (*Abomination Vaults Adventure Path* 226)**AC** 24; **Fort** +15, **Ref** +16, **Will** +11**HP** 92, negative healing; **Immunities** death effects, disease, fear; **Weakness** positive 5**Necrotic Decay** (divine, necromancy, negative) When an urdefhan death scout dies, its invisible flesh quickly rots away and sublimates into a foul-smelling gas that fills a 5-foot emanation around the body. This gas deals 6d6 negative damage (DC 23 basic Fortitude save) to creatures in this area.**Speed** 25 feet**Melee** ✦ *shauth blade* +17 (agile, deadly d6, finesse), **Damage** 1d6+4 slashing plus 1d6 persistent bleed and Wicked Bite**Melee** ✦ jaws +16, **Damage** 2d6+4 piercing plus Wicked Bite**Ranged** ✦ necrotic bomb +16 (range increment 20 feet, splash), **Damage** 2d6 negative plus 2 negative splash damage (and sickened 2 on a critical hit)**Divine Innate Spells** DC 21, attack +13; **4th** *invisibility* (self only); **2nd** *death knell*; **1st** *feather fall* (at will, self only), *ray of enfeeblement***Shauth Bite** The death scout deals an additional 1d6 persistent bleed damage with shauth blades and can use their Wicked Bite through magical shauth weapon Strikes.**Sneak Attack** The death scout deals an extra 2d6 precision damage to flat-footed creatures.

(Continued on card 168)

(Urdefhan Death Scout; continued from card 167)

Wicked Bite ◆ **Requirements** The urdefhan damaged a creature with a jaws Strike on its last action; **Effect** The urdefhan maintains contact, turning the creature's flesh translucent around the site of the injury. The urdefhan chooses one of two options, each of which requires a DC 24 Fortitude save. If the jaws Strike was a critical hit, the creature suffers both effects, using the same save result for both.

- **Drain Blood** The urdefhan drinks some of the creature's blood. On a failed save, the creature is drained 1 and the urdefhan regains 5 HP (or, on a critical failure, it's drained 2 and the urdefhan regains 10 HP).
- **Drain Vitality** (necromancy) The urdefhan draws out some of the creature's vital essence. The creature becomes enfeebled 1 for 1 hour on a failed save (or enfeebled 2 for 1 hour on a critical failure).

URDEFHAN LASHER

CREATURE 7

NE

MEDIUM

HUMANOID

URDEFHAN

Perception +16; greater darkvision**Languages** Aklo, Daemonic, Undercommon**Skills** Athletics +17, Intimidation +13, Religion +14, Survival +14**Str** +5, **Dex** +3, **Con** +4, **Int** +0, **Wis** +3, **Cha** +2**Items** chain shirt, +1 striking shauth lash (*Abomination Vaults Adventure Path* 226)**AC** 24; **Fort** +17, **Ref** +14, **Will** +16**HP** 120, negative healing; **Immunities** death effects, disease, fear; **Weakness** positive 5**Necrotic Decay** (divine, necromancy, negative) When an urdefhan lasher dies, its invisible flesh quickly rots away and sublimates into a foul-smelling gas that fills a 5-foot emanation around the body. This gas deals 7d6 negative damage (DC 24 basic Fortitude save) to creatures in this area.**Speed** 25 feet**Melee** ♦ *shauth lash* +18 (deadly d8, trip), **Damage** 2d8+7 slashing plus Grab and Wicked Bite**Melee** ♦ jaws +17, **Damage** 2d6+7 plus Wicked Bite**Divine Innate Spells** DC 22, attack +14; **3rd** *paralyze*; **2nd** *death knell*; **1st** *feather fall* (at will, self only), *ray of enfeeblement***Constrict** ♦ 1d8+7 slashing, DC 25**Shauth Seize** The lasher gains the Grab ability with a shauth lash and can use their Wicked Bite through magical shauth weapon Strikes.**Wicked Bite** ♦ **Requirements** The urdefhan damaged a creature with a jaws Strike on its last action; **Effect** The urdefhan maintains contact, turning the creature's flesh translucent around the site of the injury. The urdefhan chooses one of two options, each of which requires a DC 25 Fortitude save. If the jaws Strike was a critical hit, the creature suffers both effects, using the same save result for both.

- **Drain Blood** The urdefhan drinks some of the creature's blood. On a failed save, the creature is drained 1 and the urdefhan regains 10 HP (or, on a critical failure, it's drained 2 and the urdefhan regains 20 HP).
- **Drain Vitality** (necromancy) The urdefhan draws out some of the creature's vital essence. The creature becomes enfeebled 1 for 1 hour on a failed save (or enfeebled 2 for 1 hour on a critical failure).

URDEFHAN TORMENTOR

CREATURE 5

NE

MEDIUM

HUMANOID

URDEFHAN

Perception +13; greater darkvision**Languages** Aklo, Daemonic, Undercommon**Skills** Acrobatics +8, Crafting +9, Intimidation +11, Occultism +11, Religion +13**Str** +3, **Dex** +1, **Con** +3, **Int** +2, **Wis** +4, **Cha** +2**Items** warhammer**AC** 21; **Fort** +11, **Ref** +10, **Will** +15**HP** 77, negative healing; **Immunities** death effects, disease, fear;**Weaknesses** positive 5**Necrotic Decay** (divine, necromancy, negative) When an urdefhan dies, its invisible flesh quickly rots away and sublimates into a foul-smelling gas that fills a 5-foot emanation around the body. This gas deals 5d6 negative damage (DC 21 basic Fortitude save) to creatures in this area.**Speed** 25 feet**Melee** ♦ warhammer +12 (shove), **Damage** 1d8+5 bludgeoning**Melee** ♦ jaws +14, **Damage** 2d6+5 piercing plus Wicked Bite**Divine Innate Spells** DC 23, attack +15; **3rd** *harm, paralyze*; **2nd** *darkness, death knell, false life, harm*; **1st** *feather fall* (self only), *grim tendrils, harm, ray of enfeeblement***Rituals** DC 23; *daemonic pact***Stoke the Fervent** ♦♦ (auditory, divine, emotion, enchantment, mental)**Frequency** once per day; **Effect** The urdefhan lets out a battle cry. It and each of its allies that hears the call gain a +1 status bonus to attack rolls, damage rolls, and saving throws, as well as take a -1 status penalty to AC. Affected allies must use at least one of their actions to Strike each round. This lasts for 2d4 rounds.**Wicked Bite** ♦ **Requirements** The urdefhan damaged a creature with a jaws Strike on its last action; **Effect** The urdefhan maintains contact, turning the creature's flesh translucent around the site of the injury. The urdefhan chooses one of two options, each of which requires a DC 22 Fortitude save. If the Strike was a critical hit, this imposes both effects with the same save result for both.

- **Drain Blood** On a failed, save, the target is drained 1 and the urdefhan regains 5 HP (drained 2 and 10 HP on a critical failure).
- **Drain Vitality** (necromancy) The creature is enfeebled 1 for 1 hour on a failed save (enfeebled 2 for 1 hour on a critical failure).

URDEFHAN WARRIOR

CREATURE 3

NE

MEDIUM

HUMANOID

URDEFHAN

Perception +9; greater darkvision**Languages** Aklo, Daemonic, Undercommon**Skills** Athletics +10, Intimidation +9, Religion +7, Survival +7**Str** +3, **Dex** +1, **Con** +2 **Int** +0, **Wis** +2, **Cha** +2**Items** composite longbow (20 arrows), rhoka sword, studded leather**AC** 18; **Fort** +9, **Ref** +8, **Will** +9**HP** 55, negative healing; **Immunities** death effects, disease, fear;**Weaknesses** positive 5**Necrotic Decay** (divine, necromancy, negative) When an urdefhan dies, its invisible flesh quickly rots away and sublimates into a foul-smelling gas that fills a 5-foot emanation around the body. This gas deals 3d6 negative damage (DC 17 basic Fortitude save) to creatures in this area.**Attack of Opportunity** ↻**Speed** 25 feet**Melee** ✦ rhoka sword +12 (deadly 1d8, two-hand 1d10), **Damage** 1d8+6 slashing**Melee** ✦ jaws +12, **Damage** 1d6+6 piercing plus Wicked Bite**Ranged** ✦ composite longbow +10 (deadly 1d10, propulsive, range increment 100 feet, volley 30 feet), **Damage** 1d8+4 piercing**Divine Innate Spells** DC 17, attack +9; **2nd** *death knell*; **1st** *feather fall* (at will, self only), *ray of enfeeblement***Ravenous Attack** ✦✦ The urdefhan makes one rhoka sword Strike and one jaws Strike against a single creature. Its multiple attack penalty doesn't increase until after both attacks.**Wicked Bite** ✦ **Requirements** The urdefhan damaged a creature with a jaws Strike on its last action; **Effect** The urdefhan maintains contact, turning the creature's flesh translucent around the site of the injury. The urdefhan chooses one of two options, each of which requires a DC 20 Fortitude save. If the jaws Strike was a critical hit, the creature suffers both effects, using the same save result for both.

- **Drain Blood** The urdefhan drinks some of the creature's blood. On a failed save, the creature is drained 1 and the urdefhan regains 5 HP (or, on a critical failure, it's drained 2 and the urdefhan regains 10 HP).
- **Drain Vitality** (necromancy) The urdefhan draws out some of the creature's vital essence. The creature becomes enfeebled 1 for 1 hour on a failed save (or enfeebled 2 for 1 hour on a critical failure).

UREVIAN

CREATURE 9

UNIQUE

LE

MEDIUM

DEVIL

FIEND

Male phistophilus field commander (*Pathfinder Bestiary* 90)**Perception** +19; greater darkvision**Languages** Abyssal, Aklo, Celestial, Common, Infernal, Necril, Undercommon; telepathy 100 feet, *tongues***Skills** Acrobatics +17, Deception +21, Diplomacy +19, Intimidation +19, Legal Lore +23, Religion +19, Society +19, Thievery +18**Str** +3, **Dex** +4, **Con** +3, **Int** +6, **Wis** +4, **Cha** +6**AC** 28; **Fort** +18, **Ref** +17, **Will** +22; +1 status to all saves vs. magic**HP** 135; **Immunities** fire, ward contract; **Resistances** physical 10 (except silver), poison 10; **Weaknesses** good 10**Distracting Declaration** Urevian keeps a few sly words at the ready to distract enemies. He always uses Deception for initiative.**Ward Contract** Any signed contract Urevian carries (including any draped over his horns) is immune to damage from creatures other than Urevian. In addition, Urevian is immune to mental effects that would make him alter, nullify, or destroy a contract.**Speed** 25 feet**Melee** ✦ diabolic quill +21 (agile, evil, fatal 1d12, finesse, magical, reach 10 feet), **Damage** 2d6+9 piercing plus 1d6 evil and infernal wound**Melee** ✦ horn +20 (magical), **Damage** 3d10+9 piercing and infernal wound**Divine Innate Spells** DC 30; **6th** *scrying* (at will, see right of inspection);**5th** *dimension door*, *flame strike*, *locate* (at will), *mind probe*, *sending* (×3), *wall of force*; **4th** *dimension door* (at will), *private sanctum*, *silence*; **3rd** *enthrall*, *mind reading* (at will); **Cantrips (5th)** *detect magic*; **Constant (5th)** *tongues***Rituals** DC 30; *call spirit*, *infernal pact*, *inveigle*

(Continued on card 173)

(Urevian; continued from card 172)

Draft Contract ◆◆◆ (conjunction, divine, manipulate) Urevian produces an infernal contract for a single living mortal. This contract can grant a wide range of abilities and effects, akin to the power of a *wish* spell but fulfilled to the letter by Urevian. To receive any of those benefits, the mortal must willingly sign its true name to the contract. At that point, the mortal's soul is bound to Urevian and to Hell.

While the contract is in effect, the mortal can't be restored to life except by wish or similar magic. If the mortal is restored to life by those means, Urevian knows which mortal came to life and can locate the creature or creatures who restored the mortal to life for 1 year, gaining the effects of a *locate* spell with unlimited range. Avoiding the terms of an infernal contract is difficult and often dangerous.

Infernal Wound (divine, necromancy) Urevian's Strikes also deal 2d6 persistent bleed damage that resists attempts to heal them. The flat check to stop the bleeding starts at DC 20. The DC is reduced to 15 only if the bleeding creature or an ally successfully assists with the recovery.

The DC to Administer First Aid to a creature with an infernal wound is increased by 5. A spellcaster or item using healing magic on a creature suffering from an infernal wound must succeed at a DC 28 counteract check or the magic fails to heal the creature.

Right of Inspection Urevian can cast his innate *scrying* spell at will, but only to target a creature with which he has a contract, a specific creature named in a contract he has, or a descendant of any of those creatures. The outcome of the target's saving throw is one step worse than the result it rolled.

URTHAGUL

CREATURE 10

UNIQUE

CE

LARGE

ABERRATION

Male gug (*Pathfinder Bestiary* 198)**Perception** +19; darkvision**Languages** Undercommon**Skills** Acrobatics +19 (+23 to Squeeze), Athletics +23, Stealth +19, Survival +17**Str** +7, **Dex** +3, **Con** +6, **Int** +0, **Wis** +3, **Cha** +0**Items** *Crimson Fulcrum Lens* (*Abomination Vaults Adventure Path* 220)**AC** 30; **Fort** +22, **Ref** +17, **Will** +19**HP** 175**Attack of Opportunity** ↻**Speed** 40 feet, climb 20 feet**Melee** ✦ jaws +23 (reach 15 feet), **Damage** 2d12+13 piercing**Melee** ✦ claw +23 (agile, reach 15 feet), **Damage** 2d8+13 slashing**Eerie Flexibility** Despite its size, the gug's multiple joints allow it to fit through tight spaces as if it were a Medium creature. While Squeezing, it can move at its full Speed.**Furious Claws** ✦✦ The gug makes up to four claw Strikes, each against a different target. These attacks all count toward the gug's multiple attack penalty, but the penalty doesn't increase until after the gug makes all its attacks.**Rend** ✦ claw

VAMPIRIC MIST

CREATURE 3

NE MEDIUM ABERRATION

Perception +9; darkvision, sense blood (imprecise) 60 feet

Languages Aklo

Skills Acrobatics +10, Stealth +10

Str -5, **Dex** +5, **Con** +3, **Int** -1, **Wis** +2, **Cha** +0

Misty Form A vampiric mist's body is composed of a semisolid red mist similar in consistency to thick foam. This enables a vampiric mist to move through spaces as narrow as 1 inch in diameter with no reduction to its Speed. However, a vampiric mist can't wear or interact with objects. It also can't enter water or other fluids, and it's treated as Tiny for the purpose of how wind affects it.

Sense Blood A vampiric mist can sense creatures that have blood within 60 feet. It can sense exposed blood within a mile.

AC 18; **Fort** +8, **Ref** +12, **Will** +9

HP 35; **Immunities** precision; **Weaknesses** fire 5; **Resistances** physical 5

Speed fly 40 feet

Melee ✦ misty tendril +10 (agile, finesse), **Damage** 2d6 slashing damage plus 1d6 persistent bleed damage and blood siphon

Blood Siphon When a vampiric mist damages a creature with a misty tendril Strike, the creature must attempt a DC 20 Fortitude save. If the Strike was a critical hit, the outcome of the creature's save is one degree worse than the result of the saving throw. Any temporary Hit Points the vampiric mist gains from Blood Siphon fade after 1 hour.

Success The creature is unaffected.

Failure The creature is drained 1, and the vampiric mist gains 5 temporary Hit Points.

Critical Failure The creature is drained 2. The vampiric mist gains 10 temporary Hit Points and takes on an intense red until the end of its next turn. During this time, it gains a +2 status bonus to AC and saves and is quickened. It can use its extra action only to Strike.

VAULGRIST

CREATURE 6

UNIQUE

LE

MEDIUM

FIEND

VELSTRAC

Female evangelist velstrac (*Pathfinder Bestiary 2* 282)

Perception +13; greater darkvision, painsight

Languages Common, Infernal, Shadowtongue

Skills Acrobatics +13, Athletics +15, Crafting +10, Intimidation +15, Religion +11, Torture Lore +12


Str +4, **Dex** +3, **Con** +2, **Int** +0, **Wis** +1, **Cha** +1

Painsight (divination, divine) Vaulgrist automatically knows whether a creature it sees has any of the doomed, dying, and wounded conditions, as well as the value of those conditions.


AC 24; **Fort** +15, **Ref** +14, **Will** +11; +1 status to all saves vs. magic

HP 90, regeneration 10 (deactivated by good or silver); **Immunities** cold; **Weaknesses** good 5, silver 5

Unnerving Gaze (aura, divine, enchantment, fear, mental, visual) 30 feet. When a creature ends its turn in the aura, it sees the face of a departed loved one in place of Vaulgrist's face. The creature must succeed at a DC 21 Will save or become frightened 2 (frightened 3 on a critical failure).

Attack of Opportunity 

Speed 25 feet

Melee  chain +17 (disarm, evil, magical, reach 10 feet, trip), **Damage** 2d8+7 piercing plus 1d6 persistent bleed and impaling chain

Animate Chains (divine, transmutation) Chains in Vaulgrist's vicinity sprout barbs and writhe menacingly. Vaulgrist can make chain Strikes against any creature adjacent to an unattended chain within 20 feet, in addition to those within the reach of Vaulgrist's chain Strike.

(Continued on card 177)

(Vaulgrist; continued from card 176)

Focus Gaze ◆ (concentrate, divine, enchantment, fear, mental, visual)

Vaulgrist stares at a creature they can see within 30 feet. The target must immediately attempt a Will save against unnerving gaze. In addition, if the creature was already frightened, on a failed save, the evangelist is concealed from the creature for as long as the creature remains frightened. After attempting this save, the creature is then temporarily immune until the start of Vaulgrist's next turn.

Impaling Chain When Vaulgrist critically hits with a chain Strike, the target is impaled, becoming grabbed by the chain. The creature can't recover from the persistent bleed damage until it Escapes (DC 25).

VETHRIS

CREATURE 9

UNIQUE

NE

LARGE

ABERRATION

Female spirit naga (*Pathfinder Bestiary* 2 179)**Perception** +18; darkvision**Languages** Aklo, Common**Skills** Acrobatics +18, Athletics +16, Deception +17, Intimidation +19, Occultism +20, Stealth +20**Str** +3, **Dex** +4, **Con** +3, **Int** +1, **Wis** +3, **Cha** +5**Coven** A spirit naga adds *hallucination*, *mind probe*, and *suggestion* to their coven's spells.**AC** 28; **Fort** +15, **Ref** +20, **Will** +18**HP** 160**Speed** 25 feet, swim 15 feet**Melee** ✦ fangs +19 (agile, finesse), **Damage** 2d8+9 piercing plus spirit naga venom**Occult Spontaneous Spells** DC 28, attack +20; **5th** (3 slots) *black tentacles*, *sending*, *subconscious suggestion*; **4th** (4 slots) *clairvoyance*, *confusion*, *fly*, *modify memory*; **3rd** (4 slots) *dream message*, *mind reading*, *paralyze*, *vampiric touch*; **2nd** (4 slots) *blur*, *humanoid form*, *mirror image*, *telekinetic maneuver*; **1st** (4 slots) *charm*, *command*, *grim tendrils*, *unseen servant*; **Cantrips (5th)** *daze*, *detect magic*, *mage hand*, *read aura*, *sigil***Rituals** DC 28; *inveigle***Spirit Naga Venom** (poison) **Saving Throw** DC 28; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and stupefied 1 (1 round); **Stage 2** 2d6 poison damage and stupefied 2 (1 round)

VISCHARI

CREATURE 7

UNIQUE

NE

MEDIUM

HUMANOID

URDEFHAN

Female urdefhan pugilist (*Pathfinder Bestiary 2* 272)**Perception** +15; greater darkvision**Languages** Aklo, Daemonic, Undercommon**Skills** Acrobatics +15, Athletics +17 (+19 to Grapple or Shove), Intimidation +15, Medicine +13, Survival +15**Str** +6, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** +4**AC** 25; **Fort** +15, **Ref** +17, **Will** +13**HP** 115, negative healing; **Immunities** death effects, disease, fear; **Weaknesses** positive 10**Necrotic Decay** (divine, necromancy, negative) When Vischari dies, her invisible flesh rots away and sublimates into a foul-smelling gas that fills a 5-foot emanation around her body. This gas deals 7d6 negative damage to creatures in this area as their flesh curdles and rots (DC 24 basic Fortitude save).**Attack of Opportunity** ↷**Speed** 25 feet**Melee** ✦ fist +18 (deadly d8), **Damage** 2d8+10 bludgeoning**Melee** ✦ jaws +17, **Damage** 2d6+10 piercing plus wicked bite**Divine Innate Spells** DC 22, attack +14; **3rd** *fear*; **2nd** *darkness*, *death knell*; **1st** *feather fall* (at will, self only), *ray of enfeeblement***Immobilizing Blow** ✦✦ (incapacitation) Vischari makes a fist Strike that shuts down her target's motor control. The target must make a DC 25 Fortitude save. If the Strike was a critical hit, treat the target's save result as one degree worse. The target is then temporarily immune for 1 hour.**Critical Success** The target is unaffected.**Success** The target is stunned 1.**Failure** The target is paralyzed for 1 round.**Critical Failure** The target is paralyzed for 1 minute. At the end of each of its turns, it can attempt a new Fortitude save to reduce the remaining duration by 1 round or end it entirely on a critical success.

(Continued on card 180)

(Vischari; continued from card 179)

- Wicked Bite** ◆ **Requirements** Vischari damaged a creature with a jaws Strike on her last action; **Effect** Vischari maintains contact, turning the creature's flesh translucent around the site of the injury. Vischari chooses one of two options, each of which requires the target to attempt a DC 25 Fortitude save. If her jaws Strike was a critical hit, the creature suffers both effects, using the same save result for both.
- **Drain Blood** Vischari drinks some of the creature's blood. On a failed save, the creature is drained 1 and Vischari regains 10 HP (on a critical failure, it's drained 2 and Vischari regains 20 HP).
 - **Drain Vitality** (necromancy) Vischari draws out some of the creature's vital essence. The creature becomes enfeebled 1 for 1 hour on a failed save (or enfeebled 2 for 1 hour on a critical failure).

VISCOUS BLACK PUDDING**CREATURE 7****N****HUGE****MINDLESS****OOZE**Variant black pudding (*Pathfinder Bestiary* 255)**Perception** +9; motion sense 60 feet, no vision**Skills** Athletics +18**Str** +7, **Dex** -5, **Con** +7, **Int** -5, **Wis** +0, **Cha** -5**Motion Sense** The ooze can sense nearby motion through vibration and air movement.**AC** 14; **Fort** +18, **Ref** +6, **Will** +11**HP** 165; **Immunities** acid, critical hits, mental, piercing, precision, slashing, unconscious, visual**Corrosive Mass** A creature that hits the pudding with a metal or wooden weapon must succeed at a DC 22 Reflex save or the weapon takes 2d6 acid damage (after dealing damage to the black pudding as normal). Thrown weapons and ammunition take this damage automatically with no save.**Split** When the black pudding is hit by an attack that would deal slashing or piercing damage and has 10 or more HP, it splits into two identical puddings, each with half the original's HP. One pudding is in the same space as the original, and the other appears in an adjacent unoccupied space. If no adjacent space is unoccupied, it automatically pushes creatures and objects out of the way to fill a space (the GM decides if an object or creature is too big or sturdy to push).**Speed** 20 feet, climb 20 feet; suction**Melee** **◆** pseudopod +18 (reach 10 feet), **Damage** 2d8+7 bludgeoning plus 2d6 acid, corrosive touch, and Grab**Constrict** **◆** 1d8+7 bludgeoning plus 1d6 acid, DC 26**Adjust Shape** **◆** A viscous black pudding can heap its body upon itself or spread itself out again. The pudding changes its size to Medium, Large, or Huge. If the pudding is Medium, its density reduces its Speeds to 10 feet, but this ability doesn't otherwise change its Strikes or its Speed. If the viscous black pudding Splits, both of the new puddings have the same size as it had at that time, until they Adjust their Shape.

(Continued on card 182)

(Viscous Black Pudding; continued from card 181)

Corrosive Touch When the black pudding hits a creature with its pseudopod, any acid damage is dealt to the creature's armor or clothing as well as the creature.

Suction The pudding can climb on ceilings and other inverted surfaces, though such surfaces are difficult terrain for it.

VOLLUK AZRINAE

CREATURE 7

UNIQUE

CE

MEDIUM

ABERRATION

SWARM

Male worm that walks occultist (*Pathfinder Bestiary 2* 296)**Perception** +15; darkvision, tremorsense (imprecise) 30 feet**Languages** Aklo, Common, Elven, Undercommon**Skills** Acrobatics +17, Crafting +15 (+17 when painting), Deception +15, Intimidation +17, Occultism +17, Religion +15, Stealth +15**Str** +4, **Dex** +6, **Con** +2, **Int** +6, **Wis** +4, **Cha** +2**AC** 25, all-around vision; **Fort** +13, **Ref** +17, **Will** +15**HP** 85, fast healing 7; **Immunities** disease, paralyzed, poison, precision, swarm mind, unconscious; **Weaknesses** area damage 7, splash damage 7; **Resistances** physical 7**Discorporate** As worm that walks, but slow-moving leeches give the heroes 2 rounds, rather than 1 round, to dispatch the fleeing vermin before they escape.**Hateful Memories** (emotion, enchantment, mental, occult, visual) If Volluk can see an accurate depiction of his former appearance as a living drow at the start of his turn, he must attempt a DC 28 Will save or become filled with self-loathing and become slowed 1 for 1 round.**Speed** 10 feet, swim 25 feet**Melee** ✦ tendril +18 (reach 10 feet), **Damage** 2d8+8 persistent piercing damage**Occult Spontaneous Spells** DC 25, attack +17; **4th** (3 slots) *dimension door*, *suggestion*, *worm's repast* (*Abomination Vaults Adventure Path* 225); **3rd** (4 slots) *bind undead*, *mind reading*, *paralyze*, *phantom pain*; **2nd** (4 slots) *comprehend language*, *illusory disguise*, *mirror image*, *vomit swarm* (*Pathfinder Advanced Player's Guide* 227); **1st** (4 slots) *alarm*, *grim tendrils*, *mindlink*, *unseen servant*; **Cantrips (4th)** *daze*, *light*, *mage hand*, *read aura*, *shield***Divine Innate Spells** DC 25; **2nd** *darkness* (at will), *faerie fire* (at will); **Cantrips (4th)** *dancing lights***Rituals** *animate object*, *create undead*

(Continued on card 184)

(Volluk Azrinae; continued from card 183)

Squirming Embrace ◆◆ Volluk Strides, ending his movement sharing a space with a creature, and deals 3d8 piercing damage to the creature. The creature can attempt a DC 23 basic Reflex save.

Swarm Shape ◆◆ (concentrate) Volluk collapses into a shapeless swarm of leeches. He drops all held, worn, and carried items. While disincorporated, he can't use attack actions and can't cast spells, but he can move through areas small enough for his individual leeches to fit without having to Squeeze. He can use the same action to coalesce back into his normal form.

WEAK VIOLET FUNGUS

CREATURE 2

N **MEDIUM** **FUNGUS** **MINDLESS**

Perception +6; no vision, tremorsense 60 feet

Skills Stealth +7


Str +4, **Dex** +0, **Con** +3, **Int** -5, **Wis** +1, **Cha** -2

AC 15; **Fort** +8, **Ref** +5, **Will** +4

HP 45; **Immunities** bleed, fatigued, mental, poison, sleep, unconscious;

Weaknesses fire 5

Speed 10 feet

Melee  tentacle +9 (agile, reach 10 feet), **Damage** 1d10+2 bludgeoning plus violet rot

Violet Rot (poison); **Saving Throw** DC 18 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison plus enfeebled 1 (1 round); **Stage 2** 1d6 poison plus enfeebled 1 and drained 1 (1 round); **Stage 3** 2d6 poison plus enfeebled 1 and drained 1 (1 round)

WIGHT, CAIRN**CREATURE 4****UNCOMMON****LE****MEDIUM****UNDEAD****WIGHT****Perception** +11; darkvision**Languages** Common, Necril**Skills** Athletics +12, Intimidation +11, Religion +9, Stealth +12**Str** +4, **Dex** +2, **Con** +4, **Int** +1, **Wis** +3, **Cha** +3**Items** longsword, studded leather armor**AC** 20; **Fort** +12, **Ref** +10, **Will** +11**HP** 67; negative healing; **Immunities** death effects, disease, paralyze, poison, unconscious**Final Spite** **Trigger** The cairn wight is reduced to 0 Hit Points; **Effect** The cairn wight makes a Strike before being destroyed. It doesn't gain any temporary HP from drain life on this Strike.**Speed** 25 feet**Melee** **◆** longsword +14 (versatile P), **Damage** 1d8+7 slashing plus drain life**Melee** **◆** claw +14 (agile), **Damage** 1d6+7 slashing plus drain life**Cairn Wight Spawn** (divine, necromancy) A living humanoid slain by a cairn wight's weapon or claw Strike rises as a spawned wight after 1d4 rounds. This spawned wight is under the command of the cairn wight that killed it. It doesn't have drain life or cairn wight spawn and is clumsy 2 for as long as it is a spawned wight. If its creator dies, the spawned wight becomes a full-fledged, autonomous cairn wight; it regains its free will, gains drain life and cairn wight spawn, and is no longer clumsy.**Drain Life** (divine, necromancy) When the cairn wight damages a living creature with a melee Strike, using an unarmed attack or its bound weapon, the cairn wight gains 5 temporary HP and the target must succeed at a DC 18 Fortitude save or become drained 1. Further damage dealt by the cairn wight increases the drained condition value by 1 on a failed save (maximum drained 4).**Funereal Dirge** **◆◆** (auditory, divine, emotion, fear, mental, necromancy) The cairn wight chants a low, haunting melody. Living creatures within 50 feet must attempt a DC 21 Will save. The cairn wight can't chant a new Funereal Dirge for 1d4 rounds.**Critical Success** The creature is unaffected.**Success** The creature is frightened 1.**Failure** The creature is frightened 2.**Critical Failure** The creature is frightened 2 and takes a -2 status penalty to saving throws against drain life.

WISP, DREAD WISP

CREATURE 9

UNCOMMON

CE

SMALL

ABERRATION

Perception +20; darkvision**Languages** Aklo, Undercommon**Skills** Acrobatics +23, Deception +16, Intimidation +16, Stealth +23**Str** -5, **Dex** +6, **Con** +0, **Int** +2, **Wis** +4, **Cha** +2**AC** 31; **Fort** +14, **Ref** +21, **Will** +18**HP** 90, negative healing; **Immunities** magic; **Weaknesses** positive 10

Dread Flickering (aura, light) 20 feet. A dread wisp, though naturally invisible, glows with a grayish illumination, casting dim light in the aura and making them visible. Living creatures that end their turn in the aura must succeed at a DC 25 Will saving throw or become frightened 1 (or frightened 2 on a critical failure). Those that critically succeed are temporarily immune for 10 minutes.

Magic Immunity A dread wisp is immune to all spells except *faerie fire*, *magic missile*, *maze*, *searing light*, and spells with the positive trait.

Speed fly 50 feet

Melee ♦ draining touch +17 (magical, negative), **Damage** 3d8+8 negative plus wearying touch

Feed on Despair ♦ (concentrate, necromancy, negative, occult); **Frequency** once per round; **Requirement** An enemy within 15 feet of the dread wisp is under a fear effect, drained, or dying; **Effect** The dread wisp regains 2d8 Hit Points and deals 3d8 negative damage to the creature (DC 25 basic Fortitude save), and if the dread wisp has Gone Dark, their Dread Flickering reignites.

Go Dark ♦ (concentrate) The dread wisp extinguishes their Dread Flickering, becoming invisible. They can end this effect with another use of this action. If the dread wisp uses their draining touch Strike while invisible, the arc of energy lets any observer determine their location, making them hidden to all observers only until the dread wisp moves.

Shadow Flitter ♦ (conjuration, occult, teleportation) The dread wisp teleports to a square they can see within 30 feet that isn't in bright light. The dread wisp can't use Shadow Flitter again for 1d4 rounds.

Wearying Touch If the dread wisp critically hits with their draining touch Strike, the target is drained 1.

WISP, FLICKERWISP

CREATURE 2

UNCOMMON

CE

SMALL

ABERRATION

AIR

Perception +9; darkvision**Languages** Aklo, Common**Skills** Acrobatics +8, Deception +7, Intimidation +5, Stealth +8**Str** -5, **Dex** +4, **Con** +0, **Int** +0, **Wis** +3, **Cha** +1**AC** 20; **Fort** +6, **Ref** +10, **Will** +7**HP** 18; **Immunities** magic**Glow** (aura, light) 5 feet. A flickerwisp is itself naturally invisible, but glows with pale yellow light, casting bright light in the aura and making it visible.**Innocuous** A flickerwisp's appearance registers strangely in the minds of creatures who are confused. A creature with the confused condition never targets a flickerwisp with attacks unless the creature has been damaged by the flickerwisp's shock ability within the last 24 hours.**Magic Immunity** A flickerwisp is immune to all spells except *faerie fire*, *gust of wind*, *magic missile*, and *maze*.**Speed** fly 25 feet**Melee** ✦ shock +11 (magical), **Damage** 1d8+2 electricity**Consume Confusion** ✦ (concentrate) **Frequency** once per round;**Requirement** A creature within 15 feet of the flickerwisp is confused;**Effect** The flickerwisp feeds on the creature's confusion, even as its flashing body and disjointed gyrations cause existing confusion effects to persist. It regains 1d4 Hit Points, and if the creature's confused condition has a limited duration, it lasts 1 additional round.**Flicker** ✦✦ (emotion, enchantment, mental, visual) The flickerwisp churns and flits in the air around an adjacent creature's head, and its length flashes and sparkles in a bewildering array of distracting pulsations. The creature must succeed at a DC 18 Will save or become confused for 1 round (2 rounds on a critical failure). On a critical success, the creature is temporarily immune to Flicker for 24 hours.

WISP, SOUL FEEDER

CREATURE 9

UNCOMMON

CE

SMALL

ABERRATION

Elite dread wisp (*Pathfinder Bestiary 6, Abomination Vaults Adventure Path 252*)

Perception +22; darkvision

Languages Aklo, Undercommon

Skills Acrobatics +25, Deception +18, Intimidation +18, Stealth +25

Str -5, **Dex** +6, **Con** +0, **Int** +2, **Wis** +4, **Cha** +2

AC 33; **Fort** +16, **Ref** +23, **Will** +20

HP 110, negative healing; **Immunities** magic; **Weaknesses** positive 10

Dread Flickering (aura, light) 20 feet. A dread wisp, though naturally invisible, glows with a grayish illumination, casting dim light in the aura and making them visible. Living creatures that end their turn in the aura must succeed at a DC 27 Will saving throw or become frightened 1 (or frightened 2 on a critical failure). Those that critically succeed are temporarily immune for 10 minutes.

Magic Immunity A dread wisp is immune to all spells except *faerie fire*, *magic missile*, *maze*, *searing light*, and spells with the positive trait.

Speed fly 50 feet

Melee ✦ draining touch +19 (magical, negative), **Damage** 3d8+10 negative plus wearying touch

Feed on Despair ✦ (concentrate, necromancy, negative, occult); **Frequency** once per round; **Requirement** An enemy within 15 feet of the dread wisp is under a fear effect, drained, or dying; **Effect** The dread wisp feeds on the creature's despair. The dread wisp regains 2d8 Hit Points and deals 3d8 negative damage to the creature (DC 27 basic Fortitude save), and if the dread wisp has Gone Dark, their Dread Flickering reignites.

Go Dark ✦ (concentrate) The dread wisp extinguishes their Dread Flickering, becoming invisible. They can end this effect with another use of this action. If the dread wisp uses their draining touch Strike while invisible, the arc of pale energy lets any observer determine their location, making them hidden to all observers only until the dread wisp moves.

Shadow Flitter ✦ (conjuration, occult, teleportation) The dread wisp teleports to a square they can see within 30 feet that isn't in an area of bright light. The dread wisp can't use Shadow Flitter again for 1d4 rounds.

Wearying Touch If the dread wisp critically hits with their draining touch Strike, the target is drained 1.

WISP, VOIDGLUTTON

CREATURE 8

RARE

CE

MEDIUM

ABERRATION

AIR

Perception +18, darkvision**Languages** Aklo, Common**Skills** Acrobatics +18, Deception +15, Intimidation +15, Occultism +18, Stealth +18**Str** +0, **Dex** +6, **Con** +3, **Int** +6, **Wis** +4, **Cha** +3**AC** 30; **Fort** +13, **Ref** +18, **Will** +16**HP** 90; **Immunities** magic**Glow** (aura, light) 30 feet. The voidglutton's fingers and eyes glow, casting bright light in the area and making it visible if it was invisible.**Magic Immunity** A voidglutton is immune to all spells except *faerie fire*, *glitterdust*, *magic missile*, *maze*, and spells with the light trait.**Speed** fly 40 feet**Melee** **◆** claw +20 (agile, finesse), **Damage** 1d6+2 piercing plus 4d6 force and fearful strike**Ranged** **◆** ectoplasmic web +20 (range increment 10 feet), **Effect** ectoplasmic web trap**Occult Innate Spells** DC 26; **4th** *darkness* (at will)**Consume Light** **◆** (darkness, evocation, occult) **Trigger** The voidglutton casts *darkness*; **Effect** The voidglutton extinguishes its Glow as part of Casting the Spell. It becomes invisible as long as it remains in the area of *darkness*. If the voidglutton uses a hostile action, its invisibility ends as soon as the hostile action is completed.**Ectoplasmic Web Trap** (conjunction, occult) A creature hit by the voidglutton's ectoplasmic web trap is immobilized and stuck to the nearest surface until it succeeds at a DC 26 check to Escape. Ectoplasmic Web Trap can immobilize incorporeal creatures.**Fearful Strike** (emotion, fear, mental, occult) When the voidglutton damages a creature with its claw Strike, the creature must succeed at a DC 26 Will save or become frightened 1 (frightened 2 on a critical failure).**Feed on Fear** **◆** (concentrate) **Frequency** once per round; **Requirement** An enemy is affected by a fear effect or has the frightened or dying condition, and is within 25 feet of the voidglutton; **Effect** The voidglutton feeds on the creature's terror. It regains 3d4 Hit Points and its Glow reignites if it had been extinguished. It cannot use Consume Light again for 1d4 rounds, as it is too gluttoned on fear to suppress its Glow.

WISP, WILL-O'-WISP

CREATURE 6

CE

SMALL

ABERRATION

AIR

Perception +16; darkvision**Languages** Aklo, Common**Skills** Acrobatics +18, Deception +12, Intimidation +12, Stealth +16**Str** -5, **Dex** +6, **Con** +0, **Int** +2, **Wis** +4, **Cha** +2**AC** 27; **Fort** +10, **Ref** +16, **Will** +14**HP** 50; **Immunities** magic**Glow** (aura, light) 20 feet. A will-o'-wisp is itself naturally invisible, but glows with a colored light, casting bright light in the aura and making it visible.**Magic Immunity** A will-o'-wisp is immune to all spells except *faerie fire*, *glitterdust*, *magic missile*, and *maze*.**Speed** fly 50 feet**Melee** ✦ shock +17 (electricity, magical), **Damage** 2d8+4 electricity**Feed on Fear** ✦ (concentrate); **Requirement** An enemy is under a fear effect or dying within 15 feet of the will-o'-wisp. **Effect** The will-o'-wisp feeds on the creature's terror. It regains 2d4 Hit Points, and if it has Gone Dark, its glow reignites. A will-o'-wisp can take this action only once per round.**Go Dark** ✦ (concentrate) The will-o'-wisp extinguishes its glow, becoming invisible. It can end this effect with another use of this action. If it uses its shock attack while invisible, the arc of electricity lets any observer determine its location, making the will-o'-wisp only hidden to all observers until it moves.

WITCHFIRE WARDEN

CREATURE 9

UNIQUE

CE

MEDIUM

INCORPOREAL

SPIRIT

UNDEAD

Witchfire (*Pathfinder Bestiary 2* 293)**Perception** +18; darkvision**Languages** Aklo, Common, Necril**Skills** Acrobatics +17, Deception +19, Intimidation +21, Occultism +18, Stealth +19**Str** -5, **Dex** +6, **Con** +0, **Int** +3, **Wis** +3, **Cha** +6**Coven** The witchfire adds *nightmare*, *phantasmal killer*, *phantasmal calamity*, and *summon entity* to their coven's spells. A coven can contain one or more witchfires, but it must also include at least one living creature capable of forming a coven; three witchfires cannot form a coven.**AC** 28; **Fort** +15, **Ref** +21, **Will** +18**HP** 125, negative healing, rejuvenation; **Immunities** death effects, disease, fire, paralyzed, poison, precision, unconscious; **Resistances** all 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)**Opportune Witchflame** ↻ **Trigger** A creature makes a melee Strike against or touches the witchfire; **Effect** The witchfire makes a witchflame caress Strike against the triggering creature.**Rejuvenation** (divine, necromancy) When the witchfire warden is destroyed, and as long as any creatures remain in stasis in this room, she reforms in 1d4 days at the soot-blackened pillar, fully healed.**Speed** fly 40 feet**Melee** ♦ witchflame caress +21 (agile, evil, finesse, magical), **Damage** 3d6 fire plus 3d6 negative and witchflame**Ranged** ♦ witchflame bolt +21 (evil, magical, range 100 feet), **Damage** 2d6 fire plus 2d6 negative and witchflame**Occult Innate Spells** DC 28; **6th** *summon entity* (will-o'-wisp only); **5th** *crushing despair*; **4th** *invisibility*, *phantasmal killer*; **3rd** *phantom pain*; **2nd** *illusory disguise* (at will); **Cantrips (5th)** *dancing lights*, *ghost sound*

(Continued on card 193)

(Witchfire Warden; continued from card 192)

Witchflame (curse, fire, necromancy, occult) Any creature that takes negative damage from a witchfire's Strike must attempt a DC 26 Will save.

Critical Success The creature is unaffected and is temporarily immune to witchflame for 1 hour.

Success The creature appears to catch fire with sickly green flames. These flames deal no damage on their own, but as long as the flames burn, the creature can't be concealed (invisible creatures are concealed rather than being undetected) and gains weakness 5 to fire for 1 round.

Failure As success, but the effect is permanent until removed.

Critical Failure As failure, but the creature gains weakness 10 to fire.

Witchflame Kindling **↔↔** (fire, necromancy, occult) **Requirements**

A creature within 30 feet of the witchfire burns with witchflame;

Effect The witchfire's eyes and mouth glow brightly, and the witchflame on the target creature momentarily burns much hotter, dealing 5d6 fire damage and 5d6 negative damage to that creature (DC 28 basic Fortitude save). The witchfire can't use Witchflame Kindling for 1d4 rounds.

WRAITH, DREAD**CREATURE 9****LE****LARGE****INCORPOREAL****UNDEAD****WRAITH****Perception** +19; darkvision, lifesense 60 feet**Languages** Common, Necril**Skills** Acrobatics +19, Intimidation +21, Stealth +19**Str** -5, **Dex** +6, **Con** +3, **Int** +3, **Wis** +4, **Cha** +6**AC** 28; **Fort** +16, **Ref** +19, **Will** +21; +1 status to all saves vs. positive**HP** 130, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)**Draining Presence** (aura, negative) 10 feet. A creature entering the aura must succeed at a DC 26 Fortitude save or become drained 1. It recovers after it has been out of the aura for 1 minute. This drained condition value is cumulative with the drained value caused by drain life, but not with multiple draining presence auras. A creature that succeeds at its save is temporarily immune to draining presence for 24 hours.**Sunlight Powerlessness** A dread wraith caught in sunlight is stunned 2 and clumsy 2.**Attack of Opportunity** ↻**Speed** fly 60 feet**Melee** ✦ spectral hand +21 (finesse, reach 10 feet), **Damage** 2d10+7 negative plus drain life**Absorb Wraith** ✦✦ See *Pathfinder Bestiary 2* page 298.**Drain Life** (divine, necromancy) When the dread wraith damages a living creature with its spectral hand Strike, the wraith gains 10 temporary Hit Points and the target must succeed at a DC 28 Fortitude save or become drained 1. Further damage dealt by the wraith increases the drained condition value by 1 on a failed save, to a maximum of drained 4.**Wraith Spawn** (divine, necromancy) A living humanoid slain by a wraith's spectral hand Strike rises as a wraith spawn after 1d4 rounds. This wraith spawn is under the command of the dread wraith that killed it. It doesn't have drain life or wraith spawn. If the creator of the wraith spawn dies, the wraith spawn becomes a full-fledged, autonomous wraith; it regains its free will and gains drain life and wraith spawn.

WRIN SIVINXI

CREATURE 5

UNIQUE

CG

MEDIUM

ELF

HUMANOID

TIEFLING

Female tiefling elf oddities merchant (*Pathfinder Bestiary* 262)**Perception** +12; low-light vision, spirit sight (precise) 30 feet**Languages** Aklo, Common, Elven, Sylvan, Varisian**Skills** Acrobatics +12, Astrology Lore +12, Nature +12, Occultism +12, Performance +10, Religion +13, Spirit Lore +16**Str** +0, **Dex** +3, **Con** +0, **Int** +2, **Wis** +3, **Cha** +4**Claustrophobia** Wrin becomes overwhelmed when she's underground, or when she's in an indoor space that's smaller than 10 feet in diameter. At these times, she is sickened 2 and can't reduce her sickened condition until she's outside of the enclosed area.**Spirit Sight** Wrin can see creatures with the spirit trait within 30 feet, regardless of whether they are visible to the naked eye. This ability sometimes allows Wrin to notice other supernatural auras, such as the buildup of spiritual energy atop *Gauntlight*.**Items** harrow fortune-telling deck, silver religious symbol, +1 *starknife*, violin**AC** 20; **Fort** +9, **Ref** +15, **Will** +12**HP** 75**Speed** 25 feet**Melee** ✦ *starknife* +12 (agile, deadly d6, finesse, magical, versatile S), **Damage** 1d4 piercing**Melee** ✦ tail +10 (agile, finesse, unarmed), **Damage** 1d4 bludgeoning**Ranged** ✦ *starknife* +12 (agile, deadly d6, magical, thrown 20 feet, versatile S), **Damage** 1d4 piercing**Primal Spontaneous Spells** DC 22, attack +14; **3rd** (3 slots) *enthral*, *heal*, *remove disease*; **2nd** (4 slots) *glitterdust*, *hideous laughter*, *restoration*, *web*; **1st** (4 slots) *charm*, *feather fall*, *gust of wind*, *pest form*; **Cantrips (3rd)** *dancing lights*, *disrupt undead*, *ghost sound*, *ray of frost*, *stabilize***Bloodline Spells** 1 Focus Point, DC 22; **3rd** *faerie dust* (*Pathfinder Core Rulebook* 404)

(Continued on card 196)

(Wrin Sivinx; continued from card 195)

Blood Magic When Wrin casts *charm*, *enthrall*, *faerie dust*, *ghost sound*, or *hideous laughter*, fey glamours dance around Wrin or one target of the spell, causing them to be concealed for 1 round. Such obvious concealment can't be used to Hide.

Read the Stars (divination, exploration, prediction, primal) **Frequency** once per day; **Effect** Wrin attempts to read the future in the stars by spending an hour studying the night sky—she can't use this ability during the day, on an overcast night, or when she can't otherwise study the stars. Although Wrin usually performs this reading for an individual person or to answer a pressing question she has, for the purposes of this campaign she reads the stars for the party as a whole. She attempts an Astrology Lore check, using the DC appropriate for the heroes' current level (see Table 10-5: DCs by Level, *Core Rulebook* 503).

Critical Success The results of Wrin's astrological readings have the effects of *read omens*, and the heroes gain a +1 circumstance bonus to saving throws for 24 hours.

Success The results of Wrin's astrological readings have the effects of *augury* but can predict results up to 24 hours into the future.

Failure No reading.

Critical Failure Wrin brushes against hostile spiritual forces and can't Read the Stars for 1 week.

YSONDKHELIR

CREATURE 8

UNIQUE

CE

MEDIUM

ABERRATION

DREAM

Male denizen of Leng (*Pathfinder Bestiary* 2 70)

Perception +17; darkvision

Languages Aklo; *tongues*

Skills Acrobatics +15, Athletics +15, Deception +19, Occultism +18, Sailing Lore +20, Stealth +17, Thievery +17

Str +3, **Dex** +3, **Con** +4, **Int** +6, **Wis** +3, **Cha** +5

Items +1 *striking kukri*, fragment of Urevian's pendant (see area **G10**), Leng ruby worth 30 gp

AC 27; **Fort** +16, **Ref** +19, **Will** +17

HP 100, planar fast healing 5; **Immunities** cold; **Resistances** critical hits 10, precision 10

No Breath Denizens of Leng don't need to breathe.

Planar Fast Healing A denizen of Leng maintains a connection to Leng at all times, and when away from Leng, they have fast healing 5. They lose this ability on Leng or in areas where planar connections do not function. If killed, their body dissolves into nothingness in 1d4 rounds, leaving behind their equipment. A slain denizen reforms in Leng; they can be permanently killed only when their planar fast healing doesn't function.

Speed 30 feet

Melee ♦ *kukri* +18 (agile, finesse, magical, trip), **Damage** 2d6+6 slashing plus 1d6 persistent bleed

Melee ♦ jaws +17 (agile, finesse), **Damage** 2d10+6 piercing plus debilitating bite

Occult Innate Spells DC 27, attack +19; **4th** *outcast's curse*, *phantom pain*, *suggestion*; **3rd** *hypnotic pattern*, *levitate*, *locate*, *mind reading*; **2nd** *mirror image*; **Cantrips (4th)** *chill touch*, *detect magic*, *mage hand*, *message*, *read aura*; **Constant (4th)** *tongues*

(Continued on card 198)

(Ysondkhelir; continued from card 197)

Debilitating Bite (curse, occult) A creature that takes damage from a denizen's bite must succeed at a DC 27 Fortitude save or become clumsy 1. Each time a target fails an additional save against this ability, the condition value increases by 1 (to a maximum of clumsy 4). This condition value decreases by 1 every 24 hours.

Leng Ruby (enchantment, occult) Many denizens of Leng carry strange rubies mined from quarries in Leng. As long as a creature holds a Leng ruby that it willingly accepted as a gift or payment from a denizen of Leng, any denizen of Leng can target that creature with *outcast's curse*, *phantom pain*, or *mind reading* at a range of 1 mile, and the bearer uses an outcome one degree of success worse than the result of its saving throw against *outcast's curse*.

ZOMBIE SHAMBLER

CREATURE -1

NE

MEDIUM

MINDLESS

UNDEAD

ZOMBIE

Perception +0; darkvision

Skills Athletics +5

Str +3, **Dex** -2, **Con** +2, **Int** -5, **Wis** +0, **Cha** -2

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 12; **Fort** +6, **Ref** +0, **Will** +2

HP 20, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 5, slashing 5

Speed 25 feet

Melee ✦ fist +7, **Damage** 1d6+3 bludgeoning plus Grab

Jaws ✦ (attack); **Requirement** The zombie has a creature grabbed or restrained. **Effect** The zombie makes a jaws unarmed melee Strike against the grabbed or restrained creature with an attack modifier of +7 that deals 1d8+3 piercing damage.

UNIQUE

LE

SMALL

DEVIL

FIEND

Male zebub janitor (*Pathfinder Bestiary* 2 72)

Perception +12; greater darkvision

Languages Celestial, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +10, Arcana +7, Deception +8, Religion +9, Stealth +10

Str +1, **Dex** +4, **Con** +1, **Int** +0, **Wis** +3, **Cha** +1

AC 20: **Fort** +8, **Ref** +10, **Will** +8; +1 status to all saves vs. magic

HP 30; **Immunities** fire; **Weaknesses** good 5; **Resistances** physical 5 (except silver), poison 5

Speed 15 feet, fly 50 feet

Melee **◆** mandibles +12 (evil, finesse, magical), **Damage** 1d10+3 piercing plus 1d6 evil and Cocytan filth

Divine Innate Spells DC 17; **5th** *dimension door*; **4th** *dimension door* (at will); **2nd** *invisibility* (at will, self only), *summon animal* (swarm creatures only); **Cantrips (2nd)** *message*

Rituals DC 17; *infernal pact*

Cocytan Filth (disease, virulent) **Saving Throw** DC 18 Fortitude; **Onset** 1d4 days; **Stage 1** enfeebled 1 (1 day); **Stage 2** enfeebled 2 (1 day); **Stage 3** enfeebled 3 (1 day)

Infernal Eye **◆◆◆** (divine, divination) Zozzlarin records everything he sees, and though he doesn't remember all observations, he can pass them along to another creature. Zozzlarin replays 10 minutes of witnessed events to a touched willing creature, which receives the memories in a flash of information. By remaining in contact, Zozzlarin can spend additional 3-action activities to replay more information. After relaying his visions to another, Zozzlarin can't ever recall those events again.

Sneak Attack Zozzlarin's Strikes deal an additional 1d6 precision damage to flat-footed creatures.