AEON, ARBITER CREATURE 1

TINY AEON MONITOR

Perception +7; darkvision, locate aeon
Languages Common, Diabolic, Empyrean, Utopian
Skills Acrobatics +9, Axis Lore +5, Diplomacy +6, Stealth +9
Str +1, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** +1
Locate Aeon An arbiter can always sense the direction of the nearest non-arbiter aeon on the plane, but it can't sense the range to the aeon.
Items shortsword

AC 16; **Fort** +5, **Ref** +7, **Will** +7; +1 status to all saves vs. magic
HP 22; **Immunities** death effects, disease, emotion, poison, unconscious; **Resistances** electricity 3

Speed 20 feet, fly 40 feet
Melee ❖ shortsword +7 (agile, finesse, magical, reach 0 feet, versatile S), **Damage** 1d6+1 piercing
Divine Innate Spells DC 17; **4th** *read omens*; **1st** *command*, *mending* (×3), *sanctuary*
Electrical Burst ❖❖ (divine, electricity) The arbiter releases an electrical burst from its body that deals 3d6 electricity damage to all creatures in a 10-foot emanation, with a DC 17 basic Reflex save. The arbiter is then stunned for 24 hours.

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AEON, AKHANA CREATURE 12

MEDIUM AEON MONITOR

Perception +27; darkvision, lifesense 120 feet
Languages envisioning
Skills Acrobatics +25, Athletics +24, Axis Lore +23, Medicine +23, Occultism +21, Religion +23
Str +6, **Dex** +6, **Con** +7, **Int** +3, **Wis** +5, **Cha** +4
Envisioning (aura, divine, mental) 100 feet. An akhana can communicate mentally with any creatures in the aura using wordless psychic projections. They don't need to share a language, though the aeon's meaning to non-aeons can be vague and is often mysterious. An aeon can use this ability to communicate flawlessly with any other aeon on the same plane as itself.

AC 32; **Fort** +23, **Ref** +22, **Will** +23; +1 status to all saves vs. magic
HP 225; **Immunities** vitality, void; **Weaknesses** spirit 10
Balance Life ↻ (divine) **Trigger** A creature within 100 feet is about to attempt a recovery check (*Player Core* 411); **Effect** The akhana chooses to make the result a success or failure (but not a critical success or failure). This effect gains the fortune trait if the akhana chooses success or misfortune for failure.

Speed fly 60 feet
Melee ❖ tail +24 (magical, void), **Damage** 5d10 void plus Grab
Melee ❖ fist +24 (agile, magical), **Damage** 3d6+12 bludgeoning plus 1d6 vitality or 1d6 void
Divine Innate Spells DC 32; **4th** *harm* (at will), *heal* (at will); **2nd** *peaceful rest* (at will); **Cantrips (6th)** *stabilize*, *vitality lash*, *void warp*
Flying Fists ❖❖ The akhana Flies and makes up to four fist Strikes against different targets at any points during this movement. The attacks count toward its multiple attack penalty normally, but the penalty does not increase until after Flying Fists is complete.

(Continued on card 3)

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(Aeon, akhana, continued from card 2)

Reclaim Life ❖ (divine, void) **Requirements** The akhana has a living creature grappled or restrained with its tail; **Effect** The creature takes 4d10 void damage with a DC 32 basic Fortitude save. On a failed save, it's also doomed 1. If the creature dies while doomed and held in the akhana's tail, its soul is trapped in the akhana (as *seize soul*), and its remains are preserved as *peaceful rest*. The soul returns to the body with 1 Hit Point if the akhana Dismisses the effect, if the akhana is slain, or if a *wish* ritual or similarly powerful magic frees it.

Sprout Life ❖❖ (concentrate, divine, plant, vitality) A 5-foot burst within 100 feet fills with simple life appropriate to the environment. The newly forged animals bite those in the area for 7d6 piercing damage with a DC 32 basic Reflex save. The akhana can also have fungus or plants choke the area, even floating ones in the sky, creating difficult terrain. The created life lives or dies normally after its creation.

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AEON, AXIOMITE CREATURE 8

MEDIUM AEON MONITOR

Perception +19; darkvision
Languages Chthonian, Common, Diabolic, Draconic, Empyrean, Utopian
Skills Acrobatics +16, Axis Lore +17, Craft +21, Diplomacy +15, Occultism +17, Religion +17
Str +5, **Dex** +4, **Con** +3, **Int** +5, **Wis** +5, **Cha** +3
Items sterling artisan's toolkit, *+1 striking warhammer*

AC 26; **Fort** +13, **Ref** +16, **Will** +18; +1 status to all saves vs. magic
HP 155; **Immunities** disease, emotion, fear; **Resistances** electricity 10, mental 10

Speed 25 feet
Melee ❖ *warhammer* +20 (magical, shove), **Damage** 2d8+11 bludgeoning
Melee ❖ fist +17 (agile, magical), **Damage** 2d8+9 bludgeoning
Divine Innate Spells DC 27, attack +17; **5th** *telekinetic haul*; **4th** *dispel magic*, *lightning bolt* (×3); **3rd** *haste* (×3), *paralyze*; **2nd** *telekinetic maneuver*; **1st** *sure strike* (at will); **Cantrips (4th)** *telekinetic projectile*
Crystalline Dust Form ❖ (polymorph) The axiomite shifts their form to a cloud of crystalline dust in which strange symbols and equations flash. They gain a fly Speed of 40 feet and can fit through even tiny apertures, similar to *vapor form*. They can cast spells but can't make melee or ranged attacks. The axiomite can Dismiss this form to return to humanoid form.

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AEON, PLEROMA

CREATURE 20

LARGE | AEON | MONITOR

Perception +37; darkvision, lifesense 120 feet, *truesight*

Languages envisioning

Skills Acrobatics +33, Arcana +38, Deception +34, Diplomacy +34, Occultism +38, Religion +39, Stealth +35

Str +6, **Dex** +7, **Con** +6, **Int** +8, **Wis** +9, **Cha** +6

Envisioning (aura, divine, mental) 100 feet. A pleroma can communicate mentally with any creatures in the aura using wordless psychic projections. They don't need to share a language, though the aeon's meaning to non-aeons can be vague and is often mysterious. An aeon can use this ability to communicate flawlessly with any other aeon on the same plane as itself.

AC 45; **Fort** +32, **Ref** +31, **Will** +37; +1 status to all saves vs. magic

HP 335, regeneration 20 (deactivated by spirit); **Immunities** vitality, void; **Weaknesses** spirit 20

Reality Twist ↷ **Trigger** The pleroma critically fails a saving throw; **Effect** The critical failure becomes a normal failure.

Speed fly 40 feet; *unfettered movement*

Melee ❖ touch of creation (agile, magical, vitality) +36, **Damage** 5d8+16 vitality

Melee ❖ touch of destruction (agile, magical, void) +36, **Damage** 5d8+16 void

Divine Innate Spells DC 47, attack +39; **10th** *manifestation*; **9th** *banishment*, *blessed boundary*, *detonate magic*, *overwhelming presence*; **8th** *disintegrate* (×2), *unrelenting observation*; **7th** *interplanar teleport*, *retrocognition*; **5th** *creation* (at will); **4th** *create food* (at will), *shape stone* (at will); **3rd** *hypercognition* (at will); **2nd** *shape wood* (at will); **1st** *create water* (at will); **Cantrips (10th)** *vitality lash*, *void warp*; **Constant (8th)** *truesight*; **(4th)** *unfettered movement*

(Continued on card 6)

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(Aeon, pleroma, continued from card 5)

Generate Sphere ❖❖❖ (concentrate, divine) The pleroma manifests a 2-foot-diameter sphere of energy—either a white sphere of creation above their left hand or a black sphere of oblivion above their right. This action has the vitality trait for creation or the void trait for oblivion. A sphere vanishes after 1 minute, when it is more than 300 feet from the pleroma, or when the pleroma Generates a Sphere of that type again. A sphere of oblivion winks out of existence when it vanishes, but a sphere of creation explodes in blinding light—each creature in a 30-foot emanation must succeed at a DC 43 Fortitude save or be permanently blinded. This is a light effect.

Propel Sphere ❖ (concentrate, divine) **Requirements** The pleroma has a sphere of creation or sphere of oblivion active; **Effect** The pleroma makes one of its spheres fly 10 feet in any direction, ignoring difficult terrain and greater difficult terrain. A sphere of creation creates new matter in its path, which the pleroma can have manifest as normal terrain, difficult terrain, greater difficult terrain, or a cube of solid matter (such as clay, wood, or stone). A sphere of oblivion destroys unattended objects it touches, though larger objects are destroyed at a rate of one 10-foot cube per round. The sphere can enter the space of a creature; when it does, the creature takes 20d6 damage with a DC 43 Fortitude save. This is an incapacitation effect.

Success The creature takes no damage and is pushed out of the sphere to the nearest open space of the GM's choice.

Failure The creature takes full damage; this is vitality damage for a sphere of creation or void damage for a sphere of oblivion, but it can damage any type of creature regardless of its normal immunities. The creature is then pushed out of the sphere as on a success. A creature reduced to 0 HP is slain instead of being pushed out, either merged with new matter for a sphere of creation or completely destroyed for a void of oblivion; the creature can be restored only via a *wish* ritual or similarly powerful effect. This is a death effect.

Critical Failure As failure, but the creature takes double damage.

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ALGHOLLTHU, UGOTHOL CREATURE 4

MEDIUM ABERRATION

Perception +10; darkvision
Languages Alghollthu, Common, Thalassic; *truespeech*
Skills Acrobatics +12, Athletics +12, Deception +13, Stealth +13, Thievery +9
Str +4, **Dex** +3, **Con** +3, **Int** +0, **Wis** +2, **Cha** +3
Items longsword, studded leather
Assume Form (concentrate, occult, polymorph) The ugothol spends 10 minutes reshaping its appearance to take on the shape of any Small or Medium humanoid. It gains a +4 circumstance bonus to Deception checks to pass as that creature.

AC 21; **Fort** +9, **Ref** +9, **Will** +12; +2 status to all saves vs. auditory and visual
HP 60; **Resistances** bludgeoning 5

Speed 25 feet
Melee ❖ longsword +14 (versatile P), **Damage** 1d8+6 slashing
Melee ❖ claw +12 (agile), **Damage** 2d6+6 slashing plus Grab
Occult Innate Spells DC 19; **Constant (5th)** *truespeech*
Blood Nourishment ❖ The ugothol uses its three-pronged tongue to drink the blood of an adjacent restrained or unconscious creature. The creature gains drained 1.
Compression When the ugothol successfully Squeezes, it moves through the tight space at full speed. Narrow confines are not difficult terrain for an ugothol.
Revert Form ❖ **Requirements** The ugothol is in an assumed form; **Effect** The ugothol resumes its true form. Until the start of its next turn, it gains a +2 status bonus to attack rolls, damage rolls, saving throws, and skill checks.
Sneak Attack The ugothol deals 1d6 extra precision damage to off-guard creatures.

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ALGHOLLTHU, VIDILETH CREATURE 14

RARE LARGE ABERRATION AQUATIC

Perception +25; darkvision
Languages Aklo, Alghollthu, Common, Sakvroth, Thalassic; *truespeech*
Skills Arcana +27, Athletics +24, Deception +28, Intimidation +26, Lore (any one subcategory) +29, Occultism +29, Society +27, Stealth +24
Str +6, **Dex** +6, **Con** +8, **Int** +7, **Wis** +5, **Cha** +6
Numbing Lights (aura, light, visual) 30 feet. The vidileth exudes dim light. Creatures within the light must attempt a DC 34 Will save each round, becoming stupefied 1 on a failure (or increase their stupefied value from numbing lights by 1, to a maximum of 4).

AC 34; **Fort** +26, **Ref** +22, **Will** +24; +2 status to all saves vs. magic
HP 270; **Immunities** controlled, electricity, mental; **Resistances** cold 20

Speed 10 feet, swim 80 feet
Melee ❖ fangs +28 (magical, reach 10 feet, versatile S), **Damage** 3d8+12 piercing plus consume memories
Melee ❖ claw +28 (agile, magical, reach 20 feet), **Damage** 3d10+12 slashing plus shape flesh
Melee ❖ tentacle +28 (agile, electricity, magical, reach 20 feet), **Damage** 7d6 electricity plus thoughtlance
Occult Innate Spells DC 37; **9th** *project image* (at will); **8th** *illusory scene* (at will), *suggestion* (×3); **7th** *illusory disguise* (at will); **6th** *dominate* (×3); **5th** *illusory object* (at will), *mirage* (at will), *sending* (at will), *translocate* (×3); **3rd** *hypnotize* (at will), *levitate* (at will), *mind reading* (at will), *water breathing* (at will); **Constant (5th)** *truespeech*
Rituals DC 37; *geas* (5th)

(Continued on card 9)

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(Alghollthu, vidileth, continued from card 8)

Change Shape ◈ (concentrate, occult, polymorph) **Frequency** once per round; **Effect** A vidileth takes on the appearance of a humanoid of Large, Medium, or Small size or resumes its true form. While in humanoid form, the vidileth's Speed is 30 feet, and it loses its numbing lights aura and swim Speed. If the humanoid form assumed lacks the aquatic trait, the vidileth loses its own aquatic trait as well. In humanoid form, the vidileth can use weapons or make Strikes that work like its tentacle attack but use the reach of its current form. If the form has fangs or claws, the vidileth can also make such Strikes.

Consume Memories (mental, occult) When the vidileth hits with a fangs Strike, the target must succeed at a DC 34 Will save or take 3d6 mental damage. The vidileth gains temporary Hit Points equal to the damage dealt and learns some of the creature's memories (subject to the GM's discretion).

Delayed Suggestion (occult) When a vidileth successfully casts *dominate* on a creature, a *suggestion* spell triggers when the *dominate* spell ends. This *suggestion* usually causes the target to return to the vidileth, so the creature can cast *dominate* again, but a vidileth can set the *suggestion* to different orders if it wishes.

Shape Flesh (curse, occult, manipulate) ❖ **Requirements** The vidileth's last action was a success with a claw Strike; **Effect** The vidileth sloppily modifies the target's flesh. They must succeed at a DC 34 Fortitude save or permanently receive the veiled master's choice of clumsy 2, enfeebled 2, or a –10 status penalty to Speed.

Tentacle Flurry ❖❖ The vidileth makes a tentacle Strike against each creature within its reach. Make only one attack roll, and roll damage once for all targets.

Thoughtlance (curse, occult) A creature touched by the vidileth's tentacles must attempt a DC 34 Will save, becoming slowed 1 on a failure or slowed 2 on a critical failure. Each time the affected creature ends its turn, its slowed value decreases by 1.

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ANGEL, BALISSE CREATURE 8

MEDIUM ANGEL CELESTIAL HOLY

Perception +18 (+20 to detect lies and illusions); darkvision
Languages Diabolic, Draconic, Empyrean; *truespeech*
Skills Acrobatics +14, Diplomacy +17, Religion +18
Str +5, **Dex** +2, **Con** +4, **Int** +1, **Wis** +6, **Cha** +5
Items *+1 striking scimitar*

AC 26; **Fort** +16, **Ref** +12, **Will** +18; +1 status to all saves vs. magic
HP 145; **Weaknesses** unholy 10; **Resistances** fire 15

Confessor's Aura (aura, divine, mental) 20 feet. Creatures in the balisse's aura are subject to *ring of truth* (DC 23). Additionally, if these creatures choose to honestly express their own conflicted feelings, the aura makes it easier for them to put words to those feelings.

Speed 30 feet, fly 40 feet

Melee ❖ *scimitar* +20 (fire, forceful, holy, magical, sweep), **Damage** 2d6+8 slashing plus 1d6 fire

Divine Innate Spells DC 26; **4th** *cleanse affliction*, *divine wrath*, *heal*, *paralyze*; **3rd** *clear mind* (at will); **2nd** *invisibility* (at will, self only); **Constant (5th)** *truespeech*

Rituals DC 26; *angelic messenger*, *atone*, *geas*

Brand of the Impenitent ❖❖ (curse, divine) **Frequency** once per day; **Effect** The balisse marks a creature within their confessor's aura as irredeemable. They can do so only after a failed attempt to convince the creature to repent. The touched creature takes a –1 status penalty to AC and saves, reduces all its resistances by 2, and gains weakness 2 to holy. The duration depends on the target's DC 26 Will save.
Critical Success The creature is unaffected.
Success The duration is 1 round.
Failure The duration is 1 day.
Critical Failure The duration is unlimited.

(Continued on card 11)

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(Angel, balisse, continued from card 10)

Guiding Angel ❖ (concentrate, divine) **Requirements** The balisse is invisible; **Effect** The balisse spiritually attaches themself to an adjacent mortal who doesn't have the unholy trait. They merge with the mortal's body and are unable to use any of their spells and abilities other than to interact with the mortal. They can Dismiss the effect to leave the mortal. While merged, the balisse can either communicate using a bodiless voice only the mortal can hear or can take a form of their choice that only the mortal can see, such as a small angel on the mortal's shoulder.

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ANGEL, CASSISIAN CREATURE 1

TINY ANGEL CELESTIAL HOLY

Perception +6; darkvision
Languages Common, Diabolic, Draconic, Empyrean
Skills Acrobatics +6, Diplomacy +6, Religion +6, Stealth +6
Str –1, **Dex** +1, **Con** +2, **Int** –1, **Wis** +1, **Cha** +1

Repository of Lore While the cassisian isn't particularly intelligent, they have perfect memory and can remember everything they see or hear. This allows them to attempt Lore checks on any topic with a +10 modifier, provided (at the GM's discretion) they've encountered the topic in question before. The cassisian's limited intellect often prevents them from acting upon their knowledge, making them a better resource than agent in using information.

AC 16, +1 status vs. unholy creatures; **Fort** +7, **Ref** +6, **Will** +4; +1 status to all saves vs. unholy creatures
HP 20; **Weaknesses** unholy 3; **Resistances** cold 3, fire 3

Transfer Protection (holy) A creature can wear a willing cassisian as a helmet. While it does, the cassisian can't act, but the cassisian extends their +1 status bonus to AC and saves against unholy creatures to their wearer. At any time, the cassisian can detach themself from their wearer as a single action.

Speed fly 40 feet
Melee ❖ headbutt +6 (agile, finesse, holy, magical, reach 0 feet), **Damage** 1d6–1 bludgeoning
Divine Innate Spells DC 16; **4th** *read omens*; **1st** *heal*; **Cantrips (1st)** *know the way*, *light*

(Continued on card 13)

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(Angel, cassisian, continued from card 12)

Change Shape ❖ (concentrate, divine, polymorph) A cassisian can take the appearance of a dove, a winged humanoid, a dog, or a fish. Normally, this doesn't change their Speed or the attack and damage bonuses for their Strikes, but it might change the damage type Strikes deal (typically to bludgeoning). Any further changes for specific forms are noted below.

- **Dog** size Small; scent (imprecise) 30 feet, Speed 40 feet; **Skills** Athletics +6; **Melee** jaws +7, **Damage** 1d6+2 piercing plus Knockdown
- **Fish** swim Speed 30 feet

Eye Beams ❖❖ (concentrate, divine, holy) The cassisian releases beams of heat or cold from their eyes, dealing 2d6 cold or fire damage (DC 17 basic Reflex save) to all creatures in a 15-foot line. They can't use Eye Beams again for 1d4 rounds.

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ANGEL, CHORAL

CREATURE 6

SMALL | ANGEL | CELESTIAL | HOLY

Perception +14; darkvision
Languages Diabolic, Draconic, Empyrean; *truespeech*
Skills Acrobatics +12, Diplomacy +15, Performance +17, Religion +14
Str +1, **Dex** +4, **Con** +2, **Int** +3, **Wis** +4, **Cha** +5

AC 24; **Fort** +10, **Ref** +14, **Will** +16; +1 status to all saves vs. magic
HP 100; **Weaknesses** unholy 5; **Resistances** sonic 5

Harmonizing Aura (aura, divine, sonic) 20 feet. Allies in the aura gain a +2 status bonus to sonic damage rolls and a +1 status bonus to AC and all saves against effects with the auditory or sonic trait. Enemies in the aura take a –2 status penalty to sonic damage rolls and a –1 status penalty to AC and all saves against sonic and auditory effects.

Speed 30 feet, fly 40 feet

Melee ❖ fist +14 (agile, finesse, holy, magical), **Damage** 2d6+5 bludgeoning

Ranged ❖ piercing hymn +17 (holy, magical, range 90 feet, sonic), **Damage** 4d6 sonic damage plus deafening aria

Divine Innate Spells DC 23, attack +15; **3rd** *cleanse affliction*, *clear mind* (at will), *heal*, *noise blast*; **2nd** *invisibility* (at will, self only), *noise blast* (at will); **1st** *counter performance* (at will; *Player Core* 370); **Cantrips (3rd)** *courageous anthem* (*Player Core* 370), *uplifting overture* (*Player Core* 372); **Constant (5th)** *truespeech*

Rituals DC 23; *angelic messenger*

Deafening Aria On a critical hit with piercing hymn, the target is deafened for 1 minute.

Harmonize ❖ (concentrate, divine, sonic) The choral angel lends their harmony to a choral angel ally within their harmonizing aura. The ally can, on their next turn, expend their 3rd-rank *noise blast* to instead cast *calm*, *heroism*, or 4th-rank *noise blast*. If the ally is benefiting from 5 or more chorals' Harmonize actions, they can instead choose *divine decree*.

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ANGEL, TABELLIA CREATURE 14

MEDIUM ANGEL CELESTIAL HOLY

Perception +26; darkvision
Languages Diabolic, Draconic, Empyrean; *truespeech*
Skills Acrobatics +24, Diplomacy +26, Intimidation +28, Religion +24
Str +8, **Dex** +4, **Con** +5, **Int** +4, **Wis** +4, **Cha** +6
Items *+2 striking warhammer*

AC 36; **Fort** +27, **Ref** +26, **Will** +22; +1 status to all saves vs. magic
HP 285; **Weaknesses** unholy 15

Traveler's Aura (aura, divine) 20 feet. Creatures in the tabellia's aura are immune to ambient environmental damage from any plane, including severe and extreme heat and cold as well as more otherworldly dangers. The tabellia is never off-guard to creatures within their aura.

Messenger's Amnesty (divine) A tabellia with a message to deliver is continually protected by the effect of *sanctuary* (DC 32). If the angel breaks the *sanctuary*, the effect returns if the angel ceases hostility for 10 minutes.

Speed 40 feet, fly 75 feet

Melee ❖ *holy warhammer* +30 (holy, magical, shove), **Damage** 2d8+14 bludgeoning plus 1d4 spirit (or 2d4 spirit vs. an unholy target)

Divine Innate Spells DC 36, attack +28; **7th** *blessed boundary*, *cleanse affliction*, *clear mind*, *divine decree*, *divine wrath*, *heal*; **3rd** *ring of truth* (at will); **2nd** *invisibility* (at will, self only); **Cantrips (7th)** *light*; **Constant (5th)** *truespeech*

Rituals DC 36; *angelic messenger*

Stunning Strike ❖ **Requirements** The tabellia hit a foe earlier this turn with a weapon Strike; **Effect** The tabellia makes a weapon Strike against the foe. On a success, the foe must also succeed at a DC 34 Fortitude save or become stunned 1 (or stunned 2 on a critical failure).

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ANIMATED OBJECT, ANIMATED ARMOR CREATURE 2

MEDIUM CONSTRUCT MINDLESS

Perception +6; darkvision
Skills Athletics +9
Str +3, **Dex** –3, **Con** +4, **Int** –5, **Wis** +0, **Cha** –5

AC 17 (13 when broken); construct armor; **Fort** +10, **Ref** +3, **Will** +4
HP 20; **Hardness** 9; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void
Construct Armor Like normal objects, an animated armor has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated armor is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to 13.

Speed 20 feet
Melee ❖ glaive +10 (deadly d8, forceful, magical, reach 10 feet), **Damage** 1d8+4 slashing
Melee ❖ gauntlet +9 (agile, free-hand, magical), **Damage** 1d6+4 bludgeoning

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ANIMATED OBJECT, ANIMATED BROOM CREATURE –1

SMALL | CONSTRUCT | MINDLESS

Perception +3; darkvision
Skills Athletics +5
Str +0, **Dex** +1, **Con** +0, **Int** –5, **Wis** +0, **Cha** –5

AC 15 (13 when broken); construct armor; **Fort** +3, **Ref** +6, **Will** +3
HP 6; **Hardness** 2; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void
Construct Armor Like normal objects, an animated broom has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated broom is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to 14.

Speed 15 feet
Melee ❖ bristles +6 (agile, magical, finesse), **Damage** 1d4 bludgeoning plus dust
Dust A creature hit by an animated broom's bristles must succeed at a DC 15 Fortitude save or spend its next action coughing. Even if hit by multiple dust attacks, the creature has to spend only 1 action coughing to clear the dust out. A creature who doesn't breathe is immune to this effect.

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ANIMATED OBJECT, ANIMATED STATUE CREATURE 3

MEDIUM CONSTRUCT MINDLESS

Perception +9; darkvision
Skills Athletics +11
Str +4, **Dex** –2, **Con** +5, **Int** –5, **Wis** +0, **Cha** –5

AC 19 (15 when broken); construct armor; **Fort** +12, **Ref** +5, **Will** +5
HP 35; **Hardness** 6; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void
Construct Armor Like normal objects, an animated statue has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated statue is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to 15.

Speed 20 feet
Melee ❖ fist +11 (magical), **Damage** 1d8+6 bludgeoning plus Grab

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ANIMATED OBJECT, GIANT ANIMATED STATUE CREATURE 7

HUGE CONSTRUCT MINDLESS

Perception +13; darkvision
Skills Athletics +17
Str +6, **Dex** –1, **Con** +6, **Int** –5, **Wis** +0, **Cha** –5

AC 26 (22 when broken); construct armor; **Fort** +17, **Ref** +10, **Will** +9
HP 100; **Hardness** 10; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void
Construct Armor Like normal objects, an animated giant statue has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated giant statue is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to 22.

Speed 30 feet
Melee ❖ stone fist +19 (magical), **Damage** 2d12+6 bludgeoning plus Grab
Ranged ❖ flaming coal +12 (fire, magical, range increment 80 feet), **Damage** 2d6+6 bludgeoning and 2d8 fire
Brazier The statue carries a wide brazier full of hot coals. To make flaming coal Strikes or use Burn Alive, the statue must have the brazier held in one hand or otherwise within reach. Instead of targeting the statue with an attack, a creature can target the brazier directly. The brazier has the same AC and saves as the statue. Dealing 15 cold damage to the brazier or dousing it with at least 2 gallons of water extinguishes the coals. This prevents the statue from using Burn Alive and causes its ranged attacks to no longer deal fire damage.
Burn Alive ❖ (fire) The statue grinds a creature it has grabbed or restrained into the red-hot coals of its brazier. The target takes 3d8 fire damage and 1d8 persistent fire damage.

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ANKHRAV CREATURE 3

LARGE ANIMAL

Perception +7; darkvision, tremorsense (imprecise) 60 feet
Skills Acrobatics +6, Athletics +11, Stealth +8
Str +4, **Dex** +1, **Con** +3, **Int** –4, **Wis** +0, **Cha** –2

AC 18; **Fort** +12, **Ref** +8, **Will** +7
HP 40

Speed 25 feet, burrow 20 feet
Melee ◆ mandibles +13 (acid), **Damage** 1d8+4 piercing plus 1d6 acid
Ranged ◆ acid spit +10 (acid, range 30 feet), **Damage** 3d6 acid
Armor-Rending Bite ◆◆ The ankhrav makes a mandibles Strike; if the Strike hits, the target's armor takes the damage and the acid damage bypasses the armor's Hardness.
Spray Acid ◆◆ (acid) **Frequency** once per hour; **Effect** The ankhrav spews acid in a 30-foot cone, dealing 3d6 acid damage and 1d6 persistent acid damage (DC 20 basic Reflex save).

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ANKHRAV HIVE MOTHER CREATURE 8

UNCOMMON HUGE ANIMAL

Perception +16; darkvision, tremorsense (imprecise) 90 feet
Skills Acrobatics +13, Athletics +20, Stealth +11, Survival +16
Str +6, **Dex** +1, **Con** +4, **Int** –4, **Wis** +2, **Cha** –2

AC 29; **Fort** +18, **Ref** +15, **Will** +14
HP 120
Reactive Strike ↻

Speed 25 feet, burrow 20 feet
Melee ◆ mandibles +20 (acid), **Damage** 2d8+6 piercing plus 2d6 acid
Ranged ◆ acid spit +17 (acid, range 30 feet), **Damage** 5d6 acid
Armor-Rending Bite ◆◆ The hive mother makes a mandibles Strike; if the Strike hits, the target's armor takes the damage and the acid damage bypasses the armor's Hardness.
Frenzy Pheromone ◆◆ The hive mother unleashes a pheromone that causes all other ankhravs within a 100-foot emanation to become quickened until the start of the hive mother's next turn, and they can use the extra action only for Burrow, Stride, or Strike actions. The hive mother can't unleash the pheromone again for 1d4 rounds.
Spray Acid ◆◆ (acid) The hive mother spews acid in a 60-foot cone, dealing 8d6 acid damage and 1d6 persistent acid damage (DC 26 basic Reflex save). It can't Spray Acid again for 1d4 rounds.

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ANT, ARMY ANT SWARM CREATURE 5

LARGE ANIMAL SWARM

Perception +11; darkvision, scent (imprecise) 30 feet
Skills Athletics +7
Str –2, **Dex** +4, **Con** +4, **Int** –5, **Wis** +2, **Cha** –4

AC 21; **Fort** +13, **Ref** +11, **Will** +9
HP 55; **Immunities** precision, swarm mind; **Resistances** bludgeoning 2, piercing 5, slashing 5; **Weaknesses** area damage 5, splash damage 5
Cling ↷ **Trigger** A creature leaves the swarm's space; **Effect** The swarm takes 1d6 damage as ants cling to the creature and continue biting, dealing 3d6 persistent piercing damage. High winds or immersion in water reduces the DC of the flat check to end this persistent damage to 5. Any area damage dealt to the creature destroys these clinging ants.

Speed 30 feet, climb 30 feet
Swarming Bites ❖ Each enemy in the swarm's space takes 3d6 piercing damage (DC 21 basic Fortitude save). A creature that fails its save against Swarming Bites becomes clumsy 1 for 1 round. If the creature attempts a concentrate or manipulate action while affected, it must succeed at a DC 5 flat check or the action is lost; roll the check after spending the action, but before any effects are applied.

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ANT, GIANT CREATURE 2

MEDIUM ANIMAL

Perception +7; darkvision, scent (imprecise) 30 feet
Skills Athletics +8, Survival +7
Str +4, **Dex** +1, **Con** +4, **Int** –5, **Wis** +1, **Cha** –4

AC 18; **Fort** +10, **Ref** +7, **Will** +5
HP 30

Speed 40 feet, climb 20 feet
Melee ❖ mandibles +9, **Damage** 1d8+4 slashing plus Grab
Melee ❖ stinger +9 (agile), **Damage** 1d6+4 piercing plus giant ant venom
Giant Ant Venom (poison) **Saving Throw** DC 18 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d8 poison and enfeebled 1 (1 round); **Stage 2** 1d10 poison and enfeebled 2 (1 round); **Stage 3** 1d12 poison and enfeebled 3 (1 round)
Haul Away ❖ **Requirements** The giant ant has a Large or smaller creature grabbed; **Effect** The giant ant Strides up to its full Speed, carrying the grabbed creature with it. It is encumbered if the grabbed creature is Medium or larger.

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AOLAZ CREATURE 18

RARE GARGANTUAN CONSTRUCT

Perception +33; low-light vision, flawless hearing
Skills Athletics +35
Str +9, **Dex** +4, **Con** +8, **Int** –4, **Wis** +6, **Cha** +3
Flawless Hearing An aolaz has an incredible sense of hearing. It can hear any sound made within 1,000 feet as though it were only 5 feet away from the source of the sound, and any sound within 1 mile as though it were only 30 feet away from the source of the sound. An aolaz's hearing is a precise sense.

AC 42; **Fort** +35, **Ref** +27, **Will** +31
HP 255; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, sonic, spirit, unconscious, vitality, void; **Resistances** physical 15 (except adamantine)

Speed 50 feet, *fly*, *water walk*
Melee ❖ trunk +35 (magical, reach 20 feet, sweep, trip), **Damage** 5d10+17 bludgeoning plus Grab
Melee ❖ foot +33 (magical, reach 10 feet), **Damage** 5d8+15 bludgeoning
Arcane Innate Spells DC 40; **Constant (9th)** *fly*, *water walk*
Roll ❖ The aolaz tucks its head down and rolls up into an armored sphere. While Rolling, an aolaz has AC 44, Fort +37, Ref +29, Will +33, and Speed 100 feet, but it can't use its trunk Strikes or its Ultrasonic Blast. It can make foot Strikes while rolling, but only as part of a Trample. The aolaz can use this action again to unroll and resume its standing form.
Trample ❖❖ Huge or smaller, foot, DC 40

(Continued on card 25)

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(Aolaz, continued from card 24)

Ultrasonic Blast ❖ (arcane, sonic) The aolaz releases a tremendous blast of sonic energy from its trunk in a 150-foot line, dealing 12d10 sonic damage. The frequency of this sound is such that it is completely imperceptible to humanoids, but the damage it wreaks is all too evident. Each creature in the area must attempt a DC 40 Fortitude save. The aolaz can't use Ultrasonic Blast again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature takes half damage and is stunned 1.

Failure The creature takes full damage and is stunned 2.

Critical Failure The creature takes double damage and is stunned 3.

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APE, GORILLA CREATURE 3

LARGE ANIMAL

Perception +8; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +9, Athletics +11, Stealth +7
Str +4, **Dex** +2, **Con** +3, **Int** –4, **Wis** +1, **Cha** –2

AC 18; **Fort** +12, **Ref** +9, **Will** +6
HP 45

Speed 30 feet, climb 30 feet
Melee ❖ fist +11 (agile, reach 10 feet), **Damage** 2d6+4 bludgeoning
Melee ❖ jaws +11 (reach 5 feet), **Damage** 1d8+4 piercing
Frightening Display ❖❖ (auditory, emotion, fear, mental) The gorilla beats its chest in a terrifying display. Creatures within 30 feet must attempt a DC 20 Will save. While a creature is frightened by this ability, it is off-guard to the gorilla.
Critical Success No effect and temporarily immune for 1 minute.
Success The creature is unaffected.
Failure The creature is frightened 1.
Critical Failure The creature is frightened 2.

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APE, MEGAPRIMATUS CREATURE 8

GARGANTUAN ANIMAL

Perception +15; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +14, Athletics +19
Str +7, **Dex** +2, **Con** +5, **Int** –4, **Wis** +1, **Cha** +2

AC 26; **Fort** +19, **Ref** +16, **Will** +13
HP 150

Speed 30 feet, climb 30 feet
Melee ◆ fist +21 (agile, reach 20 feet), **Damage** 2d8+10 bludgeoning
Melee ◆ jaws +21 (reach 10 feet), **Damage** 2d10+10 piercing
Mangling Rend ◆◆ A megaprimatus makes two fist Strikes against the same target. If both hit, the attack deals an additional 2d6 bludgeoning damage, the target is off-guard, and the target takes a –20-foot status penalty to all Speeds until the end of its next turn.
Terrifying Display ◆◆ (auditory, emotion, fear, mental) The megaprimatus beats its chest in a terrifying display. Creatures within 50 feet must attempt a DC 27 Will save. While a creature is frightened by this ability, it is off-guard to the megaprimatus and to gorillas.

Critical Success No effect and temporarily immune for 1 minute.
Success The creature is unaffected.
Failure The creature is frightened 1.
Critical Failure The creature is frightened 2 and fleeing until the end of its next turn.

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ARBOREAL, ARBOREAL REGENT CREATURE 8

HUGE PLANT WOOD

Perception +18; low-light vision
Languages Arboreal, Common, Fey; *speak with plants*
Skills Athletics +19, Diplomacy +16, Intimidation +16, Nature +18, Stealth +11 (+21 in forests)
Str +7, **Dex** –1, **Con** +6, **Int** +1, **Wis** +4, **Cha** +2

AC 26; **Fort** +20, **Ref** +11, **Will** +16
HP 150; **Weaknesses** axes 5, fire 10; **Resistances** bludgeoning 5, piercing 5

Speed 25 feet
Melee ❖ branch +19 (reach 15 feet), **Damage** 2d12+7 bludgeoning
Melee ❖ root +19 (trip), **Damage** 2d8+7 bludgeoning
Ranged ❖ rock +19 (brutal, range increment 120 feet), **Damage** 2d10+7 bludgeoning
Primal Innate Spells DC 26; **Constant** *speak with plants*
Awaken Tree ❖❖ (concentrate, primal) The arboreal regent causes a tree within 180 feet to uproot itself and fight as a minion using the statistics for an awakened tree. The arboreal regent can control up to two awakened trees at a time, and they can issue commands to both trees as a single action, which has the concentrate and auditory traits.
Sunder Objects When an arboreal regent damages an item or structure, they deal an additional 2d10 damage to that item or structure.
Throw Rock ❖

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ARBOREAL, ARBOREAL WARDEN CREATURE 4

LARGE PLANT WOOD

Perception +11; low-light vision
Languages Arboreal, Common, Fey
Skills Athletics +13, Stealth +9 (+14 in forests)
Str +5, **Dex** +1, **Con** +3, **Int** +1, **Wis** +3, **Cha** +1
Items large bark shield (Hardness 3, Hit Points 20, BT 10), stone longsword

AC 20 (22 with shield raised); **Fort** +13, **Ref** +9, **Will** +11
HP 75; **Weaknesses** axes 5, fire 10; **Resistances** bludgeoning 5, piercing 5
Reactive Strike ↻
Shield Block ↻

Speed 25 feet
Melee ◆ stone longsword +13 (reach 10 feet), **Damage** 1d8+10 bludgeoning
Melee ◆ shield bash +13, **Damage** 1d6+10 bludgeoning
Shield Push ◆◆ The arboreal warden Strides and then makes a shield bash Strike. If the attack hits, the target is pushed 10 feet.

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ARBOREAL, AWAKENED TREE CREATURE 6

HUGE PLANT WOOD

Perception +13; low-light vision
Languages Arboreal (can't speak any language)
Skills Athletics +14, Stealth +9 (+14 in forests)
Str +6, **Dex** –1, **Con** +6, **Int** –5, **Wis** +3, **Cha** +0

AC 22; **Fort** +16, **Ref** +9, **Will** +13
HP 100; **Weaknesses** axes 5, fire 10; **Resistances** bludgeoning 5, piercing 5

Speed 20 feet
Melee ❖ branch +16 (reach 15 feet), **Damage** 2d8+6 bludgeoning
Melee ❖ root +16 (trip), **Damage** 2d6+6 bludgeoning

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ARCHON, AESRA CREATURE 7

MEDIUM ARCHON CELESTIAL HOLY

Perception +15; darkvision
Languages Diabolic, Draconic, Empyrean, Utopian; *truespeech*
Skills Acrobatics +13, Athletics +14, Diplomacy +16, Intimidation +16, Religion +13, Survival +14
Str +5, **Dex** +2, **Con** +4, **Int** +1, **Wis** +2, **Cha** +5
Items full plate

AC 27, all-around vision; **Fort** +17, **Ref** +11, **Will** +15; +1 status to all saves vs. magic
HP 100; **Immunities** fear; **Weaknesses** evil 10; **Resistances** fire 15
Archon's Protection ↻ **Trigger** An enemy damages the archon's ally and both are within 15 feet of the archon; **Effect** The ally gains resistance 10 to all damage against the triggering damage and the archon can make a Strike against the enemy.

Speed 30 feet, fly 60 feet
Melee ❖ flame of justice +18 (holy, magical, versatile P), **Damage** 2d10+5 slashing plus 1d6 fire and flame of justice
Ranged ❖ flame of justice +15 (holy, magical, range increment 30 feet, versatile P), **Damage** 2d10+5 slashing plus 1d6 fire and flame of justice
Divine Innate Spells DC 24; **4th** *translocate* (at will); **1st** *sure strike* (×3); **Cantrips (4th)** *light*, *message*; **Constant (5th)** *truespeech*
Flame of Justice (divine, holy) An aesra's spirit of righteousness manifests as a two-handed sword of fire. If disarmed or thrown as a ranged weapon, the flame of justice vanishes after landing or dealing damage and reappears in the aesra's hands again instantly. On a critical hit, the target also takes 2d6 persistent fire damage.
Flaming Slash ❖❖ (divine, fire, holy, manipulate) The aesra sweeps their sword, creating a 15-foot cone of sacred flame that deals 5d6 fire damage with a DC 23 basic Reflex save.
Maintain Formation When an aesra casts *translocate*, they can bring an adjacent willing archon along with them. That archon appears in an empty space adjacent to the aesra's new space.

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ARCHON, GIYLEA — CREATURE 16

RARE | HUGE | ARCHON | CELESTIAL | HOLY

Perception +28; darkvision, *truesight*
Languages Diabolic, Draconic, Empyrean, Utopian; *truespeech*
Skills Acrobatics +31, Athletics +30, Intimidation +29, Religion +28, Warfare Lore +29
Str +6, **Dex** +9, **Con** +6, **Int** +5, **Wis** +6, **Cha** +3

AC 41, all-around vision; **Fort** +26, **Ref** +31, **Will** +28; +1 status to all saves vs. magic
HP 230; **Immunities** fear; **Weaknesses** unholy 15
All-Knowing Eyes (aura, divine, mental, visual) 30 feet. When a creature ends its turn in the giylea's aura, it must attempt a DC 34 Will save. If the creature fails, any Deception check it attempts until the end of its next turn has its result reduced by one degree of success. If a creature is currently disguised or in a shape other than its true form when it fails its save, it also becomes stupefied 1 until the end of its next turn.
Archon's Protection ↷ **Trigger** An enemy damages the archon's ally and both are within 15 feet of the archon; **Effect** The ally gains resistance 20 to all damage against the triggering damage and the archon can make a Strike against the enemy.

Speed fly 50 feet
Melee ❖ slam +30 (holy, magical) **Damage** 3d12+14 bludgeoning plus 1d6 fire
Ranged ❖ tongue of flame +33 (fire, holy, magical, range 30 feet), **Damage** 7d6 fire
Divine Innate Spells DC 37, attack +29; **9th** *detonate magic*; **8th** *divine wrath*, *ring of truth* (at will); **7th** *divine decree, divine immolation, scouting eye*, *zealous conviction*; **Constant (8th)** *ring of truth, truesight*, *truespeech*

(Continued on card 33)

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(Archon, giylea, continued from card 32)

Fiery Spokes ❖❖ (divine, fire, holy, spirit) The giylea spins furiously, emitting a rain of divine fire. All creatures in a 60-foot emanation take 12d6 fire damage and 5d6 spirit damage with a DC 37 basic Reflex save. The giylea can't use Fiery Spokes for 1d4 rounds.

Focus Gaze ❖ (concentrate, divine, mental, visual) The giylea fixes their gaze on a creature they can see within 30 feet. The target must immediately attempt a DC 37 Will save against the giylea's all-knowing eyes. If the creature is under any magical effect that disguises it or has altered its shape, the giylea attempts to counter that magical disguise effect (counteract +29, 8th rank). After attempting its save, the creature is then temporarily immune until the start of the giylea's next turn.

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ARCHON, QARNA CREATURE 4

MEDIUM ARCHON CELESTIAL HOLY

Perception +11; darkvision
Languages Diabolic, Draconic, Empyrean, Utopian; *truespeech*
Skills Acrobatics +12, Intimidation +11, Nature +11, Religion +9, Stealth +10, Survival +11 (+15 to Track)
Str +3, **Dex** +4, **Con** +3, **Int** +1, **Wis** +3, **Cha** +1
Items composite longbow (20 arrows)

AC 22, all-around vision; **Fort** +11, **Ref** +10, **Will** +11; +1 status to all saves vs. magic
HP 65; **Immunities** fear; **Weaknesses** unholy 5
Archon's Protection ↻ **Trigger** An enemy damages the archon's ally and both are within 15 feet of the archon; **Effect** The ally gains resistance 5 to all damage against the triggering damage and the archon can make a Strike against the enemy.

Speed 35 feet
Melee ◆ horn +13 (holy, magical), **Damage** 1d8+9 piercing plus Push
Ranged ◆ composite longbow +14 (holy, deadly d10, magical, propulsive, range increment 100 feet, volley 30 feet), **Damage** 1d8+7 piercing
Divine Innate Spells DC 21; **4th**, *translocate* (×3); **2nd** *animal messenger* (×3); **1st** *charm* (animals only, ×3), *sure strike* (×3); **Cantrips (2nd)** *light*; **Constant (5th)** *truespeech*
Archon's Pursuit ◆◆ **Frequency** once per day; **Requirements** The qarna saw another creature teleport within the last round and has at least one *translocate* spell remaining; **Effect** The qarna casts one of their *translocate* spells, which is heightened to 5th rank and causes the qarna to arrive in an unoccupied space it chooses within 30 feet of the creature it's pursuing. If the creature is too far away, the qarna arrives as close as possible.

(Continued on card 35)

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(Archon, qarna, continued from card 34)

Distracting Arrow ❖❖ (divine, mental) The qarna makes a composite longbow Strike. If it hits, the arrow lodges in the target and that creature's senses focus on the archon, leaving all else blurry. That creature takes a –2 status penalty to attack rolls and Perception checks against any target other than the qarna. The creature can Interact to remove the arrow, which ends the effect.

Touch of Charity ❖ (divine, healing, manipulate, vitality) The qarna touches a willing living creature to take on that creature's wounds. The qarna transfers up to 30 of their own HP to the touched creature. (The qarna can't transfer more HP than they currently have.)

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ARCHON, REKHEP CREATURE 10

LARGE ARCHON CELESTIAL HOLY

Perception +19; darkvision
Languages Diabolic, Draconic, Empyrean, Utopian; *truespeech*
Skills Athletics +21, Diplomacy +19, Intimidation +19, Religion +19, Survival +17
Str +5, **Dex** +1, **Con** +7, **Int** +2, **Wis** +3, **Cha** +3
Items *+1 striking lance*

AC 31, all-around vision; **Fort** +23, **Ref** +15, **Will** +19; +1 status to all saves vs. magic
HP 150; **Immunities** fear; **Weaknesses** unholy 10
Archon's Protection ↷ **Trigger** An enemy damages the archon's ally and both are within 15 feet of the archon; **Effect** The ally gains resistance 15 to all damage against the triggering damage and the archon can make a Strike against the enemy.

Speed 30 feet, fly 60 feet
Melee ❖ *holy lance* +22 (deadly d8, divine, holy, jousting d6, reach 10 feet), **Damage** 2d8+11 piercing plus 1d4 spirit (or 2d4 spirit vs. an unholy target)
Divine Innate Spells DC 27; **4th** *translocate* (at will); **2nd** *share life* (×3); **1st** *sure strike* (×3); **Cantrips (5th)** *divine lance*, *message*; **Constant (5th)** *truespeech*
Archon's Pursuit ❖❖ **Frequency** once per day; **Requirements** The rekhep saw another creature teleport within the last round and has at least one *translocate* spell remaining; **Effect** The rekhep casts one of their *translocate* spells, which is heightened to 5th rank and causes the rekhep to arrive in an unoccupied space it chooses within 30 feet of the creature it's pursuing. If the creature is too far away, the rekhep arrives as close as possible.
Courageous Switch When a rekhep uses their *translocate* innate spell, they can choose to move into the space of a willing ally they can see within range. If they do, the ally switches places with the archon, appearing in the space the archon just vacated.
(Continued on card 37)

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(Archon, rekhep, continued from card 36)

Holy Armament (divine, holy) Any weapon gains the *holy* rune while the rekhep wields it.

Living Shield ◆ The rekhep grants an adjacent ally a +2 circumstance bonus to AC until they're no longer adjacent or until the start of the archon's next turn, whichever comes first. When the rekhep uses Archon's Protection against an attack against the shielded ally, the rekhep gains the resistance and takes the damage rather than the ally.

Terrifying Smite ◆◆ (emotion, fear, mental) The rekhep makes a Strike against an enemy that has one of the rekhep's allies within its reach. On a hit, the target takes an additional 2d8 mental damage and is frightened 2. The extra damage and frightened value are doubled on a critical hit.

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ARCHON, ZOAEM CREATURE 1

SMALL ARCHON CELESTIAL HOLY

Perception +6; darkvision
Languages Diabolic, Draconic, Empyrean, Utopian
Skills Acrobatics +8, Intimidation +6, Religion +6
Str –5, **Dex** +3, **Con** +1, **Int** –1, **Wis** +1, **Cha** +1

AC 16; **Fort** +6, **Ref** +10, **Will** +4
HP 20, all-around vision; **Immunities** fear; **Weaknesses** unholy 3; **Resistances** fire 3
Archon's Protection ↷ **Trigger** An enemy damages the archon's ally and both are within 15 feet of the archon; **Effect** The ally gains resistance 3 to all damage against the triggering damage and the archon can make a Strike against the enemy.

Speed fly 40 feet
Ranged ❖ eye ray +8 (agile, fire, holy, magical, range 30 feet), **Damage** 1d8 fire
Divine Innate Spells DC 17; **4th** *read omens*; **1st** *heal*; **Cantrips (1st)** *light*
Behold! ❖❖ (concentrate, illusion, incapacitation, visual) **Frequency** once per hour; **Effect** The zoaem's rings and wings move in a complex pattern, mesmerizing creatures in the zoaem's choice of a 10-foot emanation or a 5-foot burst within 60 feet. Each creature must succeed at a DC 17 Will save or be fascinated with the zoaem for 1 minute and stunned 1 (or stunned for 1 round on a critical failure).
Light of Truth ❖ (concentrate, divine, light) The zoaem shines an intense light of truth, as *revealing light* but in a 60-foot line. Against creatures affected by this light, the zoaem and their allies gain a +1 status bonus to damage rolls and Recall Knowledge checks. The zoaem can't use Light of Truth again for 1d4 rounds.

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ATHAMARU HUNTER CREATURE 3

MEDIUM | AMPHIBIOUS | ATHAMARU | HUMANOID

Perception +9; low-light vision
Languages Common, Thalassic
Skills Athletics +11, Diplomacy +5, Nature +7, Stealth +8, Survival +7
Str +4, **Dex** +3, **Con** +0, **Int** +1, **Wis** +2, **Cha** +0
Items crossbow (12 fan bolts), longspear, scale mail

AC 20; **Fort** +7, **Ref** +10, **Will** +9
HP 38

Speed 10 feet, swim 40 feet; smooth swimmer
Melee ❖ longspear +11 (reach 10 feet), **Damage** 1d8+4 piercing
Melee ❖ crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8 piercing plus fan bolt
Cooperative Hunting After the hunter attempts a Strike at a Large or larger target (regardless of success or failure), the next Strike one of the hunter's allies makes against the same target gains a +2 circumstance bonus to the attack roll.
Fan Bolt The hunter prepares their hooked crossbow bolts with carefully woven seaweed. On a successful crossbow Strike, the bolt embeds and the seaweed fan deploys. The target takes a –10-foot status penalty to its swim Speed. A creature can Interact to attempt a DC Athletics check, removing the bolt on a success.
Hunt Prey ❖ (concentrate) The athamaru hunter designates a single creature they can see and hear, or one they're Tracking, as their prey. The hunter gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. The first time the athamaru hits their designated prey in a round, they deal an additional 1d8 precision damage. These effects last until the hunter uses Hunt Prey again.
Pack Attack The hunter's Strikes deal an additional 1d8 damage to creatures within reach of at least two of the hunter's allies.
Smooth Swimmer The athamaru hunter ignores difficult terrain caused by aquatic terrain features.

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AZARKETI CRAB CATCHER CREATURE 0

MEDIUM | AMPHIBIOUS | AZARKETI | HUMANOID

Perception +6
Languages Alghollthu, Common
Skills Athletics +4 (+6 to Swim), Diplomacy +3, Nature +3, Stealth +5 (+7 underwater), Survival +5, Underwater Lore +4
Str +2, **Dex** +3, **Con** +2, **Int** +0, **Wis** +1, **Cha** +1
Items crab cage, dagger, sack

AC 16; **Fort** +6, **Ref** +9, **Will** +3
HP 15

Hydration Azarketi must regularly submerge themselves in water to rehydrate their water-acclimated skin. After the first 24 hours outside of water, they gain a –1 status penalty to Fortitude saves as their skin cracks and their gills become painful. After 48 hours, they begin to suffocate until returned to water.

Swim Away ↷ **Requirement** The azarketi crab catcher is swimming; **Trigger** The azarketi crab catcher is targeted with an attack and can see the attacker; **Effect** The azarketi crab catcher gains a +2 circumstance bonus to AC against the triggering attack. After the attack, they Swim 5 feet.

Speed 25 feet; swim 25 feet
Melee ❖ dagger +7 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing
Ranged ❖ dagger +7 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

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AZARKETI TIDE TAMER CREATURE 7

MEDIUM | AMPHIBIOUS | AZARKETI | HUMANOID

Perception +15
Languages Alghollthu, Common
Skills Athletics +15 (+17 to Swim), Intimidation +15, Nature +12, Stealth +15 (+17 underwater), Survival +14, Underwater Lore +11
Str +4, **Dex** +4, **Con** +2, **Int** +0, **Wis** +1, **Cha** +2
Items hand crossbow (20 bolts), studded leather, *+1 trident*

AC 25; **Fort** +15, **Ref** +18, **Will** +12
HP 115

Hydration Azarketi must regularly submerge themselves in water to rehydrate their water-acclimated skin. After the first 24 hours outside of water, they gain a –1 status penalty to Fortitude saves as their skin cracks and their gills become painful. After 48 hours, they begin to suffocate until returned to water.

Speaker of the Oceans An azarketi tide tamer can speak with animals that have the aquatic or amphibious trait.

Speed 25 feet; swim 25 feet
Melee ❖ *trident* +18 (thrown 20 feet), **Damage** 1d8+7 piercing
Ranged ❖ *trident* +18 (thrown 20 feet), **Damage** 1d8+7 piercing
Ranged ❖ hand crossbow +17 (range increment 60 feet, reload 1), **Damage** 1d6 piercing

Aquatic Predator An azarketi deals 2d8 additional damage on a successful weapon Strike while they are underwater.

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AZATA, AEOLAEKA CREATURE 12

LARGE AZATA CELESTIAL EARTH HOLY

Perception +23; darkvision, tremorsense (precise) 60 feet
Languages Draconic, Empyrean, Petran; *speak with stones*, *truespeech*
Skills Athletics +25, Diplomacy +22, Intimidation +22, Nature +23
Str +6, **Dex** +4, **Con** +7, **Int** +2, **Wis** +5, **Cha** +4
Items *+1 striking warhammer*

AC 33; **Fort** +25, **Ref** +20, **Will** +23
HP 250; **Weaknesses** cold iron 15, unholy 15

Speed 25 feet, burrow 25 feet; earth glide

Melee *warhammer* +25 (holy, magical, shove), **Damage** 2d8+12 bludgeoning

Divine Innate Spells DC 32, attack +24; **6th** *petrify*, *sure footing*; **5th** *heal*, *locate*, *wall of stone*, *weapon storm*; **3rd** *earthbind* (at will); **Constant (5th)** *speak with stones*, *truespeech*

Earth Glide An aeolaeka can Burrow through any earthen matter, including rock. When they do so, the aeolaeka moves at their full burrow Speed, leaving no tunnels or signs of their passing.

Liberate the Earth ❖❖ (concentrate, divine, earth) The aeolaeka conjures churning stones, creating a 60-foot line of rolling boulders. Creatures in the line take 10d6 bludgeoning damage with a DC 35 Reflex save. The area is difficult terrain for 24 hours before the leftover stone crumbles to dust. The aeolaeka can't Liberate the Earth for 1d4 rounds.

Critical Success The creature takes no damage.
Success The creature takes half damage.
Failure The creature takes full damage and is knocked prone.
Critical Failure The creature takes double damage, is knocked prone, and is immobilized by the rubble (Escape DC 32).

Statue ❖ (concentrate) Until the next time they act, the aeolaeka appears to be a statue. They have an automatic result of 45 on Deception checks and DCs to pass as a statue.

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AZATA, GANCANAGH CREATURE 4

MEDIUM AZATA CELESTIAL HOLY

Perception +11; darkvision
Languages Diabolic, Draconic, Empyrean; *truespeech*
Skills Athletics +9, Deception +13, Diplomacy +13, Performance +14, Religion +9, Stealth +11
Str +1, **Dex** +5, **Con** +3, **Int** +2, **Wis** +1, **Cha** +5
Items silver rapier, silver virtuoso flute

AC 21; **Fort** +9, **Ref** +13, **Will** +11
HP 75; **Weaknesses** cold iron 5, unholy 5
Vulnerable to Smoke A gancanagh's lungs can't tolerate smoke. They take a –2 circumstance penalty to saving throws against effects that create some form of smoke.

Speed 30 feet
Melee ❖ silver rapier +13 (deadly d10, disarm, finesse, holy, magical), **Damage** 1d6+7 piercing
Divine Innate Spells DC 23; **4th** *suggestion*; **3rd** *heroism*; **2nd** *heal*, *sure footing*; **1st** *charm* (at will); **Constant (5th)** *truespeech*
Change Shape ❖ (concentrate, divine, polymorph) The gancanagh can take on the appearance of any Small or Medium humanoid. This doesn't change their Speed or their attack and damage bonuses with their Strikes but might change the damage type their Strikes deal (typically to bludgeoning).
Invigorating Passion ❖❖ (divine, emotion, mental) The gancanagh embraces or kisses a willing creature adjacent to them, infusing that creature with their invigorating passion. For 10 minutes, the creature gains a +1

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AZATA, KANYA CREATURE 7

LARGE AZATA CELESTIAL HOLY

Perception +16; darkvision
Languages Diabolic, Draconic, Empyrean; *truespeech*
Skills Acrobatics +14, Athletics +17, Deception +16, Diplomacy +18, Nature +14, Performance +20, Religion +14, Survival +12
Str +4, **Dex** +3, **Con** +5, **Int** +2, **Wis** +3, **Cha** +5
Items *+1 longsword*, virtuoso harp

AC 25; **Fort** +14, **Ref** +16, **Will** +16
HP 135; **Weaknesses** cold iron 10, unholy 10
Free Expression A kanya's auditory and sonic effects attempt to counteract any effect that would directly control, manipulate, or prevent them from expressing themself freely, such as *silence*. They can also spend an action, which has concentrate trait, to speak forcefully and counteract such effects. The counteract modifier is +16 in either case.

Speed 25 feet, fly 45 feet
Melee ❖ *longsword* +18 (holy, magical, versatile P), **Damage** 1d8+10 slashing plus 1d6 sonic
Melee ❖ tail +17 (agile, holy, magical, reach 10 feet), **Damage** 2d6+10 bludgeoning plus Grab
Divine Innate Spells DC 26; **4th** *charm*, *clear mind*, *counter performance* (*Player Core* 370), *noise blast*, *soothe*, *suggestion*; **2nd** *invisibility*; **Cantrips (4th)** *courageous anthem* (*Player Core* 370), *daze*, *detect magic*, *figment*, *light*, *summon instrument*, *uplifting overture* (*Player Core* 372); **Constant (5th)** *truespeech*
Muse's Courage Any *courageous anthem* the kanya casts grants a +2 status bonus instead of +1.

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AZATA, LYRAKIEN CREATURE 1

TINY AZATA CELESTIAL HOLY

Perception +8; darkvision
Languages Common, Diabolic, Draconic, Empyrean
Skills Acrobatics +9, Diplomacy +6, Performance +8, Religion +6, Stealth +7
Str –2, **Dex** +4, **Con** +1, **Int** +1, **Wis** +3, **Cha** +3

AC 17; **Fort** +4, **Ref** +7, **Will** +6
HP 25; **Weaknesses** cold iron 3, unholy 3

Speed 25 feet, fly 50 feet
Melee ❖ fist +7 (agile, finesse, holy, magical, reach 0 feet), **Damage** 1d4–2 bludgeoning
Ranged ❖ starlight ray +7 (holy, light, range 30 feet), **Damage** 2d4 spirit
Divine Innate Spells DC 17; **4th** *read omens*; **1st** *heal*, *illusory object*; **Cantrips (1st)** *daze*, *detect magic*, *light*; **Constant (4th)** *unfettered movement*
Starlight Blast ❖❖ (holy, light) The lyrakien unleashes a blast of holy starlight in a 5-foot emanation. Enemies in the area take 2d6 spirit damage with a DC 17 basic Reflex save. The lyrakien can't use Starlight Blast or their starlight ray ranged attack for 1d4 rounds.

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BANDERSNATCH CREATURE 17

RARE GARGANTUAN BEAST TANE

Perception +30; darkvision, scent (precise) 120 feet
Skills Acrobatics +30, Athletics +33, Intimidation +32, Stealth +32, Survival +28
Str +9, **Dex** +6, **Con** +6, **Int** -4, **Wis** +6, **Cha** +6
Planar Acclimation The bandersnatch treats the plane it is on as its home plane.

AC 41; **Fort** +32, **Ref** +30, **Will** +27; +1 status to all saves vs. magic
HP 335 (fast healing 15); **Immunities** confused
Confusing Gaze (aura, emotion, mental, primal, visual) 20 feet. When a creature ends its turn in the aura, it must succeed at a DC 35 Will save or become confused for 1 round.
Quick Recovery The bandersnatch recovers with frightening speed. At the end of its turn, it reduces the value of one debilitating condition it suffers (with the exception of dying) by 1. If it's blinded, dazzled, deafened, fatigued, fleeing, or petrified, it can instead succeed at a DC 16 flat check to end one of these conditions of its choice; it can't use quick recovery on other conditions that lack values.
Reactive Strike ↩ tail only.

Speed 50 feet, climb 20 feet
Melee ❖ jaws +34 (magical, reach 15 feet), **Damage** 3d12+19 piercing
Melee ❖ claw +34 (agile, magical, reach 15 feet), **Damage** 3d8+19 slashing
Melee ❖ tail +34 (fatal d8, magical, reach 20 feet), **Damage** 3d4+19 piercing plus pain
Ranged ❖ quill +30 (range increment 100 feet), **Damage** 3d4+19 piercing plus Pain

(Continued on card 47)

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(Bandersnatch, continued from card 46)

Focus Gaze ❖ (emotion, mental, primal, visual) The bandersnatch fixes its gaze at a creature it can see within 20 feet. The target must immediately attempt a Will save against the bandersnatch's Confusing Gaze. After attempting the save, the creature is temporarily immune to a bandersnatch's Confusing Gaze until the start of the bandersnatch's next turn.

Frumious Charge ❖❖ The bandersnatch Strides, ignoring difficult terrain, then makes two claw Strikes at the end of its movement.

Pain A bandersnatch's quills create exceptionally painful wounds. The wounded creature must succeed at a DC 38 Fortitude save to resist becoming drained 1 (drained 2 on a critical failure) by this pain. Further bandersnatch Strikes that cause pain increase the amount of drain by 1 for each failed save to a maximum of drained 4.

Relentless Tracker The bandersnatch can Track while moving at its full speed.

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BANSHEE CREATURE 17

UNCOMMON | MEDIUM | INCORPOREAL | SPIRIT | UNDEAD | UNHOLY

Perception +32; hears heartbeats (imprecise) 60 feet, darkvision
Languages Common, Elven
Skills Acrobatics +31, Intimidation +32, Occultism +25
Str –5, **Dex** +6, **Con** +2, **Int** +0, **Wis** +7, **Cha** +7
Hears Heartbeats The banshee can hear heartbeats within 60 feet of it as an imprecise sense.
Sunlight Powerlessness A banshee in sunlight is clumsy 2 and stunned 2.

AC 39; **Fort** +25, **Ref** +29, **Will** +32
HP 250, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 12 (except force, *ghost touch*, spirit, or vitality; double resistance vs. non-magical)
Vengeful Spite ↷ (occult) **Trigger** A foe critically hits the banshee, or the banshee critically fails their save against a foe's damaging effect; **Effect** The banshee lashes back at their tormentor, dealing 4d10+14 mental damage with a DC 38 basic Will save and applying the effects of terrifying touch based on the results of the same Will save.

Speed fly 60 feet
Melee ❖ hand +32 (finesse, magical), **Damage** 4d10+14 void plus terrifying touch
Spectral Ripple When a banshee Strides at least 10 feet, they're concealed until the start of their next turn.
Terrifying Touch (emotion, fear, occult) A creature damaged by the banshee's touch that isn't already frightened must attempt a DC 38 Will save (DC 43 if the attack was a critical hit). If the creature fails its save, it's frightened 2; on a critical failure, the creature also cowers with fear and is stunned 4. If the creature is protected against fear by a spell or magic item, the banshee's touch first attempts to counteract the protection effect, with the effect of a 9th-rank *dispel magic* spell.

(Continued on card 49)

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(Banshee, continued from card 48)

Wail ◆◆◆ (auditory, concentrate, death, occult) The banshee unleashes a soul-chilling *wails of the damned* (DC 38). This Wail overcomes *silence* and similar effects of 5th rank or lower. The banshee can instead use Wail as a three-action activity to overcome such effects of up to 8th rank.

The banshee's Wail resonates for 1 round, and any creature that comes within the area during that time must attempt a save against the effect. A creature can't be affected more than once by the same Wail. The banshee can't Wail again for 1d4 rounds.

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BARGHEST CREATURE 4

MEDIUM BEAST UNHOLY

Perception +12; darkvision, scent (imprecise) 30 feet
Languages Common, Fey, Goblin, Jotun
Skills Athletics +13, Deception +11, Diplomacy +9, Intimidation +11, Stealth +10, Survival +12
Str +5, **Dex** +2, **Con** +3, **Int** +2, **Wis** +2, **Cha** +3

AC 20; **Fort** +11, **Ref** +12, **Will** +8
HP 50; **Weaknesses** holy 5; **Resistances** physical 5 (except cold iron)
Primal Hunt ↷ (primal, teleportation) **Trigger** A creature within the barghest's reach takes a move or teleportation action; **Effect** After the triggering action, the barghest can teleport up to 60 feet to a space adjacent to that creature.

Speed 25 feet
Melee ❖ jaws +13 (unholy), **Damage** 2d8+5 piercing plus Knockdown
Melee ❖ claw +13 (agile, unholy), **Damage** 2d6+5 slashing plus unhealing wound
Primal Innate Spells DC 21; **2nd** *invisibility*, *mist*; **Cantrips (2nd)** *figment*, *light*
Change Shape ❖ (concentrate, polymorph, primal) The barghest takes on the shape of a humanoid, a dog, or its true form. Their size changes to match the new form. When the barghest is a humanoid, their claw Strike deals bludgeoning damage and they lose their jaws Strike. When the barghest is a dog, their Speed changes to 35 feet. Each individual barghest has only one humanoid form and one dog form.
Unhealing Wound (curse, primal) A creature damaged by the barghest's claws must succeed at a DC 21 Fortitude save or be cursed. The cursed creature can't regain Hit Points except via magic until it returns to maximum Hit Points. The creature can attempt a new saving throw against the curse every 24 hours.

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BASILISK CREATURE 5

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; **Immunities** petrified

Petrifying Glance ↷ (arcane, aura, 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 slowed 1 for 1 minute as its body slowly stiffens.

Speed 20 feet
Melee ❖ jaws +15, **Damage** 2d8+4 piercing
Petrifying Gaze ❖❖ (arcane, concentrate, incapacitation, 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 no more than 1 hour old is instantly restored to flesh. A single basilisk contains enough blood to coat 1d4 Medium creatures in this manner.

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BAT, GIANT CREATURE 2

LARGE ANIMAL

Perception +11; echolocation (precise) 40 feet, low-light vision
Skills Acrobatics +8, Athletics +8, Stealth +8
Str +4, **Dex** +2, **Con** +3, **Int** –4, **Wis** +3, **Cha** –2
Echolocation A bat can use its hearing as a precise sense at the listed range.

AC 18; **Fort** +9, **Ref** +8, **Will** +7
HP 30
Wing Thrash ↻ **Trigger** An adjacent enemy damages the giant bat; **Effect** The bat makes one or two wing Strikes—one against the triggering creature and one against another adjacent creature.

Speed 15 feet, fly 30 feet
Melee ❖ fangs +9, **Damage** 1d10+4 piercing
Melee ❖ wing +9 (agile), **Damage** 1d6+4 slashing

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BAT, VAMPIRE BAT SWARM CREATURE 1

LARGE ANIMAL SWARM

Perception +10; echolocation (precise) 20 feet, low-light vision
Skills Acrobatics +7, Athletics +4 (+7 to Climb), Stealth +7
Str +1, **Dex** +4, **Con** +1, **Int** –4, **Wis** +3, **Cha** –3
Echolocation A bat swarm can use its hearing as a precise sense at the listed range.

AC 15; **Fort** +6, **Ref** +9, **Will** +6
HP 11; **Immunities** grabbed, precision, prone, restrained, swarm mind; **Weaknesses** area damage 3, splash damage 3; **Resistances** bludgeoning 6, piercing 6, slashing 3

Speed 5 feet, fly 30 feet
Blood Feast ❖ Each enemy in the bat swarm's space takes 1d4 piercing damage (DC 16 basic Reflex save). Creatures that fail this save also take 1 persistent bleed damage.

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BEAR, CAVE

CREATURE 6

LARGE ANIMAL

Perception +13; low-light vision, scent (imprecise) 30 feet
Skills Athletics +16, Survival +11
Str +6, **Dex** +1, **Con** +6, **Int** –4, **Wis** +1, **Cha** –1

AC 24; **Fort** +16, **Ref** +11, **Will** +13
HP 95

Speed 35 feet
Melee ◆ jaws +16, **Damage** 2d10+6 piercing
Melee ◆ claw +16 (agile), **Damage** 2d8+6 slashing plus Grab
Mauler The bear gains a +4 circumstance bonus to damage rolls against creatures it has grabbed.
Rush ◆◆ The cave bear Strides and makes a Strike at the end of that movement. During the Stride, it gains a +10-foot circumstance bonus to its Speed.

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BEAR, GRIZZLY CREATURE 3

LARGE ANIMAL

Perception +10; low-light vision, scent (imprecise) 30 feet
Skills Athletics +11, Survival +8
Str +4, **Dex** +1, **Con** +5, **Int** –4, **Wis** +1, **Cha** –2

AC 17; **Fort** +12, **Ref** +6, **Will** +8
HP 59

Speed 35 feet
Melee ◆ jaws +11, **Damage** 2d8+4 piercing
Melee ◆ claw +11 (agile), **Damage** 1d10+4 slashing plus Grab
Mauler The grizzly bear gains a +2 circumstance bonus to damage rolls against creatures it has grabbed.
Rush ◆◆ The grizzly bear Strides and makes a Strike at the end of that movement. During the Stride, the grizzly bear gains a +10-foot circumstance bonus to its Speed.

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BEETLE, FLASH CREATURE -1

SMALL ANIMAL

Perception +6; low-light vision
Skills Acrobatics +6, Athletics +4
Str +1, **Dex** +3, **Con** +2, **Int** –5, **Wis** +1, **Cha** –2

AC 16; **Fort** +5, **Ref** +8, **Will** +4
HP 6
Luminescent Aura (aura, light) 10 feet. The flash beetle's bioluminescent organs fill the area with bright light.

Speed 20 feet, fly 15 feet
Melee ❖ mandibles +8 (agile, finesse), **Damage** 1d4+1 piercing
Light Flash ❖ (concentrate, light) The flash beetle creates a brilliant flash of light. All creatures in its luminescent aura must succeed at a DC 17 Fortitude save or be dazzled for 1 minute. The flash beetle's glow then goes out, disabling its aura for 24 hours, during which time it cannot use Light Flash.

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BEETLE, GIANT STAG CREATURE 4

LARGE ANIMAL

Perception +10; darkvision
Skills Acrobatics +9, Athletics +13
Str +5, **Dex** +1, **Con** +5, **Int** –5, **Wis** +2, **Cha** –1

AC 22; **Fort** +13, **Ref** +9, **Will** +8
HP 55

Speed 20 feet, fly 20 feet
Melee ◆ mandibles +13, **Damage** 2d8+5 piercing
Melee ◆ foot +11, **Damage** 1d10+5 bludgeoning
Trample ◆◆◆ Medium or smaller, foot, DC 21

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BOAR CREATURE 2

MEDIUM ANIMAL

Perception +8; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +5, Athletics +8, Survival +8
Str +4, **Dex** +1, **Con** +4, **Int** –4, **Wis** +2, **Cha** –3

AC 15; **Fort** +10, **Ref** +5, **Will** +8
HP 40
Ferocity ↻

Speed 40 feet
Melee ◆ tusk +10, **Damage** 2d6+4 piercing
Boar Charge ◆◆ The boar Strides twice and then makes a tusk Strike. As long as it moved at least 20 feet, it gains a +2 circumstance bonus to its attack roll.

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BOAR, DAEODON CREATURE 4

LARGE ANIMAL

Perception +12; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +8, Athletics +12, Survival +10
Str +6, **Dex** +0, **Con** +3, **Int** –4, **Wis** +2, **Cha** –1

AC 21; **Fort** +13, **Ref** +9, **Will** +10
HP 60
Ferocity ↻

Speed 40 feet
Melee ◆ tusk +14, **Damage** 2d8+6 piercing
Daeodon Charge ◆◆ The daeodon Strides twice and then makes a tusk Strike. As long as it moved at least 20 feet, it gains a +2 circumstance bonus to its attack roll. A Medium or smaller creature struck by this attack must succeed at a DC 19 Reflex save or be knocked prone by the blow.

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BOGGARD SCOUT CREATURE 1

MEDIUM AMPHIBIOUS BOGGARD HUMANOID

Perception +7; darkvision
Languages Boggard, Common
Skills Acrobatics +5, Athletics +8, Stealth +7 (+9 in water)
Str +3, **Dex** +2, **Con** +4, **Int** –1, **Wis** +2, **Cha** +0
Items leather armor, morningstar, sling (10 bullets)

AC 16; **Fort** +9, **Ref** +5, **Will** +7
HP 24

Speed 20 feet, swim 25 feet; swamp passage
Melee ❖ morningstar +8 (versatile P), **Damage** 1d6+3 bludgeoning
Melee ❖ tongue +8 (reach 10 feet), **Effect** tongue grab
Ranged ❖ sling +7 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+1 bludgeoning
Swamp Passage A boggard scout ignores difficult terrain caused by swamp terrain features.
Terrifying Croak ❖ (auditory, emotion, fear, mental) The boggard scout unleashes a terrifying croak. Any non-boggard within 30 feet becomes frightened 1 unless they succeed at a DC 17 Will save; those who critically succeed are temporarily immune for 1 minute.
Tongue Grab If the boggard scout hits a creature with their tongue, that creature becomes grabbed by the boggard. Unlike with a normal Grab, the creature isn't immobilized, but it can't move beyond the reach of the boggard's tongue. A creature can sever the tongue by hitting AC 13 and dealing at least 2 slashing damage. Though this doesn't deal any damage to the boggard, it prevents them from using their tongue Strike until they regrow their tongue, which takes a week.

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BOGGARD SWAMPSEER CREATURE 3

MEDIUM | AMPHIBIOUS | BOGGARD | HUMANOID

Perception +11; darkvision
Languages Boggard, Common, Chthonian
Skills Athletics +8, Intimidation +8, Medicine +9, Nature +11, Performance +8, Religion +9
Str +3, **Dex** +0, **Con** +2, **Int** +0, **Wis** +4, **Cha** +3
Items staff

AC 18; **Fort** +9, **Ref** +7, **Will** +11
HP 40

Speed 20 feet, swim 25 feet; swamp passage
Melee ❖ staff +10 (two-hand d8), **Damage** 1d4+6 bludgeoning
Melee ❖ tongue +10 (reach 10 feet), **Effect** tongue grab
Primal Prepared Spells DC 21, attack +11; **2nd** *acid grip*, *mist*; **1st** *fear*, *jump*, *runic weapon*; **Cantrips (2nd)** *caustic blast*, *frostbite*, *light*, *tangle vine*
Destructive Croak ❖❖ (sonic) The swampseer utters a powerful croak that deals 4d6 sonic damage to any non-boggard within a 15-foot emanation (DC 19 basic Fortitude save); any creature with the frightened condition takes additional sonic damage equal to twice the value of its frightened condition. The boggard can't use Destructive Croak again for 1d4 rounds.
Drowning Drone ➲ (auditory, mental) **Trigger** The boggard swampseer or one of their allies within 60 feet attempts a saving throw against an auditory or sonic effect; **Effect** The swampseer releases a croak that drowns out other sounds. They roll a Performance check. They and boggard allies in the area can use the higher result between the swampseer's Performance check and their saves to resolve the effects against the auditory or sonic effect.
Swamp Passage A boggard swampseer ignores difficult terrain caused by swamp terrain features.

(Continued on card 62)

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(Boggard swampseer, continued from card 61)

Terrifying Croak ❖ (auditory, emotion, fear, mental) The boggard swampseer unleashes a terrifying croak. Any non-boggard within 30 feet becomes frightened 1 unless they succeed at a DC 19 Will save; those who critically succeed are temporarily immune for 1 minute.

Tongue Grab If the boggard swampseer hits a creature with their tongue, that creature becomes grabbed by the boggard. Unlike with a normal Grab, the creature isn't immobilized, but it can't move beyond the reach of the boggard's tongue. A creature can sever the tongue by hitting AC 15 and dealing at least 4 slashing damage. Though this doesn't deal any damage to the boggard, it prevents them from using their tongue Strike until they regrow their tongue, which takes a week.

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BOGGARD WARRIOR CREATURE 2

MEDIUM AMPHIBIOUS BOGGARD HUMANOID

Perception +8; darkvision
Languages Boggard
Skills Athletics +8, Intimidation +5, Stealth +6 (+8 in water)
Str +4, **Dex** +0, **Con** +4, **Int** –1, **Wis** +2, **Cha** +1
Items club, javelin (3), studded leather armor

AC 17; **Fort** +10, **Ref** +5, **Will** +8
HP 38

Speed 20 feet, swim 25 feet; swamp passage
Melee ❖ club +10, **Damage** 1d6+6 bludgeoning
Melee ❖ tongue +10 (reach 10 feet), **Effect** tongue grab
Ranged ❖ javelin +6 (thrown 30 feet), **Damage** 1d6+4 piercing
Ranged ❖ club +6 (thrown 10 feet), **Damage** 1d6+6 bludgeoning

Swamp Passage A boggard warrior ignores difficult terrain caused by swamp terrain features.

Terrifying Croak ❖ (auditory, emotion, fear, mental) The boggard warrior unleashes a terrifying croak. Any non-boggard within 30 feet becomes frightened 1 unless they succeed at a DC 18 Will save; those who critically succeed are temporarily immune for 1 minute.

Tongue Grab If the boggard warrior hits a creature with their tongue, that creature becomes grabbed by the boggard. Unlike with a normal Grab, the creature isn't immobilized, but it can't move beyond the reach of the boggard's tongue. A creature can sever the tongue by hitting AC 15 and dealing at least 3 slashing damage. Though this doesn't deal any damage to the boggard, it prevents them from using their tongue Strike until they regrow their tongue, which takes a week.

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BOGWID CREATURE 5

MEDIUM ABERRATION

Perception +12; darkvision
Skills Athletics +13, Intimidation +11, Stealth +10
Str +5, **Dex** +4, **Con** +4, **Int** –4, **Wis** –2, **Cha** +1

AC 20; **Fort** +15, **Ref** +12, **Will** +8
HP 100; **Weakness** cold 5
Revolting Aura (aura, olfactory) 20 feet. A creature entering the aura or beginning their turn in the aura must succeed at a DC 20 Fortitude save or become sickened 1 (or sickened 2 on a critical failure). A creature that succeeds is temporarily immune to the aura for 1 minute.

Speed 25 feet, climb 20 feet, swim 20 feet
Melee ❖ tentacle +15, **Damage** 2d8+8 bludgeoning plus bogwid fever
Ranged ❖ larval spit +14 (range increment 10 feet), **Damage** 2d8 persistent bleed plus ravenous young
Bogwid Fever (disease); **Saving Throw** DC 20 Fortitude; **Onset** 1 day; **Stage 1** enfeebled 1 (1 day); **Stage 2** enfeebled 2, and the DC to recover from persistent bleed is increased by 2 (1 day); **Stage 3** enfeebled 3, and the DC to recover from persistent bleed is increased by 5 (1 day); **Stage 4** enfeebled 4, the DC to recover from persistent bleed is increased by 5, and you take 1d8 persistent bleed damage every 1d4 hours (1 day)
Ravenous Young The larvae launched from the bogwid attach themselves to the target and begin to feed. Once a larva is attached, the target becomes drained 1. While the larva remains attached, the target cannot recover from persistent bleed. To remove the larva, the target can attempt a DC 21 Escape check. Additionally, any area damage dealt to the target destroys all attached larvae.

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BUGBEAR PROWLER CREATURE 2

MEDIUM | BUGBEAR | HUMANOID

Perception +7; darkvision, scent (imprecise) 30 feet
Languages Common, Goblin
Skills Acrobatics +6, Athletics +7, Intimidation +4, Stealth +6
Str +4, **Dex** +2, **Con** +3, **Int** –1, **Wis** +1, **Cha** +0
Items bastard sword, javelin (3), leather armor

AC 17; **Fort** +9, **Ref** +8, **Will** +5
HP 34

Speed 25 feet
Melee ❖ bastard sword +10 (two-hand d12), **Damage** 1d8+4 piercing
Melee ❖ fist +10 (agile, nonlethal), **Damage** 1d4+4 bludgeoning
Ranged ❖ javelin +8 (thrown 30 feet), **Damage** 1d6+4 piercing
Bushwhack ❖ The bugbear prowler Strides up to 10 feet and attempts to Grapple a creature they're undetected by. If they succeed, they also deal fist damage to that creature.
Mauler The bugbear prowler gains a +3 circumstance bonus to damage rolls against creatures they have grabbed.

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BUGBEAR TORMENTOR CREATURE 3

MEDIUM | BUGBEAR | HUMANOID

Perception +8; darkvision, scent (imprecise) 30 feet
Languages Common, Goblin
Skills Acrobatics +8, Athletics +9, Intimidation +7, Stealth +8, Thievery +8
Str +4, **Dex** +3, **Con** +2, **Int** –1, **Wis** +1, **Cha** +0
Items chain shirt, dagger, sickle (2)

AC 20; **Fort** +9, **Ref** +10, **Will** +6
HP 44

Speed 25 feet
Melee ❖ dagger +11 (agile, versatile S), **Damage** 1d4+6 piercing
Melee ❖ sickle +11 (agile, trip), **Damage** 1d4+6 slashing
Ranged ❖ dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing
Sneak Attack The bugbear tormentor deals 1d6 extra precision damage to off-guard creatures.
Twin Feint ❖❖ The bugbear tormentor makes a dazzling series of attacks with two weapons, using the first attack to throw their foe off-guard against a second attack at a different angle. They make one Strike with each of their two melee weapons, both against the same target. The target is automatically off-guard against the second attack. The bugbear tormentor applies their multiple attack penalty to these Strikes normally.

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CALIGNI DANCER CREATURE 1

SMALL CALIGNI HUMANOID

Perception +6; greater darkvision, light blindness
Languages Caligni
Skills Acrobatics +7, Diplomacy +8, Performance +6, Stealth +7, Thievery +7
Str +0, **Dex** +4, **Con** +2, **Int** –1, **Wis** +1, **Cha** +3
Items baton (functions as light mace), dagger

AC 17; **Fort** +7, **Ref** +9, **Will** +4
HP 18, final dance

Distracting Frolic ↷ (fortune, manipulate) **Trigger** An ally within 10 feet of the dancer rolls a saving throw against a mental or illusion effect; **Effect** The target ally can roll the save twice and take the better result.

Final Dance (occult, shadow, visual) When the dancer dies, their body dissolves into a swirling mass of darkness and light. All creatures in a 10-foot emanation must succeed at a DC 17 Will save or be dazzled for 1d4 rounds. The dancer's possessions are left in a pile where they died.

Speed 25 feet
Melee ❖ baton +9 (agile, finesse, shove), **Damage** 1d4 bludgeoning
Melee ❖ dagger +9 (agile, finesse, versatile S), **Damage** 1d4 piercing
Ranged ❖ dagger +9 (agile, thrown 10 feet, versatile S), **Damage** 1d4 piercing
Occult Innate Spells DC 16; **1st** *counter performance* (visual only; *Player Core* 370); **Cantrips (1st)** *courageous anthem* (*Player Core* 370)

Dancer's Curse ❖ (curse, mental, occult) The caligni dancer touches a foe and curses it. If the target fails a DC 18 Will save, it gains clumsy 1 and stupefied 1. The target is then temporarily immune for 24 hours. These conditions persist until the curse is removed. The victim can attempt a new DC 18 Will save once per hour to end the curse.

Sneak Attack The caligni dancer deals 1d6 extra precision damage to off-guard creatures.

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CALIGNI HUNTER CREATURE 4

MEDIUM CALIGNI HUMANOID

Perception +10; greater darkvision, light blindness
Languages Caligni, Sakvroth
Skills Acrobatics +13, Athletics +8, Stealth +13, Thievery +11, Survival +12
Str +2, **Dex** +5, **Con** +2, **Int** –1, **Wis** +2, **Cha** +1
Items darkening poison (6 doses), leather armor, shortsword (2)

AC 21; **Fort** +10, **Ref** +13, **Will** +8
HP 60, final fate

Final Fate (occult, spirit) When the hunter dies, their soul leaves their body in an explosion of spiritual energy. All creatures in a 20-foot burst take 5d6 spirit damage (DC 19 basic Will save). The hunter's possessions are left in a pile where they died.

Speed 25 feet

Melee ❖ shortsword +13 (agile, finesse, versatile S), **Damage** 1d6+7 piercing plus darkening poison

Occult Innate Spells DC 19; **2nd** *darkness* (at will), *see the unseen* (at will); **Cantrips (2nd)** *figment*

Darkening Poison (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** 1d6 poison and creatures you can see only with darkvision are concealed from you (1 round); **Stage 3** 1d6 poison and creatures you can see only with darkvision are hidden from you (1 round).

Double Slice ❖❖ The hunter makes two shortsword Strikes against the same target. They combines the damage of any attacks that hit and applies precision damage, resistances, and weaknesses only once. Both attacks count toward the hunter's multiple attack penalty, but the penalty increases only after both attacks.

Encircling Command ❖ (auditory) Each caligni skulker within 30 feet of the hunter can Step. Each skulker can benefit from Encircling Command only once per round.

Sneak Attack The caligni hunter deals 1d6 extra precision damage to off-guard creatures.

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CALIGNI SKULKER CREATURE 2

SMALL CALIGNI HUMANOID

Perception +8; greater darkvision, light blindness
Languages Caligni
Skills Acrobatics +8, Athletics +4, Stealth +10, Thievery +8
Str +0, **Dex** +4, **Con** +3, **Int** –1, **Wis** +2, **Cha** +1
Items darkening poison (3 doses), dagger

AC 19; **Fort** +9, **Ref** +10, **Will** +6
HP 30, final night

Final Night (darkness, occult) When the caligni skulker dies, their remains dissolve into a 20-foot emanation of inky darkness before dissipating. The darkness extinguishes non-magical light sources and attempts to counteract (*Player Core* 431) magical light as a 1st-rank effect with a +10 counteract modifier. The skulker's possessions are left in a pile where they died.

Speed 25 feet

Melee ❖ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+4 piercing plus darkening poison

Ranged ❖ dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4 piercing plus darkening poison

Darkening Poison (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** 1d6 poison and creatures you can see only with darkvision are concealed from you (1 round); **Stage 3** 1d6 poison and creatures you can see only with darkvision are hidden from you (1 round).

Sneak Attack The caligni skulker deals 1d6 extra precision damage to off-guard creatures.

Tumble Behind When the caligni skulker Tumbles Through (*Player Core* 233) a creature's space, that creature is off-guard against the next attack the skulker makes against it before the end of its turn.

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CAT, LEOPARD CREATURE 2

MEDIUM ANIMAL

Perception +7; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +8, Athletics +7, Stealth +8 (+11 in undergrowth)
Str +3, **Dex** +4, **Con** +2, **Int** –4, **Wis** +1, **Cha** –2

AC 18; **Fort** +8, **Ref** +10, **Will** +5
HP 30

Speed 30 feet, climb 20 feet
Melee ❖ jaws +10 (finesse), **Damage** 1d10+3 piercing plus Grab
Melee ❖ claw +10 (agile, finesse), **Damage** 1d6+3 slashing
Maul ❖ The leopard makes two claw Strikes against a creature it has grabbed. Both count toward its multiple attack penalty, but the penalty increases only after both attacks are made.
Pounce ❖ The leopard Strides and makes a Strike at the end of that movement. If the leopard began this action hidden, it remains hidden until after this ability's Strike.
Sneak Attack The leopard deals 1d4 extra precision damage to off-guard creatures.

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CAT, LION CREATURE 3

LARGE ANIMAL

Perception +9; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +8, Athletics +9, Stealth +10
Str +4, **Dex** +3, **Con** +2, **Int** –4, **Wis** +2, **Cha** –2

AC 18; **Fort** +9, **Ref** +10, **Will** +7
HP 45

Speed 30 feet
Melee ❖ jaws +11, **Damage** 1d10+6 piercing plus Grab
Melee ❖ claw +11 (agile), **Damage** 1d8+6 slashing
Pack Attack The lion deals 1d4 extra damage to any creature that's within reach of at least two of the lion's allies.
Pounce ❖ The lion Strides and makes a Strike at the end of that movement. If the lion began this action hidden, it remains hidden until after the ability's Strike.
Sneak Attack The lion deals 1d6 extra precision damage to off-guard creatures.

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CAT, SMILODON CREATURE 6

LARGE ANIMAL

Perception +14; low-light vision, scent (imprecise) 60 feet
Skills Acrobatics +12, Athletics +16, Stealth +12
Str +6, **Dex** +2, **Con** +3, **Int** –4, **Wis** +2, **Cha** +0

AC 23; **Fort** +15, **Ref** +12, **Will** +10
HP 110

Speed 30 feet
Melee ❖ fangs +16, **Damage** 2d10+6 piercing plus Grab
Melee ❖ claw +16 (agile), **Damage** 2d8+6 slashing plus Grab
Pierce Armor ❖ The smilodon makes a fangs Strike against a creature that's grabbed or restrained. If the attack hits, the creature is knocked prone; if the creature is wearing armor with Hardness 10 or lower, the armor is broken. If this Strike breaks a creature's armor or damages a creature who is unarmored or wearing broken armor, the creature also takes 2d6 persistent bleed damage. This Strike doesn't further damage armor that's already broken.
Pounce ❖ The smilodon Strides and makes a Strike at the end of that movement. If the smilodon began this action hidden, it remains hidden until after this ability's Strike.
Sneak Attack The smilodon deals 1d6 extra precision damage to off-guard creatures.

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CAT, TIGER CREATURE 4

LARGE ANIMAL

Perception +12; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +11, Athletics +13, Stealth +13
Str +5, **Dex** +3, **Con** +3, **Int** –4, **Wis** +2, **Cha** –2

AC 21; **Fort** +13, **Ref** +11, **Will** +8
HP 60

Speed 30 feet
Melee ❖ jaws +13, **Damage** 1d10+7 piercing plus Grab
Melee ❖ claw +13 (agile), **Damage** 1d8+7 slashing
Pounce ❖ The tiger Strides and makes a Strike at the end of that movement. If the tiger began this action hidden, it remains hidden until after this ability's Strike.
Sneak Attack The tiger deals 1d6 extra precision damage to off-guard creatures.
Wrestle ❖ The tiger makes a claw Strike against a creature it is grabbing. If the attack hits, that creature is knocked prone.

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CATFOLK POUNCER CREATURE 1

MEDIUM CATFOLK HUMANOID

Perception +6; low-light vision
Languages Amurrun, Common
Skills Acrobatics +7, Athletics +6, Nature +4, Stealth +7, Survival +4
Str +3, **Dex** +4, **Con** +1, **Int** –1, **Wis** +1, **Cha** +1
Items dagger (3), greataxe

AC 17; **Fort** +6, **Ref** +9, **Will** +4
HP 17

Cat's Luck ↻ (fortune) **Trigger** The catfolk pouncer fails or critically fails a Reflex saving throw; **Frequency** once per day; **Effect** Reroll that saving throw and take the better result.

Speed 30 feet
Melee ◆ greataxe +8 (sweep), **Damage** 1d12+3 slashing
Melee ◆ dagger +9 (agile, finesse, versatile S), **Damage** 1d4+3 piercing
Ranged ◆ dagger +9 (agile, thrown 10 feet, versatile S), **Damage** 1d4 +3 piercing
Sudden Charge ◆◆ The catfolk pouncer Strides twice. If the catfolk ends their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.

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CAUTHOOJ CREATURE 12

MEDIUM BEAST

Perception +22; thoughtsense (imprecise) 60 feet
Languages Fey (can't speak any language)
Skills Athletics +24, Stealth +25
Str +6, **Dex** +4, **Con** +7, **Int** –3, **Wis** +2, **Cha** +0
Thoughtsense (mental, occult) The cauthooj senses all non-mindless creatures 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 d12, 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 76)

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(Cauthooj, continued from card 75)

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.

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CAVE WORM

CREATURE 13

GARGANTUAN | ANIMAL

Perception +20; darkvision, tremorsense (imprecise) 100 feet
Skills Athletics +30
Str +9, **Dex** –1, **Con** +7, **Int** –5, **Wis** –1, **Cha** –1

AC 32; **Fort** +28, **Ref** +21, **Will** +21
HP 270

Inexorable The cave worm recovers from the paralyzed, slowed, and stunned conditions at the end of its turn. It's also immune to penalties to its Speeds and the immobilized condition, and it ignores difficult terrain and greater difficult terrain.

Slough Skin ↻ **Frequency** once per day; **Trigger** The cave worm would be affected by a condition or adverse effect (such as *cursed metamorphosis*); **Effect** The cave worm negates the triggering condition or effect by sloughing an outer layer of its skin. Effects from artifacts, deities, or a similarly powerful source can't be avoided in this way.

Speed 40 feet, burrow 40 feet, swim 20 feet

Melee ❖ jaws +28 (deadly 2d10, reach 15 feet), **Damage** 3d10+15 piercing plus Improved Grab

Melee ❖ stinger +28 (agile, poison, reach 15 feet), **Damage** 2d12+15 piercing plus cave worm venom

Melee ❖ body +26 (reach 15 feet), **Damage** 1d10+13 bludgeoning

Ranged ❖ regurgitate +26 (brutal, range increment 60 feet), **Damage** varies (see ability)

Cave Worm Venom (poison) **Saving Throw** DC 32 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 5d6 poison damage and enfeebled 2 (1 round); **Stage 2** 6d6 poison damage, and enfeebled 2 (1 round); **Stage 3** 8d6 poison damage and enfeebled 2 (1 round)

Fast Swallow ↻ **Trigger** The cave worm Grabs a creature; **Effect** The worm uses Swallow Whole.

(Continued on card 78)

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(Cave worm, continued from card 77)

Regurgitate The cave worm can violently regurgitate a creature or boulder it has swallowed to make a ranged Strike. The Strike deals bludgeoning damage depending on the size of the projectile: Tiny deals 2d6+13, Small 3d6+13, Medium 4d6+13, Large 5d6+13, and Huge 6d6+13. A regurgitated creature takes falling damage from the height of the target or from 20 feet, whichever is greater.

Boulders occupy space in the worm's stomach as a creature of equivalent size, and cave worms often have several boulders swallowed. A cave worm can use a single action to swallow a new boulder.

Rock Tunneler A cave worm can burrow through solid stone at a Speed of 20 feet. It can leave a tunnel if it desires, and it usually does.

Swallow Whole ❖ (attack) Huge, 3d6+9 bludgeoning, Rupture 24

Thrash ❖❖ The worm attempts one Strike against each creature in its reach. It can Strike up to once with its jaws, up to once with its stinger, and any number of times with its body. Each attack counts toward the worm's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes all the attacks.

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CAVE WORM, BENTHIC WORM — CREATURE 15

GARGANTUAN | AMPHIBIOUS | ANIMAL

Perception +22; darkvision, tremorsense (imprecise) 100 feet
Skills Athletics +33, Stealth +20 (+25 in water)
Str +10, **Dex** –1, **Con** +8, **Int** –5, **Wis** –1, **Cha** –1

AC 35; **Fort** +32, **Ref** +20, **Will** +23
HP 320

Inexorable The worm recovers from the paralyzed, slowed, and stunned conditions at the end of its turn. It's immune to penalties to its Speeds and the immobilized condition, and it ignores difficult and greater difficult terrain.

Slough Skin ↷ **Frequency** once per day; **Trigger** The worm would be affected by a condition or adverse effect (such as *cursed metamorphosis*); **Effect** The worm negates the triggering condition or effect by sloughing an outer layer of its skin. Effects from artifacts, deities, or a similarly powerful source can't be avoided in this way.

Speed 40 feet, burrow 40 feet, swim 60 feet

Melee ❖ jaws +31 (deadly 2d10, reach 15 feet), **Damage** 3d12+16 piercing plus Improved Grab

Melee ❖ stinger +31 (agile, poison, reach 15 feet), **Damage** 4d6+16 piercing plus benthic worm venom

Melee ❖ body +29 (reach 15 feet), **Damage** 2d8+14 bludgeoning

Benthic Worm Venom (poison) **Saving Throw** DC 37 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 3d6 poison damage and clumsy 2 (1 round); **Stage 2** 4d6 poison damage and clumsy 2 (1 round); **Stage 3** 6d6 poison damage and clumsy 2 (1 round)

Breach ❖❖ The worm Swims up to its swim Speed, then Leaps vertically out of the water up to 30 feet, making a Strike against a creature at the apex of the jump (this lets it attack a creature within 45 feet of the water's surface). After the Strike, the worm splashes back down. It can use Improved Grab on this Strike and follow it up with Fast Swallow.

(Continued on card 80)

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(Cave worm, benthic worm, continued from card 79)

Fast Swallow ↻ **Trigger** The worm Grabs a creature; **Effect** The worm uses Swallow Whole.

Swallow Whole ◆ (attack) Huge, 3d8+10 bludgeoning, Rupture 27

Thrash ◆◆ The worm attempts one Strike against each creature in its reach. It can Strike up to once with its jaws, up to once with its stinger, and any number of times with its body. Each attack counts toward the worm's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes all the attacks.

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CAVE WORM, MAGMA WORM — CREATURE 18

RARE | GARGANTUAN | BEAST | FIRE

Perception +25; darkvision, tremorsense (imprecise) 100 feet
Skills Athletics +38
Str +10, **Dex** –1, **Con** +9, **Int** –3, **Wis** –1, **Cha** –1

AC 40; **Fort** +36, **Ref** +25, **Will** +27
HP 410; fire healing; **Immunities** fire; **Weaknesses** cold 15

Fire Healing As long as a magma worm is in contact with a fire or body of magma at least as large as itself, it gains fast healing 20. When struck by a magical fire effect from anything other than itself, a magma worm regains Hit Points equal to half the fire damage the effect would otherwise deal.

Inexorable The cave worm recovers from the paralyzed, slowed, and stunned conditions at the end of its turn. It's also immune to penalties to its Speeds and the immobilized condition, and it ignores difficult terrain and greater difficult terrain.

Slough Skin ↷ **Frequency** once per day; **Trigger** The cave worm would be affected by a condition or adverse effect (such as *cursed metamorphosis*); **Effect** The cave worm negates the triggering condition or effect by sloughing an outer layer of its skin. Effects from artifacts, deities, or a similarly powerful source can't be avoided in this way.

Speed 40 feet, burrow 40 feet, swim 20 feet

Melee ❖ jaws +36 (deadly 3d10, fire, reach 20 feet), **Damage** 3d10+18 piercing plus 2d6 fire and Improved Grab

Melee ❖ stinger +36 (agile, fire, poison, reach 20 feet), **Damage** 2d12+18 piercing plus 2d6 fire and magma worm venom

Melee ❖ body +34 (fire, reach 15 feet), **Damage** 2d10+16 bludgeoning plus 2d6 fire

Fast Swallow ↷ **Trigger** The worm Grabs a creature; **Effect** The worm uses Swallow Whole.

(Continued on card 82)

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(Cave worm, magma worm, continued from card 81)

Fire Breath ◆◆ (fire, primal) The magma worm breathes a blast of flame in a 60-foot cone that deals 18d6 fire damage to all creatures in the area (DC 41 basic Reflex save). It can't use Fire Breath again for 1d4 rounds.

Magma Worm Venom (poison) **Saving Throw** DC 41 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and drained 1 (1 round); **Stage 2** 2d6 poison damage and drained 1 (1 round); **Stage 3** 2d6 poison damage and drained 2 (1 round)

Rock Tunneler A cave worm can burrow through solid stone at a Speed of 20 feet. It can leave a tunnel if it desires, and it usually does.

Swallow Whole ◆ (attack) Huge, 3d10+10 bludgeoning plus 2d6 fire, Rupture 36

Thrash ◆◆ The worm attempts one Strike against each creature in its reach. It can Strike up to once with its jaws, up to once with its stinger, and any number of times with its body. Each attack counts toward the worm's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes all the attacks.

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CENTAUR HERBALIST CREATURE 3

LARGE BEAST CENTAUR HUMANOID

Perception +10; darkvision
Languages Common, Elven, Fey
Skills Athletics +11, Diplomacy +6, Medicine +7, Nature +7, Survival +7
Str +3, **Dex** +2, **Con** +1, **Int** +0, **Wis** +3, **Cha** +1
Items healer's toolkit, herbal sachet (6), sling (10 bullets)

AC 18, **Fort** +8, **Ref** +9, **Will** +10
HP 36

Speed 40 feet
Melee ❖ hoof +9 (agile), **Damage** 1d10+4 bludgeoning
Ranged ❖ sling +8 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+1 bludgeoning
Load Sachet ❖ **Requirements** The centaur herbalist has at least one herbal sachet; **Effect** The centaur herbalist Interacts to load an herbal sachet in her sling. The next ranged Strike she makes with her sling deals an additional 1d6 poison damage.
Trample ❖❖❖ Medium or smaller, hoof, DC 18

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CENTIPEDE, GIANT CREATURE -1

MEDIUM ANIMAL

Perception +6; darkvision
Skills Acrobatics +6, Athletics +2, Stealth +6
Str –1, **Dex** +3, **Con** +1, **Int** –5, **Wis** +1, **Cha** –4

AC 15; **Fort** +7, **Ref** +6, **Will** +2
HP 8

Speed 30 feet, climb 30 feet
Melee ❖ mandibles +6 (finesse), **Damage** 1d4–1 piercing plus giant centipede venom
Giant Centipede Venom (poison) **Saving Throw** DC 14 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d4 poison damage and off-guard (1 round) **Stage 3** 1d4 poison damage, clumsy 1, and fatigued (1 round)

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CENTIPEDE SWARM CREATURE 3

LARGE ANIMAL SWARM

Perception +9; darkvision, tremorsense (imprecise) 30 feet
Skills Acrobatics +9, Athletics +7, Stealth +9
Str +2, **Dex** +4, **Con** +3, **Int** –5, **Wis** +0, Cha –4

AC 18; **Fort** +8, **Ref** +11, **Will** +5
HP 30; **Immunities** grabbed, precision, prone, restrained, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 5, piercing 5, slashing 2

Speed 30 feet, climb 30 feet
Centipede Swarm Venom (poison) **Saving Throw** DC 20 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and off-guard (1 round); **Stage 2** 1d8 poison damage, clumsy 1, and off-guard (1 round)
Swarming Bites ❖ Each enemy in the swarm's space takes 1d8 piercing damage (DC 20 basic Reflex save) plus centipede swarm venom.

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CHANGELING EXILE CREATURE 3

UNCOMMON MEDIUM CHANGELING HUMAN HUMANOID

Perception +11; darkvision
Languages Common, Wildsong
Skills Deception +9, Medicine +9, Nature +11, Stealth +8, Survival +9
Str +4, **Dex** +1, **Con** +0, **Int** +0, **Wis** +4, **Cha** +2
Items leather armor, sickle, staff

AC 19; **Fort** +7, **Ref** +8, **Will** +11; +2 circumstance to all saves vs. dream and sleep
HP 45

Speed 25 feet
Melee ❖ claws +11 (agile), **Damage** 1d4+4 slashing
Melee ❖ staff +11 (two-hand d8), **Damage** 1d4+4 bludgeoning
Melee ❖ sickle +11 (agile, trip), **Damage** 1d4+4 slashing
Primal Prepared Spells DC 21, attack +11; **2nd** *darkness*, *humanoid form*, **1st** *breathe fire*, *spider sting*, *ventriloquism*; **Cantrips (2nd)** *ignition*, *light*, *read aura*, *tangle vine*
Druid Order Spells 2 Focus Points, DC 21; **2nd** *untamed form* (*Player Core* 382), *untamed shift* (*Player Core* 383)

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CHARNEL CREATION CREATURE 8

UNCOMMON | LARGE | CONSTRUCT | 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, death effects, disease, doomed, drained, electricity, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Resistances** physical 5 (except adamantine), spells 5 (except fire)

Berserk A severely damaged charnel creation has a chance of going berserk. If it has 40 or fewer HP at the start of its turn, the creation must succeed at a DC 5 flat check or go berserk. A berserk creation wildly attacks the nearest living creature, or the nearest object if no creatures are nearby. A creation loses its immunity to mental effects while berserk.

Electric Healing Any time a charnel creation would be affected by an effect with the electricity trait, it loses any slowed condition it has and gains HP equal to half the damage the spell would have dealt. If the creation starts its turn in an area that deals electricity damage, it gains 2d4 HP.

Electric Reflexes ↻ **Trigger** The creation would be affected by an effect with the electricity trait and a creature is in its reach; **Effect** The creation lashes out and tries to grab a nearby creature. The creation attempts an Athletics check to Grapple a creature within reach. 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 ❖ **Requirements** The charnel creation is berserk; **Effect** The charnel creation Strikes with its fist at a –1 circumstance penalty. If it hits, it deals 1d6 extra damage and knocks the target prone.

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CHIMERA CREATURE 8

UNCOMMON LARGE BEAST

Perception +16; darkvision, scent (imprecise) 30 feet
Languages Draconic
Skills Acrobatics +14, Athletics +18, Stealth +18
Str +6, **Dex** +2, **Con** +4, **Int** –3, **Wis** +2, **Cha** +0

AC 27; **Fort** +18, **Ref** +16, **Will** +14
HP 135

Multiple Reactions A chimera gains 2 extra reactions each round that it can use only to make Reactive Strikes. It must use a different head for each reaction, and it can't use more than one on the same triggering action. If it loses one of its heads, it also loses one of these extra reactions.

Three Headed Any ability that would sever a chimera's head (such as a critical hit with a *vorpal* weapon) severs one head at random. Losing a head doesn't kill a chimera (as long as it has one head left), but it does prevent it from making Strikes with the lost head or using the head's Dragon Breath.

Reactive Strike ↷

Speed 25 feet, fly 40 feet
Melee ❖ dragon jaws +20, **Damage** 2d6+9 piercing plus 2d6 energy damage (see draconic bite)
Melee ❖ lion jaws +20, **Damage** 2d10+9 piercing
Melee ❖ goat horns +20, **Damage** 2d10+9 piercing
Melee ❖ claw +20 (agile), **Damage** 2d6+9 slashing

Draconic Bite A chimera's dragon head deals an extra 2d6 damage of a type matching the damage dealt by its Dragon Breath.

(Continued on card 89)

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(Chimera, continued from card 88)

Dragon Breath ❖❖ The chimera breathes a cone or line that deals 9d6 damage to all creatures in the area (DC 26 basic save of a type indicated below). The chimera's dragon head is linked to one of the traditions of magic, which determines the area of its Dragon Breath, the type of damage it deals, and the type of save to avoid it. This ability gains the related traits. The chimera can't use Dragon Breath again for 1d4 rounds.

- **Arcane** 60-foot line of force (Reflex)
- **Divine** 60-foot line of spirit (Reflex); this ability can also have the holy or unholy trait
- **Occult** 30-foot cone of mental (Will)
- **Primal** 30-foot cone of acid, cold, electricity, fire, or sonic (Reflex); or poison (Fortitude)

Three-Headed Strike ❖❖ The chimera makes a Strike with its dragon jaws, lion jaws, and goat horns, each at a –2 penalty and targeting a different creature. These Strikes count as only one attack for the chimera's multiple attack penalty, and the penalty doesn't increase until after it has made all three attacks.

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CHUPACABRA CREATURE 3

SMALL BEAST

Perception +9; darkvision
Languages Aklo (can't speak any language)
Skills Acrobatics +9 (+11 to Leap), Athletics +9, Stealth +9 (+11 in undergrowth or rocky areas)
Str +3, **Dex** +4, **Con** +2, **Int** –3, **Wis** +2, **Cha** –2

AC 18; **Fort** +9, **Ref** +11, **Will** +7
HP 45

Speed 25 feet
Melee ❖ jaws +11 (finesse), **Damage** 1d10+5 piercing plus Grab
Melee ❖ claw +11 (agile, finesse), **Damage** 1d6+5 slashing
Pounce ❖ The chupacabra Strides and makes a Strike at the end of that movement. If the chupacabra began this action hidden, it remains hidden until after this ability's Strike.
Suck Blood ❖ **Requirements** The chupacabra has a creature grabbed; **Effect** The chupacabra sucks blood from the grabbed creature. The chupacabra gains the quickened condition for 1 minute and can use the extra action only for Strike and Stride actions. A chupacabra can't Suck Blood again while it is quickened in this way. A creature that has its blood drained by a chupacabra is drained 1 until it receives healing (of any kind or amount).

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CLAY EFFIGY

CREATURE 10

UNCOMMON | LARGE | CONSTRUCT | MINDLESS

Perception +16; darkvision
Skills Athletics +24
Str +6, **Dex** –1, **Con** +6, **Int** –5, **Wis** +0, **Cha** –5
Sacred Art The creator of a clay effigy can dedicate the effigy to a deity while constructing it. If the deity allows a divine sanctification (*Player Core* 36), the effigy is sanctified to that deity, gaining the holy or unholy trait as appropriate.

AC 29; **Fort** +23, **Ref** +16, **Will** +17
HP 175; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Resistances** physical 10 (except adamantine), spells 10 (except cold, earth, or water)
Effigy's Curse (curse, divine) When a creature damages the clay effigy, it must succeed at a DC 27 Will save or be afflicted with the effigy's curse. The accursed becomes fatigued when it carries part of the effigy or any item the effigy was assigned to guard. This fatigue can't be removed until the creature has given up such items for at least 24 hours.

Speed 20 feet
Melee ❖ fist +24 (magical, reach 10 feet, sanctified), **Damage** 2d10+6 bludgeoning plus 2d6 spirit

(Continued on card 92)

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(Clay effigy, continued from card 91)

Cast Out ◆◆◆ (divine, sanctified, spirit) A 20-foot emanation of spiritual energy pushes against intruders, as though trying to drive their souls away. Each creature in the area takes 8d6 spirit damage depending on a DC 29 Will save. The clay effigy can't Cast Out again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and 3d6 persistent spirit damage. The persistent damage ends if the creature moves over 60 feet from the clay effigy or the effigy is destroyed.

Critical Failure As failure, except the persistent damage is increased to 6d6.

Heavy Stride ◆◆◆ The clay effigy Strides and can move through the spaces of Medium and smaller creatures. Each creature it moves through must succeed at a DC 29 Reflex save or be knocked prone.

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COATL, QUETZ

CREATURE 10

UNCOMMON | LARGE | BEAST | COATL | HOLY

Perception +21; darkvision
Languages Common, Empyreal, Sussuran, Utopian; telepathy 100 feet
Skills Acrobatics +16, Arcana +19, Athletics +19, Diplomacy +22, Nature +22, Occultism +19, Religion +22, Survival +16
Str +7, **Dex** +3, **Con** +5, **Int** +6, **Wis** +5, **Cha** +5

AC 30; **Fort** +19, **Ref** +19, **Will** +21
HP 175

Speed 15 feet, fly 50 feet
Melee ❖ jaws +23 (holy, magical), **Damage** 2d10+13 piercing plus quetz coatl venom and Grab
Divine Innate Spells DC 29; **7th** *interplanar teleport* (self only); **5th** *breath of life*, *cleanse affliction*, *divine wrath*; **4th** *charm*, *vapor form*; **3rd** *mind reading* (at will); **Cantrips (5th)** *light*, *telekinetic hand*, *vitality lash*
Greater Constrict ❖ 2d10+7 bludgeoning, DC 29
Quetz Coatl Venom (holy, poison) To unholy creatures, this is a curse instead of a poison and deals spirit damage instead of poison damage; **Saving Throw** DC 29 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and enfeebled 1 (1 round); **Stage 2** 2d8 poison damage, enfeebled 1, and off-guard (1 round); **Stage 3** 2d10 poison damage, enfeebled 2, and off-guard (1 round)
Radiant Wings ❖❖ (divine, incapacitation, light, mental, visual) The quetz coatl spreads their multicolored wings and radiant plumage. Each enemy in a 30-foot emanation must attempt a DC 29 Will save.
Critical Success The creature is unaffected and is temporarily immune to Radiant Wings for 24 hours.
Success The creature is dazzled for 1 round.
Failure The creature is dazzled for 1 minute.
Critical Failure As failure, plus if the creature is unholy, it is also stunned 3.

(Continued on card 94)

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(Coatl, quetz, continued from card 93)

Wrap in Coils ❖ Requirements The quetz coatl has a Medium or smaller creature grabbed or restrained in its jaws; **Effect** The quetz coatl moves the creature into its coils, freeing its fangs to make attacks, then uses Greater Constrict against the creature. The quetz coatl can hold as many creatures in its coils as will fit in its space.

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COCKATRICE CREATURE 3

SMALL BEAST

Perception +8; darkvision
Skills Acrobatics +11
Str –2, **Dex** +4, **Con** +1, **Int** –3, **Wis** +1, **Cha** –1

AC 17; **Fort** +8, **Ref** +11, **Will** +6
HP 45; **Immunities** petrification

Speed 20 feet, fly 40 feet
Melee ❖ beak +13 (finesse, magical), **Damage** 1d8–2 piercing plus calcification
Calcification (incapacitation, primal) A peck from a cockatrice hardens the flesh of the creature struck. The target must succeed at a DC 20 Fortitude save or become slowed 1 (or slowed 2 on a critical failure). Further failed saves against calcification increase the slowed condition. Once a creature's actions are reduced to 0 by calcification, that creature becomes petrified. If the creature isn't petrified, the slowed conditions end once 1 minute passes without the creature failing a save against calcification.

Every 24 hours after it was petrified, the victim can attempt a DC 20 Fortitude save to recover. On a success, it becomes flesh again, but is slowed 1 for the next 24 hours. On a critical success, the creature recovers and isn't slowed. On a failure, the creature remains petrified but can try again in 24 hours. On a critical failure, the petrification is permanent, and the creature can't attempt any more saves.

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CON RIT

CREATURE 7

HUGE | ANIMAL | AQUATIC

Perception +15; darkvision
Skills Acrobatics +13, Athletics +18, Stealth +13
Str +6, **Dex** +3, **Con** +4, **Int** –5, **Wis** +1, **Cha** –4

AC 27; **Fort** +17, **Ref** +14, **Will** +10
HP 100; **Weakness** bludgeoning 5; **Resistances** slashing 5, piercing 5

Speed 10 feet, swim 60 feet

Melee ❖ mandible +18 (reach 15 feet), **Damage** 2d10+8 piercing plus con rit venom

Con Rit Venom (poison); **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison (1 round); **Stage 2** 2d10 poison and off-guard (1 round); **Stage 3** 2d10 poison, off-guard, and slowed 1 (1 round)

Spit Venom ❖❖ (poison) The con rit spits a propulsive blast of venom that deals 2d10 poison and 2d10 bludgeoning damage in a 30-foot line (DC 25 basic Fortitude save). Creatures who fail their save are also pushed 10 feet. The con rit cannot use Spit Venom again for 1d4 rounds.

Undulate ❖ The con rit Swims. During this movement, it can pass through spaces as narrow as 5 feet without Squeezing.

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CRAWLING HAND CREATURE -1

TINY UNDEAD UNHOLY

Perception +5; lifesense 30 feet, tremorsense (imprecise) 30 feet
Skills Athletics +5, Stealth +6, Survival +2
Languages Common (can't speak any language)
Str +1, **Dex** +3, **Con** +0, **Int** –4, **Wis** +0, **Cha** +0

AC 12; **Fort** +2, **Ref** +5, **Will** +2
HP 8, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious, visual

Speed 30 feet, climb 30 feet
Melee ❖ claw +7 (agile, finesse), **Damage** 1d4+1 slashing plus Throat 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.
Throat Grab ❖ This ability functions as Grab, but the crawling hand grips the throat of a Medium or smaller creature. A creature grabbed or restrained this way has difficulty speaking and must spend an extra action to perform any action that requires speaking, including casting spells.

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CRAWLING HAND, GIANT CREATURE 5

MEDIUM UNDEAD UNHOLY

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, void healing; **Immunities** bleed, 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 void 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.

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CROCODILE CREATURE 2

LARGE ANIMAL

Perception +7; low-light vision
Skills Athletics +8, Stealth +7 (+11 in water)
Str +4, **Dex** +1, **Con** +3, **Int** –5, **Wis** +1, **Cha** –4
Deep Breath The crocodile can hold its breath for about 2 hours.

AC 17; **Fort** +9, **Ref** +7, **Will** +5
HP 30

Speed 20 feet, swim 25 feet
Melee ❖ jaws +10, **Damage** 1d10+4 piercing plus Grab
Melee ❖ tail +10 (agile), **Damage** 1d6+4 bludgeoning
Aquatic Ambush ❖ 35 feet
Death Roll ❖ (attack) **Requirements** The crocodile must have a creature grabbed; **Effect** The crocodile tucks its legs and rolls rapidly, twisting its victim. It makes a jaws Strike with a +2 circumstance bonus to the attack roll against the grabbed creature. If it hits, it also knocks the creature prone. If it fails, it releases the creature.

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CROCODILE, DEINOSUCHUS CREATURE 9

HUGE ANIMAL

Perception +17; low-light vision
Skills Athletics +20, Stealth +16 (+20 in water)
Str +7, **Dex** +3, **Con** +5, **Int** –5, **Wis** +2, **Cha** –4
Deep Breath A deinosuchus can hold its breath for about 2 hours.

AC 26; **Fort** +20, **Ref** +16, **Will** +15
HP 175

Speed 30 feet, swim 40 feet
Melee ❖ jaws +22 (reach 15 feet), **Damage** 2d10+13 piercing plus Grab
Melee ❖ tail +20 (agile, reach 15 feet), **Damage** 1d10+11 bludgeoning
Aquatic Ambush ❖ 50 feet
Swallow Whole ❖ (attack) Large, 2d8+7 bludgeoning, Rupture 18

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CYCLOPS CREATURE 5

UNCOMMON | LARGE | GIANT | HUMANOID

Perception +12; low-light vision
Languages Common, Cyclops, Jotun
Skills Athletics +14, Fortune-Telling Lore +13, Intimidation +10, Survival +12
Str +5, **Dex** –1, **Con** +2, **Int** +0, **Wis** +3, **Cha** –1
Items greataxe, heavy crossbow (10 bolts), hide armor

AC 21; **Fort** +13, **Ref** +8, **Will** +12
HP 80
Ferocity ↻
Flash of Insight ◈ (fortune, occult) **Frequency** once per day; **Trigger** The cyclops is about to roll a d20; **Effect** The cyclops peers into an occluded spectrum of possible futures. They get a success (but not a critical success) on the roll instead of rolling.

Speed 30 feet
Melee ◆ greataxe +14 (reach 10 feet, sweep), **Damage** 1d12+9 slashing
Ranged ◆ heavy crossbow +8 (range increment 120 feet, reload 2), **Damage** 1d10+4 piercing
Swipe ◆◆ **Frequency** once per round; **Effect** The cyclops makes a melee Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within their melee reach and adjacent to each other. Roll damage only once and apply it to each creature hit. A Swipe counts as two attacks for the cyclops's multiple attack penalty.

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CYCLOPS, GREAT

CREATURE 12

UNCOMMON | HUGE | GIANT | HUMANOID | MUTANT

Perception +22; low-light vision
Languages Common, Cyclops, Jotun
Skills Athletics +25, any one Lore +18, Survival +22
Str +7, **Dex** +1, **Con** +6, **Int** –2, **Wis** +4, **Cha** –1
Items greatclub, hide armor

AC 32; **Fort** +25, **Ref** +19, **Will** +22
HP 235
Ferocity ↻
Flash of Brutality ◆ (fortune, occult) **Frequency** once per day, and recharges when the great cyclops uses Ferocity; **Trigger** The great cyclops succeeds at an attack roll; **Effect** The attack becomes a critical success.

Speed 40 feet
Melee ◆ greatclub +25 (backswing, reach 15 feet, shove), **Damage** 3d10+13 bludgeoning
Melee ◆ horn +25 (reach 15 feet), **Damage** 2d10+13 piercing
Melee ◆ fist +25 (agile, reach 15 feet), **Damage** 3d4+13 bludgeoning
Ranged ◆ rock +23 (brutal, range increment 120 feet), **Damage** 4d6+7 bludgeoning
Powerful Charge ◆◆ The great cyclops Strides twice and makes a horn Strike. If they moved at least 20 feet away from their starting position, the Strike's damage is increased to 3d10+20.
Throw Rock ◆

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DAEMON, ASTRADAEMON — CREATURE 16

LARGE DAEMON FIEND UNHOLY

Perception +28; darkvision, lifesense 30 feet, *truesight*
Languages Common, Daemonic; telepathy 100 feet
Skills Acrobatics +28, Athletics +32, Intimidation +33, Religion +26, Stealth +28, Survival +26
Str +8, **Dex** +6, **Con** +7, **Int** +2, **Wis** +4, **Cha** +7

AC 39; **Fort** +27, **Ref** +30, **Will** +26; +1 status to all saves vs. magic
HP 240; **Immunities** death effects, void; **Weaknesses** holy 15

Soul Siphon (aura, divine, force) 30 feet. An astradaemon draws power from the souls of the recently slain. If a Small or larger living creature dies within their aura, the astradaemon gains 5 temporary Hit Points and a +1 status bonus to attack and damage rolls for 1 round, unless the creature was slain by an astradaemon's Devour Soul ability. Incorporeal undead and living spirits that are traveling outside a body take 1d8 spirit damage each round within the daemon's aura as the astradaemon pulls in fragments of their soul.

Bent Light (divine, illusion, visual) An astradaemon appears shifted from their true position, though still in the same space. Creatures targeting the astradaemon must succeed at a DC 11 flat check to do so, as if the astradaemon were hidden, even though the astradaemon remains observed. Abilities that apply to the flat check against hidden creatures also apply against bent light.

Speed 60 feet, fly 60 feet

Melee ❖ jaws +32 (magical, reach 10 feet, unholy), **Damage** 3d6+8 piercing plus essence drain and Grab

Melee ❖ claw +32 (agile, magical, reach 10 feet, unholy), **Damage** 2d6+8 slashing plus essence drain

Melee ❖ tail +32 (magical, reach 15 feet, unholy), **Damage** 3d10+8 bludgeoning plus essence drain

Divine Innate Spells DC 37; **8th** *execute*, *pinpoint*; **7th** *interplanar teleport* (×2), **5th** *translocate*; **4th** *translocate* (at will); **Constant (6th)** *truesight*

(Continued on card 104)

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(Daemon, astradaemon, continued from card 103)

Devour Soul ❖ (divine, incapacitation) **Requirements** The astradaemon hasn't used an action with the attack trait yet this turn; **Effect** The astradaemon draws out and consumes the soul of a living creature they have grabbed. The creature must succeed at a DC 35 Fortitude save or instantly die. If it dies, the astradaemon gains 10 temporary Hit Points and a +2 status bonus to attack and damage rolls for 1 minute, or for 1 day if the victim was 15th level or higher. A victim slain in this way can be returned to life normally. A creature that survives is temporarily immune for 1 minute.

Essence Drain (divine, void) When an astradaemon hits with their claw, jaws, or tail, they drain the target's spiritual and vital essences. The target takes 2d10 void damage and the astradaemon regains an equal number of Hit Points. The target must succeed at a DC 37 Fortitude save or become doomed 1 and drained 1. If the target was already drained or doomed, it instead increases both conditions' value by 1, to a maximum of 4.

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DAEMON, CACODAEMON CREATURE 1

TINY DAEMON FIEND UNHOLY

Perception +6; darkvision
Languages Daemonic; telepathy 100 feet
Skills Acrobatics +8, Deception +5, Religion +6, Stealth +8
Str +0, **Dex** +3, **Con** +2, **Int** –1, **Wis** +1, **Cha** +2

AC 16; **Fort** +7, **Ref** +8, **Will** +6
HP 22; **Immunities** death effects; **Weaknesses** holy 3

Speed 5 feet, fly 40 feet
Melee ❖ jaws +8 (agile, disease, finesse, magical, reach 0 feet, unholy)
Damage 1d8 piercing plus cacodaemonia
Divine Innate Spells DC 17; **4th** *read omens*; **2nd** *invisibility* (at will, self only); **1st** *fear*; **Cantrips (1st)** *detect magic*
Cacodaemonia (disease) The cacodaemon can telepathically communicate with the afflicted creature at any distance on the same plane; **Saving Throw** DC 17 Fortitude; **Stage 1** carrier (1 day); **Stage 2** stupefied 1 (1 day); **Stage 3** stupefied 2 (1 day)
Change Shape ❖ (concentrate, divine, polymorph)

- **Lizard** Speed 20 feet; **Melee** jaws +8 (agile, finesse), **Damage** 1d8+1 piercing
- **Octopus** size Small; Speed 20 feet, swim 30 feet; **Skills** Athletics +6; **Melee** tentacle +8 (finesse), **Damage** 1d8+1 bludgeoning plus Grab; **Melee** beak +8 (agile, finesse), **Damage** 1d6 piercing plus 2 poison
- **Scorpion** size Small; Speed 30 feet; **Melee** pincer +8 (agile, finesse), **Damage** 1d6+1 bludgeoning plus Grab; **Melee** stinger +8 (agile, finesse), **Damage** 1d6+1 piercing plus 1d4 poison

(Continued on card 106)

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(Daemon, cacodaemon, continued from card 105)

Soul Lock ◆◆◆ (death, divine) **Frequency** once per day; **Effect** The cacodaemon ingests the soul of a sentient creature within 30 feet that died within the last minute. When they do, the cacodaemon grows a fist-sized soul gem (Hardness 2, HP 8) in their gut and can regurgitate it at any time as an Interact action. Destroying the gem frees the soul within but doesn't return the deceased creature to life. If a caster attempts to return to life a creature whose soul is trapped within a soul gem, they fail unless they succeed at a DC 30 Religion check. A success causes the soul gem to shatter so the creature is returned to life as normal for the spell.

A fiend can Interact to ingest a soul gem it is holding, condemning the soul to the fiend's home plane. The fiend gains fast healing 5 for 1 minute.

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DAEMON, LEUKODAEMON CREATURE 9

LARGE DAEMON FIEND UNHOLY

Perception +20; darkvision, plaguesense (imprecise) 60 feet
Languages Daemonic; telepathy 100 feet
Skills Acrobatics +18, Intimidation +18, Medicine +20, Religion +20, Stealth +18, Survival +16
Str +6, **Dex** +5, **Con** +1, **Int** +3, **Wis** +5, **Cha** +3
Items *+1 striking composite longbow* (50 arrows)
Plaguesense A leukodaemon senses any creature with a disease, and they know the type and current stage of all diseases carried by any creature within range.

AC 28; **Fort** +15, **Ref** +21, **Will** +19; +1 status to all saves vs. magic
HP 155; **Immunities** death effects, disease; **Weaknesses** holy 10
Infectious Aura (aura, disease) 30 feet. Leukodaemons radiate infection. All creatures within 30 feet of a leukodaemon take a –2 status penalty to saves against disease. If a creature within range contracts or progresses a disease, all adjacent creatures are exposed to the same disease, at the same DC.

Speed 25 feet, fly 40 feet
Melee ❖ jaws +21 (disease, magical, reach 10 feet, unholy), **Damage** 2d12+9 piercing plus daemonic pestilence
Melee ❖ claw +21 (agile, disease, magical, reach 10 feet, unholy), **Damage** 2d8+9 slashing plus daemonic pestilence
Ranged ❖ *composite longbow* +21 (deadly d10, disease, magical, propulsive, range increment 100 feet, reload 0, volley 30 feet, unholy), **Damage** 2d8+9 piercing plus daemonic pestilence
Divine Innate Spells DC 26; **5th** *translocate*; **4th** *dispel magic* (×2), *translocate* (at will)

(Continued on card 108)

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(Daemon, leukodaemon, continued from card 107)

Daemonic Pestilence (disease) The leukodaemon can telepathically communicate with the afflicted creature at any distance on the same plane; **Saving Throw** DC 28 Fortitude; **Stage 1** carrier (1 day); **Stage 2** drained 1 (1 day); **Stage 3** drained 2 (1 day); **Stage 4** drained 2 (1 day); **Stage 5** drained 3 (1 week); **Stage 6** dead

Plague Breath ❖❖ (divine, unholy) The leukodaemon exhales a cloud of corpse-bloated, biting black flies in a 20-foot cone. Creatures within the cone take 4d8 piercing damage (DC 28 basic Reflex save). A creature that fails the save becomes sickened 1 (or sickened 2 on a critical failure).

Quicken Pestilence ❖ (divine, manipulate) The leukodaemon coaxes a disease into full bloom. They choose a target in their aura of pestilence that's currently affected by a disease. That creature must attempt a Fortitude save against the disease as if the interval for the disease's current stage had passed.

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DAEMON, VENEDAEMON CREATURE 5

MEDIUM DAEMON FIEND UNHOLY

Perception +12; darkvision, smell magic (imprecise) 60 feet
Languages Aklo, Common, Chthonian, Daemonic, Diabolic, Draconic, Requian; telepathy 100 feet
Skills Acrobatics +13, Arcana +16, Deception +12, Occultism +14, Religion +13, Scribing Lore +14
Str +2, **Dex** +4, **Con** +2, **Int** +5, **Wis** +3, **Cha** +3
Smell Magic A venedaemon is aware of magical items and active spells as an imprecise sense. The subtle differences in these scents reveal the tradition and traits of the magic.

AC 21; **Fort** +9, **Ref** +11, **Will** +14; +1 status to all saves vs. magic
HP 75; **Immunities** death effects; **Weaknesses** holy 5

Speed 25 feet
Melee ❖ tentacle +13 (agile, finesse, magical, reach 10 feet, unholy), **Damage** 2d6+5 bludgeoning
Arcane Spontaneous Spells DC 22; **3rd** (3 slots) *fireball*, *levitate*, *paralyze*; **2nd** (4 slots) *blazing bolt*, *dispel magic*, *invisibility*, *noise blast*; **1st** (4 slots) *enfeeble*, *fear*, *force barrage*, *illusory disguise*; **Cantrips (3rd)** *electric arc*, *shield*, *sigil*, *telekinetic hand*, *void warp*
Divine Innate Spells DC 22; **4th** *translocate*
Residual Force ❖ (arcane, force) **Requirements** The venedaemon's most recent action was to cast a spell; **Effect** Fading runes cling to the venedaemon's tentacles. The venedaemon makes a tentacle Strike that has a reach of 20 feet and deals 2d4 additional force damage.
Soul Spell If a venedaemon ingest a soul gem from a cacodaemon, they can recover an expended spell slot instead of gaining fast healing. The spell slot's rank can be no higher than half the level of the creature whose soul was consumed, rounded up.

(Continued on card 110)

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(Daemon, venedaemon, continued from card 109)

Twisted Whispers ❖ (arcane, auditory, concentrate, linguistic, mental) The venedaemon whispers to a creature within 15 feet, which must succeed at a DC 22 Will save or be stupefied 2 for 1 minute (or stupefied 3 on a critical failure). Regardless of the results of the save, the creature is immune to Twisted Whispers for 24 hours.

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DEMON, BRIMORAK CREATURE 5

MEDIUM DEMON FIEND UNHOLY

Perception +12; darkvision, smoke vision
Languages Chthonian, Draconic, Empyrean, Pyric; telepathy 60 feet
Skills Acrobatics +12, Deception +11, Religion +10, Stealth +12
Str +4, **Dex** +3, **Con** +4, **Int** +1, **Wis** +1, **Cha** +2

Extinguishing Aversion Dousing a brimorak with water, either ordinary water or from a water effect, causes no physical harm to the fiend but deals 3d6 mental damage. Fully immersing the brimorak in water deals 5d6 mental damage per round.

Smoke Vision Smoke doesn't impair a brimorak's vision; they ignore the concealed condition from smoke.

AC 22; **Fort** +15, **Ref** +12, **Will** +10
HP 80; **Immunities** fire; **Weaknesses** cold iron 5, holy 5

Boiling Blood Each time an adjacent creature deals slashing or piercing damage to the brimorak, the attacker is sprayed with the brimorak's boiling blood, which deals 2d4 fire damage (DC 19 basic Reflex save).

Speed 30 feet

Melee ❖ flaming sword +15 (magical, unholy), **Damage** 2d8+4 slashing plus 1d6 fire

Melee ❖ hoof +15 (agile, unholy), **Damage** 2d4+4 bludgeoning plus 1d6 fire

Divine Innate Spells DC 21; **4th** *translocate*; **3rd** *dispel magic*, *fireball*; **Cantrips (3rd)** *ignition*
Rituals DC 21; *demonic pact*

Flaming Weapon (divine, fire) A brimorak's hooves and any weapon they wield burst into flame. They can also Interact to create a sword of fire and steel, which dissolves if it leaves their grip.

(Continued on card 112)

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(Demon, brimorak, continued from card 111)

Frothing Spew ❖❖ (divine, fire, unholy) The brimorak spits their boiling blood in a 20-foot line that deals 6d6 fire damage (DC 21 basic Reflex save). Creatures that fail the save also fall prone as they slip in the greasy blood. The brimorak can't use Frothing Spew again for 1d4 rounds.

Fume ❖❖ (divine, fire) **Frequency** once per minute; **Effect** The brimorak emits a cloud of thick black smoke in a 10-foot burst adjacent to them. The cloud remains for 1 minute. All creatures within the smoke become concealed, and all creatures outside the smoke become concealed to creatures within it. A creature that enters or begins its turn within the smoke it must succeed at a DC 21 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

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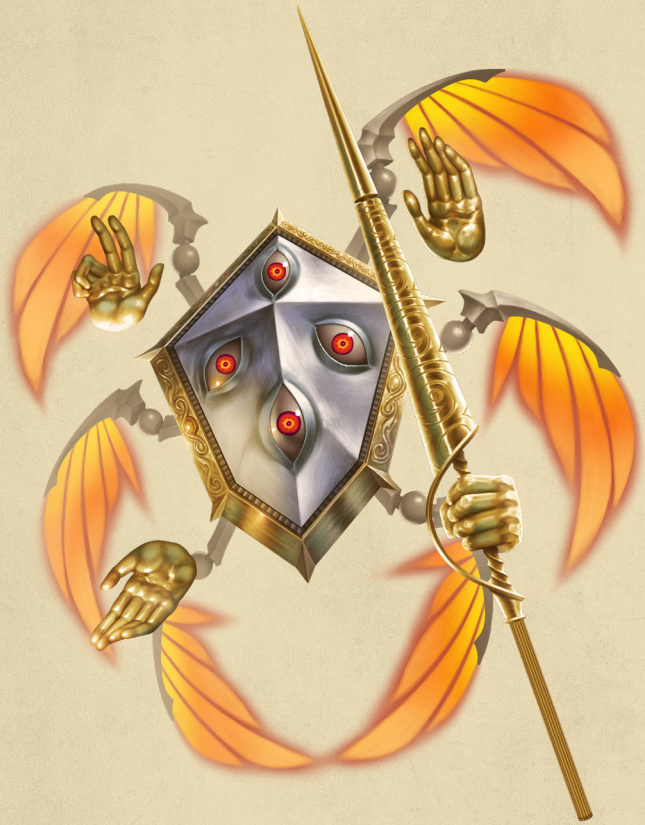

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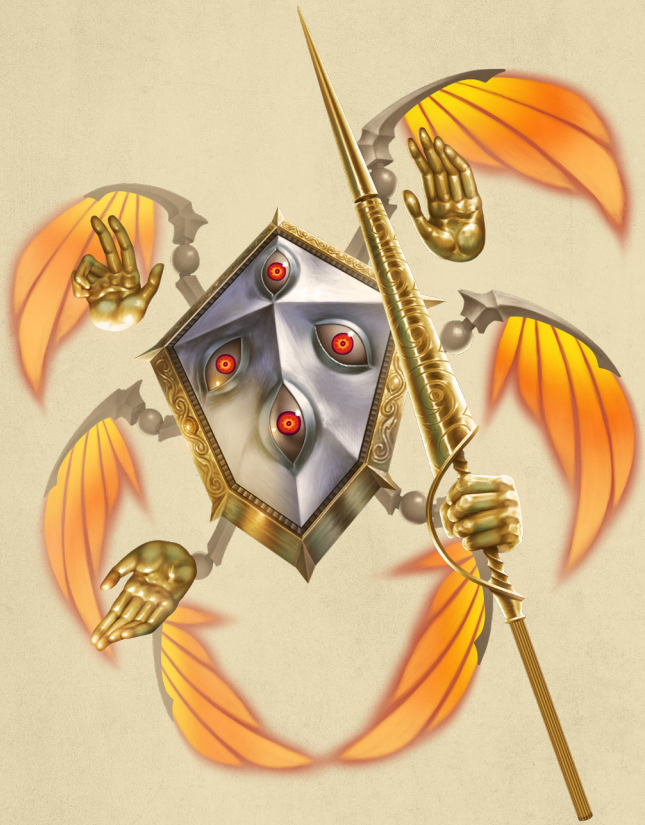

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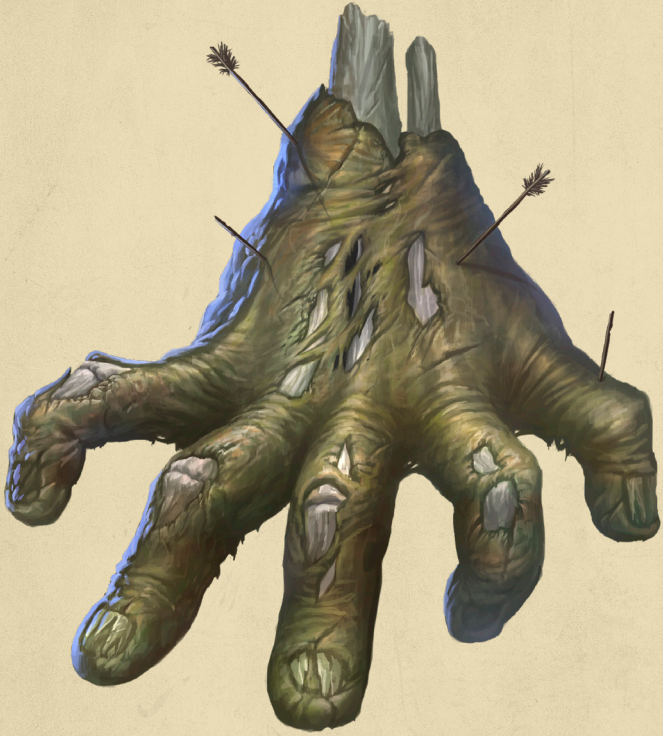

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DEMON, OMOX

CREATURE 12

MEDIUM | DEMON | FIEND | OOZE | UNHOLY

Perception +22; darkvision
Languages Chthonian, Draconic, Empyrean; telepathy 100 feet
Skills Acrobatics +21, Athletics +23, Religion +20, Stealth +24
Str +7, **Dex** +6, **Con** +7, **Int** +2, **Wis** +4, **Cha** +4

Cleanly Vulnerability An omox embodies filth, and they find the concept of cleanliness abhorrent. An omox subjected to an effect that cleans them, such as the tidy command of *prestidigitation*, takes 2d6 mental damage. They also take this damage the first time each round a creature hit by one of the omox's attacks spends actions cleaning off the filth.

AC 25; **Fort** +23, **Ref** +21, **Will** +20; +1 status to all saves vs. magic
HP 395; **Immunities** acid, critical hits, disease, poison, precision; **Weaknesses** cold iron 10, holy 10

Absorb Weapon ↻ (concentrate) **Trigger** A creature hits the omox with a melee weapon; **Effect** The omox attempts to Disarm the creature. On a critical success, the weapon becomes subsumed within the omox's body rather than falling to the ground. Retrieving the weapon requires Disarming the omox of it.

Speed 40 feet, climb 20 feet, swim 80 feet
Melee ◆ sludge tendril +25 (acid, unholy), **Damage** 2d6+13 bludgeoning plus 2d6 acid and Grab
Ranged ◆ slime ball +23 (acid, brutal, range increment 30 feet, unholy), **Damage** 2d4+11 bludgeoning plus 2d6 acid and slime trap
Divine Innate Spells DC 32; **5th** *control water*, *create water* (at will), *toxic cloud, translocate*; **4th** *translocate* (at will)
Rituals DC 32; *demonic pact*
Liquid Leap ◆◆ (concentrate, teleportation) **Requirements** The omox is in a space of liquid; **Effect** The omox teleports from its current space to any unoccupied space of liquid within 120 feet.

(continued on card 114)

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(Demon, Omox continued from card 113)

Slime Trap A creature hit by an omox's slime ball must succeed at a DC 32 Reflex save or take a –10-foot circumstance penalty to its Speeds for 1 minute or until it Escapes (DC 35). On a critical failure, the creature is also clumsy 1 for the same duration.

Smother ❖ **Requirements** The omox has a creature grabbed or restrained; **Effect** The demon flows over the creature, covering it in oozing acidic slime. The creature must succeed at a DC 32 Fortitude save or it becomes blinded and must hold its breath or begin suffocating. These effects lasts as long as the omox has the creature grabbed or restrained.

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DEMON, PUSK CREATURE 2

SMALL | DEMON | FIEND | UNHOLY

Perception +6; darkvision
Languages Chthonian; telepathy 100 feet
Skills Acrobatics +6, Athletics +8, Deception +6, Stealth +6
Str +4, **Dex** +0, **Con** +4, **Int** –3, **Wis** +0, **Cha** +0
Sloth When a pusk regains their actions, roll 1d4. The pusk regains that many actions for the turn (to a maximum of 3, or 2 if the pusk is a minion). Effects like the slowed condition can further reduce their number of actions.

AC 17; **Fort** +10, **Ref** +4, **Will** +8
HP 36; **Weaknesses** cold iron 3, holy 3

Speed 20 feet
Melee ❖ jaws +10 (magical, unholy), **Damage** 1d8+4 piercing
Melee ❖ claw +10 (agile, magical, unholy), **Damage** 1d6+4 slashing
Divine Innate Spells DC 16; **3rd** *slow*; **1st** *fear*
Rituals DC 16; *demonic pact*
Cower ❖ The pusk makes itself as small as possible, protecting its vital organs with its limbs. It gains a +4 circumstance bonus to AC but takes a –2 penalty to attack rolls. This lasts until the pusk moves from its current space, falls unconscious, or ends the effect as a free action.
Frenzied Slashes ❖❖❖ The pusk makes three claw Strikes, each at a –2 penalty, all targeting the same creature. The pusk's multiple attack penalty doesn't increase until after it has made all three attacks. The pusk gains the clumsy 2 condition until the beginning of its next turn.
Vicious Criticals A pusk makes the most of any weakness it finds. Whenever a pusk scores a critical hit with its claw Strike, the target takes an additional 1d6 persistent bleed damage.

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DEMON, SERAPTIS — CREATURE 15

MEDIUM | DEMON | FIEND | UNHOLY

Perception +25; darkvision, *truesight*
Languages Chthonian, Draconic, Empyrean; telepathy 100 feet, *truespeech*
Skills Acrobatics +30, Athletics +31, Deception +29, Religion +27, Stealth +28
Str +8, **Dex** +7, **Con** +6, **Int** +3, **Wis** +4, **Cha** +6
Items *+1 striking wounding scimitar* (2)

AC 37; **Fort** +27, **Ref** +28, **Will** +25; +1 status to all saves vs. magic
HP 340; **Weaknesses** cold iron 15, holy 15
Blood Healing (aura, healing, vitality) 30 feet. Whenever a humanoid within the aura takes bleed damage, the blood flows through the air to the seraptis's mouths and the seraptis heals by the same amount.
Recovery Vulnerability When a creature within the seraptis's blood healing aura recovers from persistent damage, the seraptis takes 3d6 mental damage.

Speed 40 feet, fly 40 feet
Melee ❖ *wounding scimitar* +32 (forceful, magical, sweep, unholy), **Damage** 2d6+16 slashing plus 2d6 mental and 1d6 persistent bleed
Melee ❖ claw +31 (agile, magical, unholy), **Damage** 2d4+16 slashing plus 2d6 mental and Grab
Ranged ❖ caustic blood +30 (acid, magical, unholy), **Damage** 7d6 acid
Divine Innate Spells DC 35; **8th** *dominate*, **6th** *phantasmal calamity*, *wave of despair*; **5th** *translocate*; **4th** *translocate* (at will); **3rd** *illusory disguise* (at will); **Constant (8th)** *truesight*, *truespeech*
Rituals DC 36; *demonic pact*

(Continued on card 117)

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(Demon, seraptis, continued from card 116)

Bloody Dance ❖❖ The seraptis makes a Strike with up to four arms, each against a different target and using a claw or scimitar as appropriate. These attacks count toward the seraptis's multiple attack penalty, but the multiple attack penalty doesn't increase until after all the attacks. The seraptis can use Grab following this activity, separately attempting to Grapple each creature hit by a claw.

Gnawing Arms ❖ (unholy) **Requirements** The seraptis has at least one creature grabbed or restrained; **Effects** The seraptis's arm mouths gnaw on those creatures, dealing each of them 2d6+8 piercing damage with a DC 37 basic Fortitude save. Creatures that fail the save also take 2d6 persistent bleed damage.

Isolating Words ❖ (mental, curse, linguistic) The seraptis telepathically explains a plausible secret to a creature within 30 feet. That creature must succeed at a DC 37 Will save or be mentally cut off from those around them for 1 minute (or permanently on a critical failure). The affected creature treats no one as an ally and any speech they hear is warped, encouraging conflict, and negating any linguistic ability from creatures that aren't unholy. Regardless of the results of the saving throw, the creature is immune to Isolating Words for 24 hours.

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DEMON, SHEMHAZIAN — CREATURE 16

GARGANTUAN | DEMON | FIEND | UNHOLY

Perception +30; darkvision, scent (imprecise) 60 feet, *truesight*
Languages Chthonian, Draconic, Empyrean; telepathy 100 feet
Skills Athletics +31, Deception +25, Intimidation +27, Medicine +28, Religion +30
Str +9, **Dex** +5, **Con** +7, **Int** +0, **Wis** +6, **Cha** +3

AC 39; **Fort** +32, **Ref** +26, **Will** +27; +1 status to all saves vs. magic
HP 350; **Weaknesses** cold iron 15, holy 15

Paralyzing Gaze (aura, divine, unholy, visual) 30 feet. A non-demon creature that ends its turn in the aura must attempt a DC 35 Fortitude save. If it fails, it's slowed 1 for 1 round, and if it critically fails, it is paralyzed for 1 round.

Succor Vulnerability A shemhazian's mutilation is a part of them, and they can't bear to see it reversed. The first time each round that a creature heals from damage the shemhazian dealt on their last turn, the demon takes 3d6 mental damage.

Tail Whip ↷ **Trigger** A creature within reach of the shemhazian's tail leaves a square during a move action it's using; **Effect** The shemhazian attempts to Trip the triggering creature. On a success, the creature also takes damage as if the shemhazian had hit with a tail Strike, and if the creature was flying, it falls 30 feet.

Speed 35 feet, climb 20 feet, fly 35 feet
Melee ❖ jaws (magical, reach 20 feet, unholy) +33, **Damage** 3d12+17 piercing plus enfeebling bite
Melee ❖ claw (agile, magical, reach 20 feet, unholy) +33, **Damage** 3d8+17 slashing
Melee ❖ pincer (magical, reach 20 feet, unholy) +33, **Damage** 3d8+17 bludgeoning plus Improved Grab
Melee ❖ tail (magical, reach 30 feet, unholy) +33, **Damage** 3d8+17 slashing

(Continued on card 119)

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(Demon, shemhazian, continued from card 118)

Divine Innate Spells DC 37; **8th** *divine decree*; **5th** *scouting eye* (×3), *translocate*; **4th** *clairvoyance* (×3), *translocate* (at will); **2nd** *invisibility* (at will); **Constant (7th)** *truesight*

Rituals DC 37; *demonic pact*

Enfeebling Bite (divine) If the shemhazian's jaws Strike damages a creature, the target is enfeebled 3 for 24 hours. The target can attempt a DC 37 Fortitude save to reduce this to enfeebled 1 (or be unaffected on a critical success).

Focused Gaze ❖ (concentrate, divine, incapacitation, visual) The shemhazian focuses their gaze on a non-demon creature they can see within 30 feet. If that creature isn't already slowed by the shemhazian's paralyzing gaze, it must attempt a save against the shemhazian's paralyzing gaze. If that creature is slowed, it must succeed at a DC 35 Fortitude save or be paralyzed for 1 round. A shemhazian can't use this ability against the same creature more than once per round.

Rend ❖ claw

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DEMON, SUCCUBUS CREATURE 7

UNCOMMON | MEDIUM | DEMON | FIEND | UNHOLY

Perception +15; darkvision

Languages Chthonian, Common, Draconic, Empyrean, three additional mortal languages; telepathy 100 feet, *truespeech*

Skills Acrobatics +14, Deception +18, Diplomacy +20, Intimidation +16, Religion +13, Society +15, Stealth +14

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

AC 23; **Fort** +15, **Ref** +14, **Will** +17; +1 status to all saves vs. magic

HP 100; **Weaknesses** cold iron 5, holy 5

Seductive Presence (aura, emotion, mental) 10 feet. Any creature in the aura that could be sexually attracted to a succubus takes a –2 circumstance penalty to checks and DCs to oppose the succubus's mental spells, Deception, and Diplomacy.

Rejection Vulnerability As succubi are beings of pure lust, creatures that reject their lust can metaphysically harm them. When a succubus fails a Diplomacy check to Embrace or Request, or when a creature succeeds at its save against a succubus's mental spell or ability, the succubus takes 2d6 mental damage. For 1 hour after causing mental damage to a succubus in this way, a creature can deal 2d6 mental damage to the succubus with a successful Demoralize action incorporating its rejection.

Speed 25 feet, fly 35 feet

Melee ❖ claw +16 (agile, finesse, magical, unholy), **Damage** 2d8+8 slashing

Divine Innate Spells DC 26; **6th** *dominate*; **5th** *translocate*; **4th** *translocate* (at will), *suggestion* (at will); **3rd** *mind reading* (at will); **1st** *charm* (at will); **Constant (5th)** *truespeech*

Rituals DC 26; *demonic pact*

(Continued on card 121)

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(Demon, succubus, continued from card 120)

Change Shape ❖ (concentrate, divine, polymorph) The succubus can take on the appearance of any Small or Medium humanoid. This doesn't change their Speed or their attack and damage modifiers with their Strikes, but it might change the damage type their Strikes deal (typically to bludgeoning).

Embrace ❖ The succubus attempts to Grapple a creature using their Diplomacy bonus instead of Athletics. If the creature is willing, the succubus automatically succeeds.

Passionate Kiss ❖ (divine, emotion, mental, unholy, void) **Frequency** once per round; **Effect** The succubus engages a creature they have grabbed or restrained in an embrace or other act of passion to drain its vital essence. The kiss makes the creature drained 1 or increases its drained value by 1, to a maximum of 4. The creature takes 3d6 void damage and the succubus regains Hit Points equal to the damage dealt. The target must succeed at a DC 26 Will save or be affected by a *suggestion* to submit to more actions of passion rather than trying to Escape.

Profane Gift ❖❖❖ (divine, mental, unholy) **Frequency** once per day; **Effect** The succubus gives a willing humanoid a profane gift. That creature gains a +1 status bonus to attack rolls, skill checks, and saving throws. As long as the gift persists, the succubus can communicate telepathically with the target at any distance, see through the creature's senses, and target the creature with *suggestion* through the telepathic link. In addition, the creature uses an outcome one degree of success worse than it rolls on saving throws against the succubus's *suggestion* spells.

A humanoid can't have more than one profane gift at a time, and a succubus can't grant more than one profane gift at a time. Removing the gift requires an *atone* ritual. The succubus can remove the gift as a free action to give the recipient a curse, making them stupefied 3 with an unlimited duration.

A summoned succubus can't grant a profane gift.

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DEMON, VROLIKAI

CREATURE 20

LARGE | DEMON | FIEND | UNHOLY

Perception +34; darkvision, *truesight*

Languages Chthonian, Draconic, Empyrean, Necril; telepathy 100 feet

Skills Acrobatics +37, Arcana +33, Athletics +36, Deception +36, Intimidation +38, Religion +34, Stealth +34, Survival +34

Str +10, **Dex** +7, **Con** +9, **Int** +6, **Wis** +6, **Cha** +8

AC 45; **Fort** +35, **Ref** +33, **Will** +34; +1 to all saves vs. magic

HP 440; **Immunities** death effects; **Weaknesses** cold iron 15, holy 15

Death-Stealing Gaze (aura, divine, visual) 30 feet. When a non-demon ends its turn in the aura, it must attempt a DC 38 Fortitude save. If it fails, it becomes drained 1. A creature that dies while it has drain from a vrolikai's gaze rises as a ghoul the next midnight. The GM determines what kind of ghoul.

Speed 35 feet, fly 50 feet

Melee ❖ black flame knife +40 (agile, magical, unholy), **Damage** 3d4+18 piercing plus 2d6 void

Melee ❖ jaws +38 (magical, reach 10 feet, unholy), **Damage** 4d12+18 piercing

Melee ❖ stinger +38 (magical, reach 15 feet, unholy), **Damage** 4d8+18 piercing plus mindwarping

Divine Innate Spells DC 44; **10th** *execute*, *paralyze*, *massacre*, *vampiric exsanguination*; **7th** *regenerate*; **5th** *translocate* (at will); **Constant** *truesight*

Rituals DC 44; *demonic pact*

Black Flame Knives ❖ (divine, unholy) The vrolikai manifests a dagger-shaped blade of what looks like crystallized black flame in each of their four hands. These weapons function as *+2 greater striking daggers* that deal an additional 2d6 void damage. They fade away into nothingness 1 minute after a vrolikai no longer carries them.

(Continued on card 123)

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(Demon, vrolikai, continued from card 122)

Consume Death ❖ (concentrate, divine, visual) The vrolikai focuses their death-stealing gaze upon a single target they can see within 30 feet. The target must immediately attempt a Fortitude save against death-stealing gaze.

Success The creature is unaffected.

Failure The creature is affected by deathstealing gaze and becomes drained 1. If the creature was already drained 1 by the death-stealing gaze before attempting the save, a failed save increases the value of the drained condition by 1, to a maximum of drained 4. The vrolikai gains 10 temporary Hit Points, and the drained creature is temporarily immune until the start of the vrolikai's next turn.

Critical Failure As failure, but the creature increases the amount of drain by 2.

Focused Flames ❖❖ The vrolikai attacks a single target with all of their black flame knives. The demon makes a black flame knife Strike with the following additional effects. This counts toward the vrolikai's multiple attack penalty as a number of attacks equal to the number of back flame knives the vrolikai used.

Critical Success The target takes an additional 2d6 void damage for each knife beyond the first (typically 6d6 extra damage) and takes 4d6 persistent void damage.

Success The target takes an additional 2d6 void damage for each knife beyond the first.

Failure The vrolikai deals the damage their black flame knife Strike normally deals on a hit.

Mindwarping (emotion, mental) The sting of a vrolikai is mind-warping. A creature struck must attempt a DC 44 Will save.

Critical Success The creature is unaffected.

Success The creature becomes stupefied 1 for 1 minute.

Failure The creature becomes stupefied 1. If it's already stupefied, its stupefied value increases by 1 instead (to a maximum of stupefied 4).

Critical Failure As failure, plus the creature is confused for 1 minute.

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DERO MAGISTER CREATURE 5

UNCOMMON | SMALL | DERO | HUMANOID

Perception +8; darkvision
Languages Aklo, Sakvroth
Skills Crafting +12, Medicine +10, Occultism +12, Stealth +11
Str +1, **Dex** +4, **Con** +2, **Int** +3, **Wis** –1, **Cha** +5
Items cytillesh toolkit, staff

AC 22; **Fort** +10, **Ref** +13, **Will** +10
HP 65; **Immunities** confused
Vulnerable to Sunlight A dero magister takes 10 damage for every hour they're exposed to sunlight.

Speed 20 feet
Melee ❖ staff +10 (two-hand 1d8), **Damage** 1d4+3 bludgeoning
Occult Innate Spells DC 24; **4th** *nightmare*, *rewrite memory*; **2nd** *darkness*, *revealing light*; **Cantrips (3rd)** *daze*, *light*, *read aura*
Occult Spontaneous Spells DC 24; **3rd** (3 slots) *blindness*, *levitate*, *vampiric feast*; **2nd** (4 slots) *laughing fit*, *paranoia*, *stupefy*, *telekinetic maneuver*; **1st** (4 slots) *force barrage*, *grim tendrils*, *phantom pain*, *soothe*; **Cantrips (3rd)** *detect magic*, *forbidding ward*, *light*, *message*, *void warp*
Cytillesh Stare ❖ (concentrate, incapacitation, mental, visual) **Frequency** once per round; **Effect** The magister focuses their gaze on a creature they can see within 30 feet. The target is dazzled for 1 round and must succeed at a DC 24 Will saving throw or be confused for 1 round.
Dero Medicine ❖ (healing, manipulate) **Requirements** The dero is wearing a cytillesh toolkit and has a hand free; **Effect** The dero excises damaged flesh and crudely stitches wounds shut, healing themself or an ally in reach for 2d8+10 Hit Points. For 1 hour, the target has slashing weakness 2 and is immune to Dero Medicine.

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DERO STALKER CREATURE 2

SMALL DERO HUMANOID

Perception +5; darkvision
Languages Aklo, Sakvroth
Skills Acrobatics +8, Medicine +5, Stealth +8, Thievery +8
Str +2, **Dex** +4, **Con** +3, **Int** +0, **Wis** –1, **Cha** +1
Items club, cytillesh toolkit (see sidebar), hand crossbow (20 bolts), lethargy poison (2 doses), rope (50 feet)

AC 18; **Fort** +7, **Ref** +10, **Will** +3
HP 30; **Immunities** confused
Vulnerable to Sunlight A dero stalker takes 4 damage for every hour they're exposed to sunlight.

Speed 20 feet
Melee ❖ club +8, **Damage** 1d6+2 bludgeoning
Ranged ❖ club +10 (thrown 10 feet), **Damage** 1d6+2 bludgeoning
Ranged ❖ hand crossbow +10 (range increment 60 feet, reload 1), **Damage** 1d6 piercing plus lethargy poison (*GM Core* 250)
Occult Innate Spells DC 17; **Cantrips (1st)** *daze*, *light*, *read aura*
Dero Medicine ❖ (healing, manipulate) **Requirements** The dero is wearing a cytillesh toolkit and has a hand free; **Effect** The dero excises damaged flesh and crudely stitches wounds shut, healing themself or an ally in reach for 2d8 Hit Points. For 1 hour, the target has slashing weakness 2 and is immune to Dero Medicine.
Exploit Lethargy A creature afflicted with lethargy poison is off-guard to the dero stalker, and the stalker can choose to add the nonlethal trait to their attacks against the creature without taking the normal penalty.
Sneak Attack A dero stalker deals 1d6 extra precision damage to creatures who are off-guard.

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DERO STRANGLER CREATURE 3

SMALL DERO HUMANOID

Perception +6; darkvision
Languages Aklo, Sakvroth
Skills Athletics +11, Intimidation +7, Medicine +6, Stealth +10
Str +4, **Dex** +3, **Con** +3, **Int** +0, **Wis** –1, **Cha** +2
Items cytillesh toolkit, hand crossbow (10 bolts), lethargy poison (5 doses), rope (50 feet), spiked chain

AC 19; **Fort** +10, **Ref** +8, **Will** +6
HP 45; **Immunities** confused
Ill Glow (disease, light) A non-dero living creature that starts its turn grabbed or restrained by the strangler is exposed to the sickly blue light from the strangler's cytillesh toolkit. It must succeed at a DC 19 Fortitude save or become sickened 1. This has no effect if the strangler isn't wearing the toolkit.
Vulnerable to Sunlight A dero strangler takes 8 damage for every hour they're exposed to sunlight.

Speed 20 feet
Melee ❖ spiked chain +11 (disarm, trip), **Damage** 1d8+6 bludgeoning
Ranged ❖ hand crossbow +10 (range increment 60 feet, reload 1), **Damage** 1d6+2 piercing plus lethargy poison (*GM Core* 250)
Occult Innate Spells DC 19; **2nd** *darkness*, *revealing light*; **Cantrips (2nd)** *daze*, *light*, *read aura*
Dero Medicine ❖ (healing, manipulate) **Requirements** The dero is wearing a cytillesh toolkit and has a hand free; **Effect** The dero excises damaged flesh and crudely stitches wounds shut, healing themself or an ally in reach for 2d8 Hit Points. For 1 hour, the target has slashing weakness 2 and is immune to Dero Medicine.
Strangle ❖ (attack, nonlethal) **Requirements** The dero must have two free hands or be wielding a spiked chain; **Effect** The dero attempts an Athletics check to Grapple with a +2 circumstance bonus. On a success, the target also takes 1d6+6 bludgeoning damage and can't speak (including to Cast a Spell) as long as they're grabbed or restrained.

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DEVIL, COARTI CREATURE 7

MEDIUM DEVIL FIEND UNHOLY

Perception +17; greater darkvision

Languages Common, Diabolic, Draconic, Empyrean; telepathy 100 feet, *truespeech*

Skills Acrobatics +15, Athletics +15, Deception +17, Legal Lore +14, Religion +17

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

Items *+1 morningstar*

AC 24; **Fort** +13, **Ref** +17, **Will** +15; +1 status to all saves vs. magic

HP 110; **Immunities** fire; **Weaknesses** holy 5 (see blood contract); **Resistances** physical 5 (except silver), poison 5

Blood Contract When the coarti takes damage from their holy weakness, blood flows freely from their eyes and the contract carved into their skin. They take 1d6 persistent bleed damage and are dazzled as long as the persistent damage continues, but their Despairing Shriek recharges.

Speed 25 feet, fly 40 feet

Melee ❖ *morningstar* +18 (magical, unholy, versatile P), **Damage** 1d6+10 bludgeoning plus 1d6 spirit

Melee ❖ wing +17 (agile, unholy, versatile P), **Damage** 1d6+7 bludgeoning plus 1d6 fire

Divine Innate Spells DC 25; **4th** *darkness*, *translocate* (at will); **Constant (5th)** *truespeech*

Rituals DC 25; *diabolic pact*

Despairing Shriek ❖❖ (divine, sonic, unholy) The coarti lets out a terrible cry, dealing 4d6 sonic damage to all creatures in a 30-foot emanation with a DC 25 basic Will save. Holy creatures that fail this save are also frightened 2; this added effect has the emotion, fear, and mental traits. The coarti can't use Despairing Shriek again for 1d4 rounds.

Wing Snap ❖ **Frequency** once per turn; **Effect** The coarti makes two wing Strikes, then falls if it's flying. It can't Fly until the end of its turn.

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DEVIL, GYLOU

CREATURE 14

MEDIUM | DEVIL | FIEND | UNHOLY

Perception +28; greater darkvision, *truesight*

Languages Common, Diabolic, Draconic, Empyrean; telepathy 100 feet

Skills Acrobatics +28, Athletics +28, Arcana +25, Deception +30, Diplomacy +28, Religion +26, Stealth +28

Str +4, **Dex** +8, **Con** +4, **Int** +5, **Wis** +6, **Cha** +8

AC 36; **Fort** +22, **Ref** +25, **Will** +28; +1 status to all saves vs. magic

HP 240; **Immunities** fire; **Weaknesses** holy 10; **Resistances** physical 10 (except silver), poison 10

Reflexive Grab ↷ Trigger A creature leaves a square within the gylou's reach using a move action or attempts a melee Strike against the gylou; **Effect** The gylou lashes out with a tentacle, attempting to Grapple the triggering creature. If the triggering Strike was with a melee weapon, the attacking creature can Release the weapon to cause the gylou to automatically fail the Athletics check.

Speed 35 feet, climb 35 feet

Melee ❖ tentacle +30 (finesse, magical, reach 10 feet, unholy), **Damage** 3d12+12 bludgeoning plus Grab

Melee ❖ claw +30 (agile, finesse, magical, unholy), **Damage** 3d8+12 slashing

Rituals DC 36; *diabolic pact*

Divine Innate Spells DC 36, attack +28; **7th** *dispel magic*, *dominate*; **5th** *illusory object* (at will), *slither*, *translocate*; **4th** *charm* (×3), *translocate* (at will), *enthrall* (at will); **Constant (7th)** *truesight*

Change Shape ❖ (concentrate, divine, polymorph) The gylou adopts the appearance of any Small or Medium humanoid. This doesn't change their Speed or the attack and damage modifiers of their Strikes, but it might change the damage type their Strikes deal (typically to bludgeoning).

(Continued on card 129)

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(Devil, gylou, continued from card 128)

Encage in Tentacles ❖ (attack) **Requirements** The gylou has a Medium or smaller creature grabbed or restrained; **Effect** The gylou transfers the grabbed creature into their lower body's net of encaging tentacles, freeing their limbs and tentacles to make Strikes. This has the same effects as Swallow Whole (Medium, 2d12+12 bludgeoning, Rupture 30), except the encaged creature is not at risk of suffocation, and the gylou can bring the encaged creature with them when they cast *translocate*. A gylou can have only one creature encaged at a time.

Indispensable Savvy ↻ **Frequency** once per day; **Trigger** The gylou attempts a skill check but hasn't rolled yet; **Effect** The gylou demonstrates a preternatural ability for the task at hand. They use their Deception modifier for the triggering check and for all skill checks using the same skill thereafter until the next time the gylou uses this ability or until 24 hours have passed, whichever happens first.

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DEVIL, NESSARI CREATURE 20

LARGE DEVIL FIEND UNHOLY

Perception +37; greater darkvision, *truesight*

Languages Common, Diabolic, Draconic, Empyrean; telepathy 100 feet

Skills Acrobatics +34, Arcana +32, Athletics +33, Deception +39, Diplomacy +34, Intimidation +39, Religion +37, Society +36, Stealth +34

Str +9, **Dex** +8, **Con** +9, **Int** +8, **Wis** +9, **Cha** +8

Shape Devils (divine, downtime) The nessari reshapes a large number of orts within a 600-foot emanation into more powerful devils to swell Hell's legions. The nessari must have available the number of orts listed on the table in the sidebar in *Monster Core* on page 92. The nessari can shape 100 orts per day, to a maximum of 1,100 orts in 11 days. Devils created in this way are in thrall to the nessari and follow their orders, with the exception of created nessaris or other devils of similar power, which are always independent. As a result, few nessaris choose to create peers. At the end of the Shape Devils activity, the nessari attempts an incredibly hard (*GM Core* 53) Religion check of the desired devil's level, with results as follows.

Critical Success The nessari shapes two devils from the massed orts instead of one.

Success The nessari shapes a devil of the desired type and level.

Failure The devil shaped from the orts is 2 levels lower than the intended devil.

Critical Failure The nessari fails to shape any devils and draws the ire of an archdevil for their waste of resources.

AC 46; **Fort** +37, **Ref** +32, **Will** +35; +1 status to all saves vs. magic

HP 335, regeneration 30 (deactivated by holy); **Immunities** fire; **Weaknesses** holy 15; **Resistances** physical 15 (except silver), poison 15

(Continued on card 131)

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(Devil, nessari, continued from card 130)

Commander's Aura (aura, divine) 100 feet. Commanded or allied unholy creatures in the aura of lower level than the nessari gain a +1 circumstance bonus to attack rolls, damage rolls, AC, saves, and skill checks.

Frightful Presence (aura, divine, emotion, fear, mental) 20 feet, DC 42

Reactive Strike ↻ The nessari can make a Reactive Strike when a creature within reach uses a concentrate action, in addition to the usual trigger. The devil can disrupt triggering concentrate actions, and they disrupt actions on any hit, not only a critical hit.

Speed 35 feet, fly 50 feet

Melee ❖ jaws +40 (magical, poison, reach 10 feet, unholy), **Damage** 4d10+17 piercing plus nessari venom

Melee ❖ claw +38 (agile, magical, reach 10 feet, unholy), **Damage** 4d6+17 slashing

Melee ❖ tail +36 (magical, reach 10 feet, unholy), **Damage** 4d10+17 bludgeoning plus Improved Grab

Melee ❖ wing +36 (magical, reach 15 feet, unholy), **Damage** 4d6+17 slashing

Divine Innate Spells DC 42; **10th** *falling stars*, *manifestation*; **9th** *seize soul* (at will); **8th** *dispel magic* (at will), *divine decree* (at will), *fireball* (at will), *scrying*, *wall of fire* (at will); **5th** *translocate*; **4th** *translocate* (at will); **Constant (8th)** *truesight*

Rituals DC 42; *diabolic pact*

Constrict ❖ (unholy) 2d10+17 bludgeoning, DC 43

Fast Swoop ❖ The nessari Flies and makes a wing Strike at any point during its movement.

Masterful Quickened Casting ◈ (concentrate) **Frequency** once per round; **Effect** If the nessari's next action is to cast an 8th-rank or lower innate spell, reduce the number of actions to cast it by 1 (minimum 1 action).

Nessari Venom (poison) **Saving Throw** DC 43 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 6d6 poison damage and drained 1 (1 round); **Stage 2** 7d6 poison damage and drained 2 (1 round); **Stage 3** 8d6 poison damage and drained 3 (1 round)

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DEVIL, ORT

CREATURE 0

MEDIUM | DEVIL | FIEND | MINDLESS | UNHOLY

Perception +0; greater darkvision
Skills Athletics +6
Str +2, **Dex** +0, **Con** +3, **Int** –5, **Wis** +0, **Cha** –3

AC 13; **Fort** +9, **Ref** +6, **Will** +2
HP 20; **Immunities** fire, mental; **Weaknesses** holy 3; **Resistances** physical 3 (except silver), poison 5

Speed 20 feet
Melee ❖ claw +8 (agile, magical, unholy), **Damage** 1d4+2 slashing
Subservience Orts have little drive of their own, but other devils can take command of them. A non-ort devil can issue a command to all orts within 60 feet of it with a single action, which has the auditory and concentrate traits. The devil picks one of the following orders orts can understand, and the orts follow that order. The command and its effects end once the commander is out of the ort's sight, when a new command is issued by the same or another devil, or when the ort dies.

- **Kill** The ort attacks one target the commander singles out and gains a +1 circumstance bonus to attack rolls against the target.
- **Defend** The ort circles the commander and attacks any creature that comes near. It gains a +1 circumstance bonus to AC and saves.
- **Fetch** The ort gains a +10–foot circumstance bonus to its Speed and attempts to get an object or person the commander singles out. It attacks anyone and anything that gets in the way.
- **Work** The ort performs drudge work dictated by the commander.

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DEVIL, PHISTOPHILUS CREATURE 10

MEDIUM DEVIL FIEND UNHOLY

Perception +21; greater darkvision
Languages Aklo, Chthonian, Common, Draconic, Diabolic, Empyrean, Sakvroth; telepathy 100 feet, *truespeech*
Skills Arcana +19, Deception +23, Diplomacy +21, Intimidation +21, Legal Lore +25, Religion +19, Society +19, Stealth +18
Str +3, **Dex** +4, **Con** +4, **Int** +7, **Wis** +5, **Cha** +5

AC 30; **Fort** +18, **Ref** +18, **Will** +23; +1 status to all saves vs. magic
HP 150; **Immunities** fire, ward contract; **Weaknesses** holy 10; **Resistances** physical 10 (except silver), poison 10
Ward Contract A signed contract carried by a living contract devil (including draped over their horns) is immune to damage from all creatures other than that contract devil. A contract devil is immune to mental effects that would make them destroy, nullify, or alter a contract.

Speed 25 feet
Melee ❖ binding contract +23 (agile, disarm, magical, reach 10 feet, trip, unholy), **Damage** 3d6+11 slashing plus Grab and infernal wound
Melee ❖ horn +21 (magical), **Damage** 3d10+11 piercing plus infernal wound
Divine Innate Spells DC 31; **10th** *scrying* (at will, see infernal investment) **7th** *interplanar teleport*; **5th** *fireball*, *illusory scene*, *lightning bolt*, *locate* (at will), *mind probe*, *sending* (at will), *translocate*; **4th** *peaceful bubble*, *silence*, *translocate* (at will); **3rd** *mind reading* (at will); **Cantrips (7th)** *detect magic*; **Constant (5th)** *truespeech*
Rituals DC 31; *diabolic pact*

(Continued on card 134)

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(Devil, phistophilus, continued from card 133)

Draft Contract ◆◆◆ (divine, manipulate) The contract devil 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* ritual but fulfilled to the letter by the contract devil. 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 the contract devil and Hell.

While the contract is in effect, the victim can't be restored to life except by *wish* or similar magic. If the mortal is restored to life by those means, the contract devil 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 Investment A contract devil can cast a 10th-rank innate *scrying* spell at will, but only to target a creature with which they have a contract. The target automatically critically fails its save.

Infernal Wound (divine) The wounds from a contract devil's Strikes resist healing. A spellcaster or item attempting to use healing magic on a creature suffering first attempts to counteract infernal wound (DC 29). If it is not counteracted, the healing has no effect.

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DEVIL, SARGLAGON CREATURE 8

LARGE | AMPHIBIOUS | DEVIL | FIEND | UNHOLY

Perception +18; greater darkvision, *see the unseen*
Languages Diabolic, Empyrean; 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** holy 5; **Resistances** physical 5 (except silver), poison 10
Heavy Aura (aura, divine, incapacitation) 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 themself, 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 (magical, unholy), **Damage** 2d12+9 piercing
Melee ❖ tentacle arm +20 (agile, magical, unholy); **Damage** 2d8+9 bludgeoning plus sarglagon venom
Divine Innate Spells DC 23, attack +18; **5th** *control water*, *translocate*; **4th** *translocate* (at will), *hydraulic torrent*, *unfettered movement*; **Constant (2nd)** *see the unseen*
Rituals DC 23; *diabolic pact*
(Continued on card 136)

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(Devil, sarglagon, continued from card 135)

Drown ◆◆◆ (divine, incapacitation, water) The sarglagon conjures murky water to fill the lungs of a creature within 30 feet of it that can't breathe water. 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 (*Player Core* 437). 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)

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DEVIL, VORDINE CREATURE 5

MEDIUM DEVIL FIEND UNHOLY

Perception +12; greater darkvision
Languages Common, Diabolic; telepathy 100 feet
Skills Acrobatics +13, Athletics +15, Intimidation +13, Warfare Lore +13, Religion +12
Str +4, **Dex** +4, **Con** +5, **Int** +2, **Wis** +3, **Cha** +2
Items breastplate, whip, trident

AC 22; **Fort** +14, **Ref** +13, **Will** +10; +1 status to all saves vs. magic
HP 60; **Immunities** fire; **Weaknesses** holy 5; **Resistances** physical 5 (except silver), poison 5
Reactive Strike ↻

Speed 25 feet
Melee ◆ trident +15 (magical, unholy), **Damage** 1d8+10 piercing
Melee ◆ hoof +15 (agile, magical, unholy), **Damage** 1d4+7 bludgeoning plus 1d4 fire
Melee ◆ whip +15 (disarm, magical, nonlethal, reach 10 feet, trip, unholy), **Damage** 1d4+10 bludgeoning
Ranged ◆ trident +13 (magical, thrown 20 feet, unholy), **Damage** 1d8+10 piercing
Divine Innate Spells DC 19; **4th** *translocate* (at will)
Rituals DC 19; *diabolic pact*
Burning Hoofprints ◆◆ (divine, fire, unholy) The vordine Strides, trailing hoofprints in each square they exit. The hoofprints burn for 1 minute. A creature on the ground that enters a square with burning hoofprints or begins its turn in one takes 1d4 fire damage.
Trident of Dis ◆ The vordine makes a trident Strike, increasing their reach to 10 feet for that Strike. If there is an unholy ally between the vordine and their target, that creature's energy causes the Strike to deal an additional 1d6 spirit damage.

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DEZULLON CREATURE 10

MEDIUM PLANT

Perception +18; low-light vision
Skills Acrobatics +21, Athletics +19, Stealth +21 (+24 in forests or swamps)
Str +5, **Dex** +7, **Con** +3, **Int** –4, **Wis** +2, **Cha** –1

AC 30; **Fort** +17, **Ref** +21, **Will** +16
HP 130, regeneration 15 (deactivated by fire); **Resistances** acid 20
Stench (aura, olfactory) 30 feet, DC 27

Speed 25 feet; climb 30 feet
Melee ❖ vine +21 (acid, agile), **Damage** 3d6+8 bludgeoning plus 3d6 acid and Grab
Ranged ❖ acid glob +23 (acid, range 30 feet), **Damage** 4d8 acid plus amnesia venom
Amnesia Venom (mental, poison) **Saving Throw** DC 29 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** off-guard (1 round); **Stage 2** off-guard and clumsy 1 (1 round); **Stage 3** confused, off-guard, and clumsy 2 (1 round); **Stage 4** as Stage 3 and permanently forget the last hour (1 round)
Constrict ❖ 2d6+2 bludgeoning, DC 29
Root ❖ (concentrate) Until the next time it acts, the dezullon appears to be a normal pitcher plant. It has an automatic result of 41 (44 in forests or swamps) on Deception checks and DCs to pass as a non-creature plant.

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DHAMPIR WIZARD CREATURE 2

MEDIUM | DHAMPIR | HUMAN | HUMANOID

Perception +4; darkvision
Languages Common, Necril
Skills Acrobatics +7, Arcana +8, Deception +5, Intimidation +5, Society +8, Stealth +7, Vampire Lore +8
Str +2, **Dex** +3, **Con** +0, **Int** +4, **Wis** +0, **Cha** +1
Items dagger, spellbook containing their prepared spells, staff

AC 17; **Fort** +4, **Ref** +7, **Will** +6; +2 circumstance to all saves vs. disease
HP 22, void healing
Blood of the Night The dhampir's penalty and Hit Point reduction from the drained condition are reduced as though the condition value were 1 lower.

Speed 25 feet
Melee ❖ dagger +7 (agile, finesse, versatile S), **Damage** 1d4+2 piercing
Melee ❖ staff +6 (two-handed d8), **Damage** 1d6+2 bludgeoning
Melee ❖ fist +7 (agile, finesse, nonlethal), **Damage** 1d4+2 bludgeoning
Ranged ❖ dagger +7 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing
Arcane Prepared Spells DC 18, attack +8; **1st** *command*, *force barrage*, *grim tendrils* (×2); **Cantrips (1st)** *detect magic*, *frostbite*, *prestidigitation*, *shield*, *void warp*

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DINOSAUR, ANKYLOSAURUS CREATURE 6

HUGE ANIMAL DINOSAUR

Perception +12; low-light vision, scent (imprecise) 30 feet
Skills Athletics +17
Str +7, **Dex** +0, **Con** +4, **Int** –4, **Wis** +2, **Cha** –1

AC 26; **Fort** +16, **Ref** +10, **Will** +12
HP 90

Speed 25 feet
Melee ◆ tail +17 (backswing, reach 15 feet), **Damage** 2d8+7 bludgeoning plus punishing tail
Melee ◆ foot +17 (reach 10 feet), **Damage** 2d6+7 bludgeoning
Punishing Tail A creature struck by the ankylosaurus's tail must attempt a DC 24 Fortitude save. On a failure, it's stunned 1; on a critical failure, it's stunned 3.
Trample ◆◆◆ Medium or smaller, foot, DC 24

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DINOSAUR, BRONTOSAURUS CREATURE 10

GARGANTUAN | ANIMAL | DINOSAUR

Perception +16; low-light vision, scent (imprecise) 30 feet
Skills Athletics +23
Str +9, **Dex** +0, **Con** +5, **Int** –4, **Wis** +2, **Cha** +1

AC 28; **Fort** +21, **Ref** +14, **Will** +16
HP 220

Speed 35 feet
Melee ◆ tail +23 (sweep, reach 20 feet), **Damage** 2d10+13 bludgeoning plus Improved Knockdown
Melee ◆ foot +23 (reach 15 feet), **Damage** 2d8+13 bludgeoning
Tail Sweep ◆◆ The brontosaurus makes a tail Strike and compares the attack roll to the AC of up to three foes, each of whom must be within its tail's melee reach and adjacent to at least one other target. It rolls damage only once and applies it to each creature hit. A Tail Sweep counts as two attacks for its multiple attack penalty.
Trample ◆◆◆ Huge or smaller, foot, DC 29

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DINOSAUR, COMPSOGNATHUS CREATURE -1

TINY ANIMAL DINOSAUR

Perception +5; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +6, Stealth +6
Str +0, **Dex** +3, **Con** +2, **Int** –4, **Wis** +2, **Cha** –2

AC 15; **Fort** +4, **Ref** +7, **Will** +4
HP 8

Speed 30 feet, swim 15 feet
Melee ❖ jaws +7 (agile, finesse, reach 0 feet), **Damage** 1d6 piercing plus compsognathus venom
Compsognathus Venom (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d6 poison damage and enfeebled 1 (1 round); **Stage 2** 1d8 poison damage and enfeebled 1 (1 round)

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DINOSAUR, DEINONYCHUS CREATURE 2

MEDIUM ANIMAL DINOSAUR

Perception +7; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +7, Athletics +9 (+12 jumping), Stealth +7
Str +3, **Dex** +3, **Con** +4, **Int** –4, **Wis** +1, **Cha** +2

AC 17; **Fort** +10, **Ref** +9, **Will** +5
HP 30

Speed 30 feet
Melee ❖ jaws +9, **Damage** 2d6+3 piercing
Melee ❖ talon +9 (agile), **Damage** 1d6+3 slashing plus 1d4 persistent bleed
Darting Attack ❖ The deinonychus Strides up to 10 feet and then makes a Strike, or makes a Strike and then Strides up to 10 feet.
Predator's Advantage Bleeding creatures are off-guard to the deinonychus.

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DINOSAUR, HADROSAURID CREATURE 4

HUGE ANIMAL DINOSAUR

Perception +13; low-light vision, scent (imprecise) 30 feet
Skills Athletics +12, Stealth +10
Str +6, **Dex** +2, **Con** +3, **Int** –4, **Wis** +1, **Cha** +0

AC 21; **Fort** +12, **Ref** +10, **Will** +11
HP 60

Speed 30 feet
Melee tail +14 (reach 15 feet), **Damage** 2d6+8 bludgeoning
Melee foot +12 (reach 15 feet), **Damage** 2d4+8 bludgeoning
Sprint ❖❖ **Frequency** once per minute; **Effect** The hadrosaurid Strides twice. It has a +20-foot circumstance bonus to its Speed during these Strides.
Trample ❖❖❖ Large or smaller, foot, DC 21

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DINOSAUR, PACHYCEPHALOSAURUS CREATURE 3

LARGE ANIMAL DINOSAUR

Perception +10; low-light vision, scent (imprecise) 30 feet
Skills Athletics +11, Intimidation +7
Str +4, **Dex** +3, **Con** +4, **Int** –4, **Wis** +3, **Cha** +0

AC 17; **Fort** +12, **Ref** +11, **Will** +7
HP 65

Speed 35 feet
Melee ❖ skull +11 (forceful, reach 10 feet), **Damage** 1d10+6 bludgeoning
Clobbering Charge ❖❖ The pachycephalosaurus Strides up to its Speed. If it ends its movement within melee reach of a target, it can make a skull Strike against that target. If the pachycephalosaurus critically hits with this Strike, the creature hit is stunned 1.
Sudden Shove ↷ (attack) **Trigger** The pachycephalosaurus damages a Medium or smaller foe with its skull Strike; **Effect** The pachycephalosaurus digs in and flings its head up, shoving its foe away. It attempts an Athletics check against the target's Fortitude DC.
Critical Success The pachycephalosaurus pushes the opponent up to 10 feet away from itself and knocks the target prone.
Success The pachycephalosaurus pushes the opponent back 5 feet.
Failure The pachycephalosaurus fails to push the opponent.
Critical Failure As failure, but the failed attempt leaves the pachycephalosaurus off-guard for 1 round.

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DINOSAUR, STEGOSAURUS CREATURE 7

HUGE ANIMAL DINOSAUR

Perception +15; low-light vision, scent (imprecise) 30 feet
Skills Athletics +20
Str +7, **Dex** +2, **Con** +4, **Int** –4, **Wis** +2, **Cha** +0

AC 23; **Fort** +17, **Ref** +13, **Will** +13
HP 125

Dorsal Deflection ↷ **Trigger** The stegosaurus is targeted with a melee attack; **Effect** The stegosaurus leans its dorsal plates into the attack, gaining a +2 circumstance bonus to its AC against the triggering attack. If the attack misses, the stegosaurus Steps after the attack.

Speed 25 feet
Melee ❖ tail +18 (sweep, reach 15 feet), **Damage** 2d8+9 piercing
Melee ❖ foot +18 (reach 10 feet), **Damage** 2d6+9 bludgeoning
Trample ❖❖❖ Large or smaller, foot, DC 25

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DINOSAUR, TRICERATOPS CREATURE 8

HUGE ANIMAL DINOSAUR

Perception +16; low-light vision, scent (imprecise) 30 feet
Skills Athletics +21
Str +7, **Dex** +0, **Con** +4, **Int** –4, **Wis** +2, **Cha** –1

AC 26; **Fort** +18, **Ref** +12, **Will** +14
HP 140

Frill Defense ↷ **Trigger** The rider is targeted with an attack; **Requirements** A creature must be mounted on the triceratops; **Effect** The triceratops intercepts the attack with its bony frill. The rider gains a +2 circumstance bonus to its AC against the triggering attack.

Speed 30 feet
Melee ❖ horns +19 (reach 15 feet), **Damage** 2d8+9 piercing plus Knockdown
Melee ❖ foot +19 (reach 10 feet), **Damage** 2d6+9 bludgeoning
Lumbering Charge ❖ The triceratops Strides up to 10 feet and then makes a Strike.
Trample ❖❖❖ Large or smaller, foot, DC 26
Vicious Gore A triceratops deals 2d6 extra persistent bleed damage to prone targets it hits with its horns.

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DINOSAUR, TYRANNOSAURUS CREATURE 10

GARGANTUAN | ANIMAL | DINOSAUR

Perception +19; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +15, Athletics +24
Str +8, **Dex** +1, **Con** +5, **Int** –4, **Wis** +3, **Cha** +0

AC 29; **Fort** +21, **Ref** +15, **Will** +19
HP 180

Speed 40 feet

Melee ❖ jaws +22 (deadly d12, reach 20 feet), **Damage** 2d12+12 piercing plus Grab

Melee ❖ foot +22 (reach 15 feet), **Damage** 2d10+12 bludgeoning

Fling ❖ **Requirements** A creature is grabbed in the tyrannosaurus's jaws; **Effect** The tyrannosaurus flings the creature into the air up to 10 feet up from its mouth and 20 feet away. The creature falls 25 feet (assuming the tyrannosaurus flings it as high as it can) and takes falling damage accordingly. If the flung creature lands on another creature, the creature it lands on takes the same amount of bludgeoning damage. The creature being landed on can attempt a DC 23 basic Reflex save.

Pin Prey ↷ **Trigger** The tyrannosaurus critically hits a Large or smaller foe with its foot; **Effect** The creature struck by the foot is knocked prone and held in place. As long as the tyrannosaurus doesn't move from its position, the pinned creature is grabbed. A tyrannosaurus gains a +2 circumstance bonus to attack a creature it has pinned in this manner but can only Swallow Whole if that creature is grabbed with its jaws.

Swallow Whole ❖ (attack) Medium, 3d6+8 bludgeoning, Rupture 26

Trample ❖❖❖ Huge or smaller, foot, DC 29

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DINOSAUR, VELOCIRAPTOR CREATURE 1

SMALL ANIMAL DINOSAUR

Perception +6; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +8, Athletics +5 (+8 jumping), Stealth +6
Str +0, **Dex** +3, **Con** +2, **Int** –4, **Wis** +1, **Cha** +1

AC 16; **Fort** +5, **Ref** +7, **Will** +4
HP 20

Speed 40 feet
Melee ❖ jaws +8 (finesse), **Damage** 1d6+3 piercing
Melee ❖ talon +8 (agile, finesse), **Damage** 1d4+3 slashing
Leaping Charge ❖ The velociraptor Strides up to 10 feet, ignoring difficult terrain as it leaps over obstacles. It then makes a Strike with its talons, gaining a +1 circumstance bonus to its attack roll.
Pack Attack The velociraptor deals 1d4 extra damage to any creature that's within reach of at least two of the velociraptor's allies.

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DOG, GUARD CREATURE –1

SMALL ANIMAL

Perception +6; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +5, Athletics +4, Stealth +5, Survival +4
Str +1, **Dex** +2, **Con** +2, **Int** –4, **Wis** +1, **Cha** –1

AC 15; **Fort** +5, **Ref** +7, **Will** +4
HP 8

Speed 30 feet
Melee ❖ jaws +6, **Damage** 1d4+1 piercing
Pack Attack The dog's Strikes deal 1d4 extra damage to creatures within the reach of at least two of the dog's allies.

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DOG, RIDING

CREATURE 1

MEDIUM ANIMAL

Perception +7; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +5, Athletics +7, Survival +5
Str +2, **Dex** +2, **Con** +2, **Int** –4, **Wis** +2, **Cha** –1

AC 16; **Fort** +7, **Ref** +5, **Will** +5
HP 20
Buck ↷ DC 17

Speed 35 feet
Melee ❖ jaws +7, **Damage** 1d6+2 piercing
Pack Attack The dog's Strikes deal 1d4 extra damage to creatures within the reach of at least two of the dog's allies.

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DOLPHIN, BOTTLENOSE CREATURE 0

MEDIUM ANIMAL

Perception +7; aquatic echolocation 120 feet, low-light vision
Skills Athletics +6
Str +2, **Dex** +3, **Con** +2, **Int** –4, **Wis** +3, **Cha** +0
Aquatic Echolocation A bottlenose dolphin can use its hearing as a precise sense at the listed range, but only underwater.
Deep Breath A bottlenose dolphin can hold its breath for 2 hours.

AC 15; **Fort** +6, **Ref** +7, **Will** +5
HP 16

Speed swim 60 feet
Melee ❖ snout +6, **Damage** 1d6+2 bludgeoning
Melee ❖ jaws +6, **Damage** 1d6+2 piercing
Ramming Speed ❖❖ The bottlenose dolphin Swims twice and then makes a snout Strike. As long as it moved at least 20 feet, it gains a +1 circumstance bonus to its attack roll. A Large or smaller creature hit by this attack must succeed at a DC 16 Fortitude save or be slowed 1 for 1 round.

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DOLPHIN, ORCA CREATURE 5

HUGE ANIMAL

Perception +12; aquatic echolocation 120 feet, low-light vision
Skills Athletics +14, Stealth +13
Str +7, **Dex** +2, **Con** +5, **Int** –4, **Wis** +3, **Cha** +0
Aquatic Echolocation An orca can use its hearing as a precise sense at the listed range, but only underwater.
Deep Breath An orca can hold its breath for 2 hours.

AC 21; **Fort** +14, **Ref** +11, **Will** +12
HP 75

Speed swim 60 feet
Melee ❖ jaws +13, **Damage** 2d8+9 piercing plus Grab
Aquatic Ambush ❖ 30 feet. An orca can travel no further than 5 feet onto land as part of an Aquatic Ambush. After it does so, it's prone until it Crawls to return to the water.
Breach ❖❖ The orca Swims up to its swim Speed, then Leaps vertically out of the water up to 25 feet in the air, making a Strike against a creature at any point during the jump (this lets it attack a creature within 30 feet of the water's surface). After the Strike, the orca splashes back down into the water.

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DOMINION OF THE BLACK, GOSREG CREATURE 11

UNCOMMON MEDIUM ABERRATION

Perception +21; darkvision, thoughtsense 60 feet
Languages Aklo, Sakvroth; telepathy 100 feet
Skills Deception +24, Diplomacy +22, Occultism +23, Society +19, Stealth +23
Str +3, **Dex** +6, **Con** +3, **Int** +6, **Wis** +5, **Cha** +7
Borrow Languages The gosreg can read and speak all languages known by creatures within range of its telepathy.
Thoughtsense The gosreg senses a creature's mental essence as a precise sense with the listed range; it cannot sense mindless creatures with thoughtsense.

AC 31; **Fort** +18, **Ref** +23, **Will** +22; +1 status to all saves vs. magic
HP 195; **Immunities** confused; **Resistances** mental 10
Unsettled Aura (aura, mental, occult) 30 feet. Gosregs project a field of discordant energy that unsettles the minds of thinking creatures. Any non-mindless creature within 30 feet of a gosreg takes a –1 status penalty to Will saves.

Speed 25 feet
Melee ❖ jaws +21 (finesse), **Damage** 2d10+7 piercing plus 1d10 mental
Melee ❖ claw +21 (agile, finesse), **Damage** 2d8+7 slashing
Occult Innate Spells DC 30, attack +22; **6th** *phantasmal calamity*, *phantom pain*; **5th** *mind probe*, *sending*, *subconscious suggestion*, *synaptic pulse*; **4th** *nightmare*, *suggestion* (×3); **Cantrips (6th)** *telekinetic hand*, *telekinetic projectile*
Broadcast Stance ❖ (mental, occult, stance) **Requirements** the gosreg is in its natural form; **Effect** The gosreg secures its limbs into the ground as its brain-like head crackles with psychic energy. The gosreg's unsettled aura extends to 60 feet, and it blocks all other creatures' telepathy in the aura. Its Mind Bolt can also affect any number of targets in 60 feet. These effects end when the gosreg uses its claw Strike, leaves its space, or is knocked prone.
(Continued on card 155)

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(Dominion of the Black, gosreg, continued from card 154)

Change Shape ❖ (concentrate, occult, polymorph) The gosreg takes on the appearance of any Small or Medium humanoid. This doesn't change its Speed or attack and damage modifiers with its claw, but it might change the damage type it deals (typically to bludgeoning). It cannot use its jaws Strike while in humanoid form.

Mind Bolt ❖❖ (mental, occult) A gosreg concentrates its field of discordant mental energy and projects it into the mind of one creature within 60 feet. The target takes 6d6 mental damage (DC 30 basic Will save). On a critical failure, the creature is also confused for 1 minute or until it takes damage.

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DOMINION OF THE BLACK, JAH-TOHL CREATURE 8

UNCOMMON LARGE ABERRATION

Perception +18; darkvision, thoughtsense 60 feet
Languages Aklo, Chthonian, Draconic, Protean, Sakvroth; telepathy 100 feet
Skills Acrobatics +17, Arcana +18, Athletics +16, Lore (all subcategories) +18, Occultism +21, Stealth +17
Str +6, **Dex** +3, **Con** +5, **Int** +4, **Wis** +4, **Cha** +3
Thoughtsense The jah-tohl senses a creature's mental essence as a precise sense at the listed range; it can't sense mindless creatures with thoughtsense.

AC 26; **Fort** +15, **Ref** +13, **Will** +18; +1 status on all saves vs. magic
HP 140; **Immunities** confused; **Weaknesses** brain loss
Brain Blisters A jah-tohl has 7 brain blisters that house stolen brains. A jah-tohl without all 7 blisters full is stupefied with a value equal to the number of empty blisters.
Brain Loss If a jah-tohl takes 30 damage from a critical hit or 25 mental damage, it must succeed at a DC 26 save (Fortitude for critical damage or Will for mental damage) or one of its brain blisters is destroyed.

Speed 25 feet, fly 30 feet
Melee ❖ jaws +20, **Damage** 2d12+6 piercing plus mind snatcher venom
Melee ❖ claw +20 (agile), **Damage** 2d8+6 slashing
Occult Spontaneous Spells DC 26, attack +18; **4th** (2 slots) *confusion*, *vision of death*; **3rd** (3 slots) *dispel magic*, *haste*, *paralyze*; **2nd** (4 slots) *humanoid form*, *invisibility*, *paranoia*; **1st** (4 slots) *enfeeble*, *mindlink*, *sure strike*; **Cantrips (4th)** *detect magic*, *figment*, *light*, *telekinetic hand*
Mind Snatcher Venom (poison) **Saving Throw** DC 26 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and enfeebled 1 (1 round); **Stage 2** 1d6 poison, enfeebled 1, and slowed 1 (1 round); **Stage 3** 2d6 poison, enfeebled 2, and slowed 1 (1 round)
Collect Brain ❖ (manipulate) The jah-tohl extracts the brain of a creature within its reach that has been dead for no more than 1 minute. It can then use an Interact action to secure the brain in one of its empty brain blisters and heal 20 Hit Points.

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DOMINION OF THE BLACK, RHU-CHALIK CREATURE 6

UNCOMMON SMALL ABERRATION

Perception +17; greater darkvision, thoughtsense 60 feet
Languages Aklo; telepathy 100 feet
Skills Athletics +13, Deception +13, Diplomacy +13, Intimidation +13, Stealth +15
Str +3, **Dex** +3, **Con** +4, **Int** +2, **Wis** +5, **Cha** +3
Thoughtsense The rhu-chalik senses a creature's mental essence as a precise sense with the listed range; it cannot sense mindless creatures with thoughtsense.

AC 23, all-around vision; **Fort** +14, **Ref** +11, **Will** +17
HP 95
No Breath A rhu-chalik doesn't breathe and is immune to effects that require breathing (such as inhaled poisons).

Speed 5 feet, fly 35 feet
Melee ❖ tendril +15 (agile), **Damage** 2d4+6 bludgeoning plus 1d6 mental and excruciating enzyme
Occult Innate Spells DC 24; **5th** *mind probe*; **4th** *rewrite memory*; **3rd** *mind reading* (at will); **2nd** *invisibility* (self only; at will)
Excruciating Enzyme (occult, pain, poison) A rhu-chalik's tendrils secrete an enzyme that causes intense pain. A living creature hit by a tendril Strike must succeed at a DC 24 Fortitude save or become sickened 1 from the pain.

(Continued on card 158)

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(Dominion of the Black, rhu-chalik, continued from card 157)

Label Memories ❖❖ (mental, occult) The rhu-chalik invades the mind of a target within 100 feet, sorting the memories into alien structures for transmission. The target must attempt a DC 24 Will save.

Critical Success The target creature is unaffected and temporarily immune to Label Memories for 1 minute.

Success The target is unaffected.

Failure The target becomes stupefied 2 for 1 minute as its mind is reorganized to fit the rhu-chalik's needs. If it's already stupefied by this effect, the target instead becomes confused for 1 minute or until it recovers due to taking damage.

Critical Failure As failure, but if the target is already stupefied by Label Memories, they become paralyzed for 1 minute instead of confused.

Transmit Memories ❖❖❖ (concentrate, mental, occult) **Requirements** The rhu-chalik is adjacent to a creature paralyzed due to Label Memories; **Effect** The rhu-chalik copies the creature's consciousness and mentally sends this copied consciousness through the void of space to their waiting masters. The target creature is deeply disoriented by this procedure, becoming stupefied 2 for 1 day afterward.

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DOMINION OF THE BLACK, XOARIAN CREATURE 8

UNCOMMON SMALL ABERRATION

Perception +16; thoughtsense 60 feet, tremorsense 60 feet
Languages Aklo (can't speak any languages); telepathy 100 feet
Skills Athletics +14, Deception +20, Diplomacy +16, Occultism +17, Society +17, Stealth +18
Str +2, **Dex** +4, **Con** +4, **Int** +5, **Wis** +4, **Cha** +6
Stolen Identity While a xoarian uses Body Thief, it gains the ability to understand and speak all languages known by the host, as well as knowledge of the host body's abilities, identity, role in society, and personality. However, it does not gain the specific memories or knowledge of the host body.
Thoughtsense The xoarian senses a creature's mental essence as a precise sense at the listed range; it can't sense mindless creatures with thoughtsense.

AC 26; **Fort** +14, **Ref** +16, **Will** +18
HP 130; **Immunities** blinded, controlled, emotion, possession

Speed 35 feet, climb 20 feet
Melee ❖ tentacle +18 (agile, finesse), **Damage** 2d10+5 piercing
Occult Innate Spells DC 27; **4th** *confusion*, *dispelling globe*; **3rd** *paralyze* (×3), *soothe* (×3); **2nd** *invisibility* (at will, self only), *paranoia* (at will); **Cantrips (4th)** *daze*, *detect magic*, *read aura*
Body Thief ❖❖❖ (manipulate, occult, possession) The xoarian squeezes itself into the head of a creature dead no longer than a day, consuming and replacing that creature's brain. At the start of the xoarian's next turn, the body revives at its maximum Hit Points, controlled by the xoarian. The xoarian is conscious and can sense everything the possessed body could. Any effect that ends the possession kills the host body with the same effects as Exit Body. The xoarian can't use any of the host creature's spells with Body Thief but can use its own innate spells.

(Continued on card 160)

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(Dominion of the Black, xoarian, continued from card 159)

Exit Body ❖ (move) **Requirements** The xoarian is controlling a body with Body Thief; **Effect** The xoarian bursts out of its host body, which dies instantly and is no longer a suitable host for any Body Thief ability. The xoarian stretches to its full size in an adjacent space.

Ravage ❖❖❖ The xoarian makes two tentacle Strikes against a single paralyzed, restrained, or unconscious creature. If the target has 0 Hit Points after Ravage, the xoarian can use a free action with the death trait to kill the target and occupy it with Body Thief.

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DRAGON TURTLE CREATURE 9

HUGE | AMPHIBIOUS | DRAGON

Perception +18; darkvision
Languages Common, Draconic, Thalassic
Skills Athletics +21, Diplomacy +18, Intimidation +18, Stealth +13, Survival +17
Str +6, **Dex** +0, **Con** +4, **Int** +2, **Wis** +4, **Cha** +2

AC 29; **Fort** +19, **Ref** +15, **Will** +17
HP 140; **Immunities** paralyzed, sleep
Shell Block ↷ **Trigger** A creature adjacent to the dragon turtle targets the turtle with a melee attack; **Effect** The dragon turtle rolls their shell toward the triggering creature, gaining a +2 circumstance bonus to their AC against the triggering attack.

Speed 20 feet, swim 30 feet
Melee ❖ jaws +21 (reach 10 feet), **Damage** 2d12+9 piercing
Melee ❖ claw +21 (agile), **Damage** 2d8+9 slashing
Capsize ❖ (attack) The dragon turtle tries to capsize an adjacent aquatic vessel of their size or smaller. The dragon turtle must succeed at a DC 30 Athletics check (reduce the DC by 5 for each size smaller than the dragon turtle) or the pilot's Sailing Lore DC, whichever is higher.
Conjure Storm ❖ (air, aura, primal, water) The dragon turtle summons a mighty storm to rage around themself. The area in a 30-foot emanation around the turtle becomes difficult terrain for all other flying and swimming creatures. The dragon turtle can end the storm by taking this action again.
Draconic Frenzy ❖❖ The dragon turtle makes two claw Strikes and one jaws Strike in any order.
Tsunami ❖❖ (primal, water) The dragon turtle unleashes their destructive prowess by creating a massive growing wave that deals 7d6 bludgeoning damage in a 60-foot cone (DC 27 basic Reflex save). The wave's damage increases by 10 for creatures who are more than 30 feet away. A creature that fails its save is knocked prone. The dragon turtle can't use Tsunami again for 1d4 rounds.

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DRAGON, ADULT ADAMANTINE — CREATURE 13

HUGE DRAGON PRIMAL

Perception +23; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 90 feet

Languages Common, Draconic, Fey, Petran, Sakvroth

Skills Acrobatics +22, Athletics +27, Intimidation +24, Mining Lore +24, Nature +23, Survival +25

Str +8, **Dex** +3, **Con** +6, **Int** +3, **Wis** +4, **Cha** + 5

AC 33; **Fort** +25, **Ref** +20, **Will** +23; +2 status to all saves vs. primal

HP 220; **Immunities** paralyzed, petrified, sleep; **Resistances** physical 15 (except adamantine)

Abandon Armor Once the adamantine dragon is reduced to fewer than half their Hit Points, their resistance is reduced by 10 and they gain a +10 circumstance bonus to their Speeds.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 30

Resilient Form ↻ Trigger The dragon is critically hit with a weapon or unarmed attack; **Effect** The dragon's tough scales ward off deadly attacks. The dragon attempts a DC 17 flat check. On a success, the triggering attack becomes a normal hit.

Speed 30 feet, burrow 40 feet, fly 150 feet

Melee ❖ jaws +27 (magical, reach 15 feet), **Damage** 3d12+14 piercing plus Improved Grab

Melee ❖ claw +27 (agile, magical, reach 10 feet), **Damage** 3d8+14 slashing plus Knockdown

Melee ❖ tail +25 (magical, reach 20 feet), **Damage** 3d10+14 bludgeoning

Ranged ❖ rock +25 (brutal, range increment 120 feet), **Damage** 3d8+14 bludgeoning

Adamantine Body The dragon's unarmed melee Strikes are adamantine.

Avalanche Breath ❖❖ (primal) The dragon belches a mass of boulders that deals 11d8 bludgeoning damage in a 40-foot cone (DC 33 basic Reflex save). They can't use Avalanche Breath again for 1d4 rounds.

(Continued on card 163)

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(Dragon, adult adamantine, continued from card 162)

Burrowing Pounce ◆◆◆ **Requirements** The dragon is burrowed; **Effect** The dragon Burrows, then Leaps out of the ground, landing at a point within 25 feet. The dragon makes a melee Strike against a creature within reach when they land. If the Strike is a critical hit, the target is knocked prone.

Draconic Frenzy ◆◆ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges their Avalanche Breath whenever they score a critical hit with a Strike.

Rock Tunneler The dragon can burrow through solid stone at a Speed of 20 feet. They can leave a tunnel if they desire, and they usually don't.

Swallow Whole ◆ Large, 3d12+7 bludgeoning, Rupture 29

Throw Rock ◆

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DRAGON, ADULT CONSPIRATOR — CREATURE 12

LARGE DRAGON OCCULT

Perception +23 (+25 to Sense Motive); darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Shadowtongue, Sussuran; telepathy 100 feet

Skills Acrobatics +21, Athletics +23, Deception +25, Diplomacy +25, Intimidation +23, Lore (any one region or settlement) +25, Occultism +23, Performance +25, Society +23, Stealth +21

Str +5, **Dex** +3, **Con** +4, **Int** +5, **Wis** +5, **Cha** + 7

AC 33; **Fort** +20, **Ref** +21, **Will** +25; +2 status to all saves vs. occult

HP 215; **Immunities** controlled, paralyzed, sleep

Retract Body ↻ The dragon is hit or critically hit by an attack made by a creature the dragon can see; **Effect** The dragon retracts the targeted body part or twists away to avoid the attack, gaining a +2 circumstance bonus to AC against the triggering attack.

Speed 40 feet, climb 40 feet, fly 140 feet

Melee ❖ jaws +25 (magical, reach 10 feet), **Damage** 3d8+11 piercing

Melee ❖ claw +25 (agile, magical), **Damage** 3d6+11 slashing

Melee ❖ tail +23 (magical, reach 15 feet), **Damage** 2d10+11 bludgeoning

Ranged ❖ mental blast +25 (mental, range 100 feet), **Damage** 3d6+6 mental

Occult Innate Spells DC 32; **6th** *charm*, *mind probe*, *mind reading* (at will), *rewrite memory*; **1st** *charm* (at will)

Conjure Disguise (manipulate, occult, polymorph) **Frequency** once per day; **Effect** The dragon conjures a perfect flesh-suit replica of a humanoid they've seen of their size or smaller and compresses themself into it, along with generating appropriate clothing for the humanoid. This process takes 1 minute to complete, during which the dragon is off-guard. If the dragon stops or is interrupted in this process, the suit is destroyed. Once the process is complete, the dragon can remain in this disguise indefinitely.

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(Dragon, adult conspirator, continued from card 164)

The transformation has the effects of Change Shape, except that the disguise is not actively magical in nature and doesn't register as magical to *detect magic* and similar effects. The dragon loses Retract Body while transformed. If the dragon is critically hit while wearing the disguise, the suit is destroyed and immediately explodes. This has the effects of Detonate Disguise, except that creatures use the outcome one degree of success better than they rolled on their save.

Detonate Disguise ❖❖ (occult) **Requirements** The dragon is wearing their conjured disguise; **Effect** The dragon erupts from the disguise, destroying it. The explosive revelation deals 13d6 bludgeoning damage to creatures in a 5-foot emanation with a DC 31 basic Reflex save. A creature that fails its save is dazzled for 1 round as it becomes covered in scraps from the disguise. Any creature sharing a space with the dragon after they erupt is pushed into the nearest empty space.

Draconic Frenzy ❖❖ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum When the dragon scores a critical hit with a Strike, they recharge Smoke Breath.

Rushed Transformation ❖❖❖ (concentrate, occult, manipulate, polymorph) **Frequency** once per hour; **Effect** The dragon quickly reshapes their body into the form of a generic humanoid figure. This has the effects of *humanoid form* except that it lasts only 1 minute, and the dragon doesn't gain the +4 status bonus to Deception as the transformation makes use of the dragon's body to crudely mimic a humanoid form. The dragon can Dismiss the effect. Whenever the effect ends, the dragon leaves behind scraps of magically conjured flesh.

Smoke Breath ❖❖ (occult, poison) The dragon unleashes a noxious cloud of smoke that deals 10d6 poison damage in a 50-foot cone (DC 33 basic Fortitude save). The smoke remains for 1 minute. This has the effects of mist, except it fills the cone's area. The dragon can't use Smoke Breath again for 1d4 rounds.

Sneak Attack The dragon's Strikes deal an additional 2d6 precision damage to off-guard targets.

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DRAGON, ADULT DIABOLIC — CREATURE 15

HUGE | DIVINE | DRAGON | UNHOLY

Perception +26; greater darkvision, scent (imprecise) 60 feet, smoke vision

Languages Common, Diabolic, Draconic, Empyrean, Necril, Pyric

Skills Acrobatics +27, Athletics +30, Deception +26, Diplomacy +28, Hell Lore +24, Intimidation +26, Legal Lore +26, Religion +26, Society +24, Thievery +27

Str +8, **Dex** +4, **Con** +6, **Int** +3, **Wis** +5, **Cha** + 5

Smoke Vision Smoke doesn't impair the dragon's vision; they ignore the concealed condition from smoke.

AC 36; **Fort** +29, **Ref** +25, **Will** +26; +2 status to all saves vs. divine

HP 285; **Immunities** fire, paralyzed, sleep; **Weaknesses** holy 10

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 34

Hell's Sting ↷ (divine, mental, unholy) **Trigger** The dragon is critically hit with a melee attack; **Effect** The dragon channels the rancor of Hell back through the body of their foe, overwhelming it with an infernal assault on the mind. The triggering creature takes 8d6 mental damage with a DC 36 basic Will save. Holy creatures use an outcome one degree of success worse than they roll on their saving throw.

Reactive Strike ↷

Speed 60 feet, fly 150 feet

Melee ❖ jaws +30 (fire, reach 10 feet, magical, unholy), **Damage** 3d12+11 piercing plus 2d6 fire

Melee ❖ claws +30 (agile, fire, magical, unholy), **Damage** 3d8+11 piercing plus 2d6 fire and Grab

Melee ❖ tail +28 (fire, reach 15 feet, magical, unholy), **Damage** 3d8+11 bludgeoning plus 2d6 fire and Improved Knockdown

Divine Innate Spells DC 34, attack +26; **7th** *divine immolation*, *interplanar teleport* (at will, self only), *wall of fire* (at will); **Cantrips (8th)** *ignition*

(Continued on card 167)

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(Dragon, adult diabolic, continued from card 166)

Diabolic Fire Any fire damage that a diabolic dragon deals, including fire damage from spells, is imbued with the unholy power of Hell to scorch the spirit as well. A creature takes spirit damage instead of fire damage if that would be more detrimental to the creature (as determined by the GM). A diabolic dragon is immune to the diabolic fire of other diabolic dragons, the fire from *divine immolation*, and similar effects.

Draconic Frenzy ◆◆ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges their Hellfire Breath whenever they score a critical hit with a Strike.

Hellfire Breath ◆◆ (divine, fire, unholy) The dragon unleashes a blast of infernal fire that deals 16d6 fire damage in a 50-foot cone (DC 36 basic Reflex save). The dragon can't use Hellfire Breath again for 1d4 rounds.

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DRAGON, ADULT EMPYREAL — CREATURE 14

HUGE | DIVINE | DRAGON | HOLY

Perception +27; darkvision, lifesense (imprecise) 30 feet, scent (imprecise) 60 feet

Languages Chthonian, Common, Diabolic, Draconic, Empyrean; *truespeech*

Skills Acrobatics +26, Athletics +28, Diplomacy +25, Heaven Lore +26, Intimidation +25, Medicine +28, Religion +28, Society +24

Str +8, **Dex** +4, **Con** +6, **Int** +4, **Wis** +7, **Cha** + 5

AC 36; **Fort** +24, **Ref** +24, **Will** +26; +2 status to all saves vs. divine

HP 250; **Immunities** fear, paralyzed, sleep; **Weaknesses** unholy 10

Inspiring Presence (aura, emotion, mental) 40 feet. The mere sight of an empyreal dragon motivates other creatures. Creatures within the aura gain a +1 status bonus to saving throws and skill checks. The empyreal dragon can't gain the benefit of their own aura or other actions that use the aura, and they can choose to exclude any creatures from any benefit of the aura or action that uses the aura.

Divine Deflection ↻ **Trigger** The dragon is critically hit by an attack; **Effect** Divine power intercedes, preventing some of the damage. The dragon gains resistance 10 to all damage against the triggering attack.

Speed 70 feet, fly 180 feet

Melee ❖ jaws +28 (holy, reach 15 feet), **Damage** 3d10+11 piercing plus 1d8 spirit

Melee ❖ claws +28 (agile, holy, reach 10 feet), **Damage** 3d8+11 slashing plus 1d8 spirit

Melee ❖ tail +26 (holy, reach 20 feet), **Damage** 3d10+11 bludgeoning plus 1d8 spirit

Melee ❖ wing +26 (agile, holy, reach 15 feet), **Damage** 2d10+11 slashing plus 1d8 spirit

Divine Innate Spells DC 34, attack +26; **7th** *heal*, *interplanar teleport* (at will, self only); **5th** *holy light* (at will); **Constant (5th)** *truespeech*

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(Dragon, adult empyreal, continued from card 168)

Direct Halo ❖ (concentrate, divine, manipulate) The dragon tosses their halo to a square within 90 feet. While the halo is deployed in this way, the dragon loses their inspiring presence aura, and the aura instead emanates from the halo with the same emanation radius. The dragon can Sustain to recall the halo from any distance. The halo is made of pure light—it doesn't occupy space and can't be targeted or destroyed in any way.

Draconic Frenzy ❖❖ The dragon makes two claw Strikes and one wing Strike in any order.

Draconic Momentum The dragon recharges their Spirit Breath whenever they score a critical hit with a Strike.

Halo Pulse ❖❖ (concentrate, divine) The dragon chooses one effect to impose on creatures in their inspiring presence aura. The dragon can't use Halo Pulse again for 1d4 rounds.

- **Repulsion** Each creature must succeed at a DC 34 Fortitude save or be pushed until it's no longer in the aura.
- **Restoration** (healing, vitality) Each creature recovers 7d8 Hit Points.

Spirit Breath ❖❖ (divine, holy, spirit) The dragon unleashes a blast of holy fire that deals 12d8 spirit damage in a 50-foot cone (DC 34 basic Reflex save). The dragon can't use Spirit Breath again for 1d4 rounds.

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DRAGON, ADULT FORTUNE — CREATURE 14

HUGE | ARCANE | DRAGON

Perception +24; darkvision, scent (imprecise) 60 feet
Languages Common, Draconic, Dwarven
Skills Accounting Lore +28, Acrobatics +27, Arcana +28, Athletics +27, Crafting +28, Diplomacy +24, Mercantile Lore +28, Thievery +27
Str +7, **Dex** +7, **Con** +6, **Int** +8, **Wis** +4, **Cha** + 4

AC 36; **Fort** +24, **Ref** +27, **Will** +24; +2 status to all saves vs. arcane
HP 230; **Immunities** drained, paralyzed, sleep

Aura of Disruption (arcane, aura) 120 feet. The dragon radiates disruptive energies that allow them to feed on magic. When a spell is counteracted or disrupted within the aura, the dragon regains one expended spontaneous spell slot and gains 25 temporary Hit Points that last for 1 minute.

Capture Spell ↷ (arcane) **Trigger** The dragon succeeds or critically succeeds on a saving throw against a spell; **Effect** The dragon attempts to capture a portion of the spell's magic to feed themself. They attempt to counteract the spell (counteract rank 7, counteract modifier +28). If successful, the dragon is unaffected by the spell and regains one expended spontaneous spell slot; other subjects are affected by the spell normally.

Speed 70 feet, fly 140 feet

Melee ❖ jaws +27 (magical, reach 15 feet), **Damage** 3d10+13 piercing plus 1d6 force

Melee ❖ claw +27 (agile, magical, reach 10 feet), **Damage** 3d6+13 piercing plus 1d6 force

Melee ❖ tail +25 (magical, reach 20 feet), **Damage** 3d10+13 bludgeoning plus 1d6 force

Arcane Spontaneous Spells DC 36, attack +28; **7th** (2 slots) *chain lightning*, *fireball*, *force barrage*, *slither*, *unfettered movement*, *warp mind*; **Cantrips (7th)** *detect magic*, *read aura*

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(Dragon, adult fortune, continued from card 170)

Disruptive Breath ◆◆ (arcane, force) The dragon unleashes a spray of magic-disrupting energies that deals 13d6 force damage in a 40-foot cone (DC 36 basic Reflex save). Creatures that fail become stupefied 1 (stupefied 2 on a critical failure) for 1 minute. The dragon can't use Disruptive Breath again for 1d4 rounds.

Draconic Frenzy ◆◆ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum Whenever they score a critical hit with a Strike, the dragon chooses to either recharge Disruptive Breath or regain one expended spontaneous spell slot.

Share the Wealth ◆◆ **Requirements** The dragon's body is covered in riches (this is typically the case when the dragon is first encountered); **Effect** The dragon shakes their body aggressively, sending coins and other riches flying in every direction, dealing 9d10 bludgeoning damage with a DC 35 basic Reflex save to all creatures in a 40-foot emanation. The dragon's body is then no longer covered in riches.

Treasure Dive ◆◆ **Requirements** The dragon's body isn't covered in riches and the dragon is adjacent to their hoard; **Effect** The dragon Strides or Burrows through their hoard using their land Speed. They coat themself in coins, magic items, and other treasures. This contact with magical items revitalizes the dragon, causing them to regain one expended spontaneous spell slot. The dragon can move through other creatures while moving in this way. Creatures in the dragon's path, or above it if the dragon Burrows, must succeed at a DC 33 Reflex save or be pushed 10 feet (or pushed 20 feet and knocked prone on a critical failure).

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DRAGON, ADULT HORNED — CREATURE 12

HUGE | AMPHIBIOUS | DRAGON | PRIMAL

Perception +22; darkvision, scent (imprecise) 60 feet
Languages Common, Draconic, Elven, Fey
Skills Acrobatics +19, Arcana +22, Athletics +24, Deception +19, Diplomacy +23, Forest Lore +22, Intimidation +23, Nature +20, Occultism +24, Society +22, Stealth +21
Str +6, **Dex** +3, **Con** +3, **Int** +4, **Wis** +4, **Cha** + 5

AC 34; **Fort** +20, **Ref** +22, **Will** +23; +1 status to all saves vs. magic
HP 215; **Immunities** paralyzed, poison, sleep
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 31
Twisting Tail ↷ **Trigger** A creature within reach of the dragon's tail uses a move action or leaves a square during a move action it's using; **Effect** The dragon makes a tail Strike at the creature with a –2 penalty. If the Strike hits, the dragon disrupts the creature's action.

Speed 40 feet, fly 160 feet, swim 40 feet; forest passage, trackless journey
Melee ❖ jaws +26 (magical, poison, reach 15 feet), **Damage** 3d10+12 piercing plus 3d4 poison
Melee ❖ claw +26 (agile, magical, reach 10 feet), **Damage** 3d8+12 slashing
Melee ❖ tail +24 (magical, reach 20 feet), **Damage** 3d8+10 bludgeoning
Melee ❖ horn +24 (magical, reach 15 feet), **Damage** 2d8+10 piercing
Primal Innate Spells DC 32; **4th** *suggestion*; **2nd** *charm* (at will), *entangling flora* (×2)
Draconic Frenzy ❖❖ The dragon makes two claw Strikes and one horn Strike in any order.
Draconic Momentum The dragon recharges their Poison Breath whenever they score a critical hit with a Strike.
Forest Passage The horned dragon ignores any difficult terrain caused by plants, such as bushes, vines, and undergrowth. Even plants manipulated by magic don't impede their progress.

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(Dragon, adult horned, continued from card 172)

Impaling Charge ◆◆ **Requirements** The dragon doesn't have a creature impaled on their horn; **Effect** The dragon attempts to gore a foe. They Stride, then attempt a horn Strike. On a hit, the target becomes impaled on the dragon's horn. The creature is grabbed while on the horn (and can attempt to Escape as normal). The dragon doesn't need to use additional actions to keep the impaled creature grabbed. If the dragon moves, they bring the grabbed creature along with them.

Poison Breath ◆◆ (primal, poison) The dragon breathes a toxic cloud that deals 13d6 poison damage in a 50-foot cone (DC 31 basic Fortitude save). They can't use Poison Breath again for 1d4 rounds.

Trackless Journey The horned dragon always gains the benefits of Cover Tracks in natural surroundings, even while moving at full speed.

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DRAGON, ADULT MIRAGE — CREATURE 13

HUGE | ARCANE | DRAGON

Perception +25; darkvision, illusion sense, scent (imprecise) 60 feet
Languages Common, Draconic, Fey
Skills Acrobatics +25, Arcana +24, Athletics +25, Crafting +24, Deception +29, Diplomacy +27, Illusion Lore +26, Performance +27, Stealth +27, Thievery +25
Str +6, **Dex** +6, **Con** +5, **Int** +5, **Wis** +6, **Cha** + 8
Camouflage The dragon can Hide in natural environments even if they don't have cover.
Illusion Sense When the dragon moves within 30 feet of an illusion that can be disbelieved, they automatically attempt a secret check to disbelieve, even if they didn't spend an action to Interact.

AC 33; **Fort** +22, **Ref** +23, **Will** +25; +2 status to all saves vs. arcane
HP 235; **Immunities** fascinated, paralyzed, sleep
Scintillating Defense ↻ (visual) **Trigger** The dragon is targeted with an attack; **Effect** The dragon flashes their iridescent scales at the triggering creature to throw off the attack. The dragon gains concealment against the triggering attack.

Speed 50 feet, climb 30 feet, fly 150 feet
Melee ❖ jaws +25 (magical, reach 15 feet), **Damage** 3d10+12 piercing
Melee ❖ claws +25 (agile, magical, reach 10 feet), **Damage** 3d6+12 slashing
Melee ❖ tail +23 (magical, reach 20 feet), **Damage** 3d8+12 bludgeoning
Arcane Innate Spells DC 35; **6th** *illusory creature*, *illusory scene*, *mirage*, *vibrant pattern*; **4th** *illusory object* (at will), *invisibility*; **2nd** *invisibility* (at will); **Cantrips (7th)** *figment*, *message*
Captivating Display ❖ (arcane, visual) **Frequency** once per 10 minutes; **Effect** The dragon opens the fins on their head, creating a radiant display of enthralling colors. Each creature in a 30-foot emanation must succeed at a DC 33 Will save or be dazzled and slowed 1 (or slowed 2 on a critical failure) for 1 round. Regardless of the result, a creature is then temporarily immune to Captivating Display for 1 minute.

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(Dragon, adult mirage, continued from card 174)

Draconic Frenzy ❖❖ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges their Hallucinatory Breath whenever they score a critical hit with a Strike.

Hallucinatory Breath ❖❖ (arcane, emotion, mental) The dragon breathes a cloud that assaults the senses and deals 12d6 mental damage in a 40-foot cone (DC 33 Will save). A creature that fails its save is also confused for 1 round (1 minute on a critical failure) and is then temporarily immune to being confused by Hallucinatory Breath for 1 hour. The dragon can't use Hallucinatory Breath again for 1d4 rounds.

Lunging Bite ❖❖ The dragon lunges their head forward, making a jaws Strike with an extended reach of 25 feet.

Sneak Attack The dragon's Strikes deal an additional 2d6 precision damage to off-guard targets.

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DRAGON, ADULT OMEN — CREATURE 11

LARGE DRAGON OCCULT

Perception +21; darkvision, scent (imprecise) 60 feet
Languages Common, Draconic, Fey, Jotun
Skills Acrobatics +21, Athletics +22, Diplomacy +20, Fortune-Telling Lore +26, Lore (any one subcategory) +24, Occultism +24, Society +22
Str +7, **Dex** +4, **Con** +5, **Int** +7, **Wis** +6, **Cha** + 3

AC 30; **Fort** +20, **Ref** +19, **Will** +23; +2 status to all saves vs. occult
HP 185; **Immunities** confused, doomed, paralyzed, sleep
Untethered to Fate The dragon can choose to negate any fortune or misfortune effects that would affect them; other creatures remain affected normally.
Challenge Fate ↻ (misfortune, occult) **Trigger** The dragon is targeted by an attack; **Effect** This fate is not set in stone. The attacker rolls the triggering attack twice and uses the worse result.

Speed 50 feet, fly 130 feet
Melee ❖ jaws +22 (magical, reach 10 feet), **Damage** 2d8+11 piercing plus 1d8 mental
Melee ❖ claw +22 (agile, magical), **Damage** 2d6+11 slashing plus 1d8 mental
Melee ❖ tail +20 (magical, reach 15 feet), **Damage** 2d8+11 bludgeoning plus 1d8 mental
Melee ❖ wing +20 (agile, magical, reach 10 feet), **Damage** 1d8+11 slashing plus 1d8 mental
Occult Innate Spells DC 30; **5th** *ill omen* (at will), *mindlink* (at will), *sure strike* (×2) **Cantrips (6th)** *guidance*
Destiny Breath ❖❖ (mental, occult) The dragon breathes a translucent mist of potentialities that overwhelms creatures with visions of possible features, dealing 10d6 mental damage in a 30-foot cone (DC 30 Will save). A creature that fails its save is slowed 1 for 1 round (or slowed 2 on a critical failure) as it struggles with the visions. The dragon can't use Destiny Breath again for 1d4 rounds.
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(Dragon, adult omen, continued from card 176)

Draconic Frenzy ◆◆ The dragon makes two claw Strikes and one wing Strike in any order.

Draconic Momentum The dragon recharges their Destiny Breath whenever they score a critical hit with a Strike.

Prophetic Wings The dragon or any ally can glimpse into the future through the dragon's wings in a process that requires 10 minutes of concentration. This casts a 6th-rank *augury* spell, except that the wings can predict results up to 1 day into the future and the dragon always speaks a few cryptic words related to the result of the prediction. The dragon can use their wings in this way only once per hour, and a given creature can seek a future in the wings only once per week. A creature can choose to predict events up to 1 month into the future—the dragon can view a month ahead in their own wings only once per day.

Walk the Timelines ◆◆ (occult) **Frequency** once per hour; **Effect** The dragon splits themself into two versions with different fates. Each copy Strides or Flies from the dragon's current space, then takes a single action. If the actions are both attacks, they use the same multiple attack penalty and count as one attack toward the dragon's multiple attack penalty. After both actions, the dragon chooses one of the two locations as their actual destination and the other version of themself disappears.

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DRAGON, ANCIENT ADAMANTINE CREATURE 18

UNCOMMON | GARGANTUAN | DRAGON | PRIMAL

Perception +30; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 120 feet

Languages Aklo, Common, Draconic, Fey, Petran, Sakvroth

Skills Acrobatics +28, Athletics +36, Intimidation +32, Mining Lore +30, Nature +29, Survival +31

Str +9, **Dex** +4, **Con** +8, **Int** +4, **Wis** +5, **Cha** + 6

AC 41; **Fort** +32, **Ref** +26, **Will** +29; +2 status to all saves vs. primal

HP 300; **Immunities** paralyzed, petrified, sleep; **Resistances** physical 20 (except adamantine)

Abandon Armor Once the adamantine dragon is reduced to fewer than half their Hit Points, their resistance is reduced by 10 and they gain a +10 circumstance bonus to their Speeds.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 37

Resilient Form ↻ The dragon is critically hit with a weapon or unarmed attack; **Effect** The dragon's tough scales ward off deadly attacks. The dragon attempts a DC 17 flat check. On a success, the triggering attack becomes a normal hit.

Speed 40 feet, burrow 50 feet, fly 180 feet

Melee ❖ jaws +36 (magical, reach 20 feet), **Damage** 3d12+18 piercing plus Improved Grab

Melee ❖ claw +36 (agile, magical, reach 15 feet), **Damage** 3d8+18 slashing plus Knockdown

Melee ❖ tail +34 (magical, reach 25 feet), **Damage** 3d10+18 bludgeoning

Ranged ❖ rock +34 (brutal, range increment 150 feet), **Damage** 3d8+18 bludgeoning

Adamantine Body The dragon's unarmed melee Strikes are adamantine.

Avalanche Breath ❖❖ (primal) The dragon belches a mass of boulders that deals 15d8 bludgeoning damage in a 40-foot cone (DC 40 basic Reflex save). They can't use Avalanche Breath again for 1d4 rounds.

(Continued on card 179)

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(Dragon, ancient adamantine, continued from card 178)

Burrowing Pounce ◆◆◆ **Requirements** The dragon is burrowed; **Effect** The dragon Burrows, then Leaps out of the ground, landing at a point within 25 feet. The dragon makes a melee Strike against a creature within reach when they land. If the Strike is a critical hit, the target is knocked prone.

Fast Swallow ↻ **Trigger** The dragon Grabs a creature; **Effect** The dragon uses Swallow Whole.

Draconic Frenzy ◆◆ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges their Avalanche Breath whenever they score a critical hit with a Strike.

Rock Tunneler The dragon can burrow through solid stone at a Speed of 20 feet. They can leave a tunnel if they desire, and they usually don't.

Swallow Whole ◆ Large, 3d12+14 bludgeoning, Rupture 35

Throw Rock ◆

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DRAGON, ANCIENT CONSPIRATOR — CREATURE 17

UNCOMMON | HUGE | DRAGON | OCCULT

Perception +30 (+32 to Sense Motive); darkvision, scent (imprecise) 60 feet
Languages Aklo, Common, Draconic, Shadowtongue, Sussuran; telepathy 100 feet
Skills Acrobatics +30, Athletics +30, Deception +35, Diplomacy +33, Intimidation +33, Lore (any one region or settlement) +31, Occultism +31, Performance +35, Society +31, Stealth +30
Str +9, **Dex** +5, **Con** +6, **Int** +6, **Wis** +7, **Cha** + 8

AC 40; **Fort** +27, **Ref** +28, **Will** +32; +2 status to all saves vs. occult
HP 345; **Immunities** controlled, paralyzed, sleep
Retract Body ↻ **Trigger** The dragon is hit or critically hit by an attack made by a creature the dragon can see; **Effect** The dragon retracts the targeted body part or twists away to avoid the attack, gaining a +2 circumstance bonus to AC against the triggering attack.

Speed 50 feet, climb 50 feet, fly 200 feet
Melee ❖ jaws +32 (magical, reach 15 feet), **Damage** 3d8+17 piercing
Melee ❖ claw +32 (agile, magical, reach 10 feet), **Damage** 3d6+17 slashing
Melee ❖ tail +30 (magical, reach 20 feet), **Damage** 2d10+17 bludgeoning
Ranged ❖ mental blast +31 (mental, range 100 feet), **Damage** 6d6+6 mental
Occult Innate Spells DC 41; **9th** *dominate*, *mind probe*, *mind reading* (at will), *rewrite memory*; **4th** *charm* (at will), *rewrite memory* (at will)
Conjure Disguise (manipulate, occult, polymorph) **Frequency** once per day; **Effect** The dragon conjures a perfect flesh-suit replica of a humanoid they've seen of their size or smaller and compresses into it, along with generating appropriate clothing. This process takes 1 minute to complete, during which the dragon is off-guard. If the dragon stops or is interrupted in this process, the suit is destroyed. Once the process is complete, the dragon can remain in this disguise indefinitely. The transformation has the effects of Change Shape, except that the disguise is not actively magical in nature and doesn't register as magical to *detect magic* and similar effects. The dragon loses Retract Body while transformed.

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(Dragon, ancient conspirator, continued from card 180)

If the dragon is critically hit while wearing the disguise, the suit is destroyed and immediately explodes. This has the effects of Detonate Disguise, except that creatures use the outcome one degree of success better than they rolled on their save.

Detonate Disguise ◆◆ (occult) **Requirements** The dragon is wearing their conjured disguise; **Effect** The dragon erupts from the disguise, destroying it. The explosive revelation deals 18d6 bludgeoning damage to creatures in a 5-foot emanation with a DC 39 basic Reflex save. A creature that fails its save is dazzled for 1 round as it becomes covered in scraps from the disguise. Any creature sharing a space with the dragon after they erupt is pushed into the nearest empty space.

Draconic Frenzy ◆◆ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum When the dragon scores a critical hit with a Strike, they recharge Smoke Breath.

Rushed Transformation ◆◆◆ (concentrate, occult, manipulate, polymorph) **Frequency** once per hour; **Effect** Using the aid of magic and an exhausting amount of effort, the dragon quickly reshapes their body into the form of a generic humanoid figure. This has the effects of *humanoid form* except that it lasts only 1 minute, and the dragon doesn't gain the +4 status bonus to Deception as the transformation makes use of the dragon's body to crudely mimic a humanoid form. The dragon can Dismiss the effect. Whenever the effect ends, the dragon leaves behind scraps of magically conjured flesh, which could give away the dragon's presence.

Smoke Breath ◆◆ (occult, poison) The dragon unleashes a noxious cloud of smoke that deals 16d6 poison damage in a 60-foot cone (DC 39 basic Fortitude save). The smoke remains for 1 minute. This has the effects of mist, except it fills the cone's area. The dragon can't use Smoke Breath again for 1d4 rounds.

Sneak Attack The dragon's Strikes deal an additional 3d6 precision damage to off-guard targets.

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DRAGON, ANCIENT DIABOLIC CREATURE 20

UNCOMMON GARGANTUAN DIVINE DRAGON UNHOLY

Perception +33; greater darkvision, scent (imprecise) 60 feet, smoke vision
Languages Aklo, Chthonian, Common, Diabolic, Draconic, Empyrean, Necril, Pyric
Skills Acrobatics +33, Athletics +38, Deception +34, Diplomacy +36, Hell Lore +33, Intimidation +34, Legal Lore +35, Religion +35, Society +33, Thievery +33
Str +10, **Dex** +5, **Con** +8, **Int** +5, **Wis** +7, **Cha** + 8
Smoke Vision Smoke doesn't impair the dragon's vision; they ignore the concealed condition from smoke.

AC 44; **Fort** +36, **Ref** +32 **Will** +32; +2 status to all saves vs. divine
HP 390; **Immunities** fire, paralyzed, sleep; **Weaknesses** holy 15
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 40
Hell's Sting ↷ (divine, mental, unholy) **Trigger** The dragon is critically hit with a melee attack; **Effect** The dragon channels the rancor of Hell back through the body of their foe, overwhelming it with an infernal assault on the mind. The triggering creature takes 10d6 mental damage with a DC 42 basic Will save. Holy creatures use an outcome one degree of success worse than they roll on their saving throw.
Reactive Strike ↷

Speed 70 feet, fly 180 feet
Melee ❖ jaws +38 (fire, magical, reach 10 feet, unholy), **Damage** 4d12+18 piercing plus 2d6 fire
Melee ❖ claws +38 (agile, fire, magical, unholy), **Damage** 4d8+18 piercing plus 2d6 fire and Improved Grab
Melee ❖ tail +36 (fire, magical, reach 15 feet, unholy), **Damage** 4d8+18 bludgeoning plus 2d6 fire and Improved Knockdown
Divine Innate Spells DC 40, attack +32; **9th** *divine immolation* (at will), *falling stars* (fire only), *wall of fire* (at will); **8th** *summon fiend* (phistophilus only; at will); **7th** *interplanar teleport* (at will, self only); **Cantrips (10th)** *ignition*
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(Dragon, ancient diabolic, continued from card 182)

Diabolic Fire Any fire damage that a diabolic dragon deals, including fire damage from spells, is imbued with the unholy power of Hell to scorch the spirit as well. A creature takes spirit damage instead of fire damage if that would be more detrimental to the creature (as determined by the GM). A diabolic dragon is immune to the diabolic fire of other diabolic dragons, the fire from *divine immolation*, and similar effects.

Draconic Frenzy ◆◆ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges their Hellfire Breath whenever they score a critical hit with a Strike.

Hellfire Breath ◆◆ (divine, fire, unholy) The dragon unleashes a blast of infernal fire that deals 21d6 fire damage in a 60-foot cone (DC 42 basic Reflex save). The dragon can't use Hellfire Breath again for 1d4 rounds.

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DRAGON, ANCIENT EMPYREAL CREATURE 19

UNCOMMON | GARGANTUAN | DIVINE | DRAGON | HOLY

Perception +35; darkvision, lifesense (imprecise) 30 feet, scent (imprecise) 60 feet

Languages Chthonian, Common, Diabolic, Draconic, Empyrean, Fey, Necril; *truespeech*

Skills Acrobatics +31, Athletics +35, Diplomacy +31, Intimidation +31, Heaven Lore +32, Medicine +35, Religion +32, Society +30

Str +10, **Dex** +6, **Con** +8, **Int** +5, **Wis** +8, **Cha** + 6

AC 43; **Fort** +31, **Ref** +31, **Will** +35; +2 status to all saves vs. divine

HP 350; **Immunities** fear, paralyzed, sleep; **Weaknesses** unholy 15

Inspiring Presence (aura, emotion, mental) 60 feet. The mere sight of an empyreal dragon motivates other creatures. Creatures within the aura gain a +1 status bonus to saving throws and skill checks. The empyreal dragon can't gain the benefit of their own aura or other actions that use the aura, and they can choose to exclude any creatures from any benefit of the aura or action that uses the aura.

Divine Deflection ↻ **Trigger** The dragon is critically hit by an attack; **Effect** Divine power intercedes, preventing some of the damage. The dragon gains resistance 15 to all damage against the triggering attack.

Speed 80 feet, fly 200 feet

Melee ❖ jaws +35 (holy, magical, reach 20 feet), **Damage** 4d10+16 piercing plus 1d8 spirit

Melee ❖ claws +35 (agile, holy, magical, reach 15 feet), **Damage** 4d8+16 slashing plus 1d8 spirit

Melee ❖ tail +33 (holy, magical, reach 25 feet), **Damage** 4d10+16 bludgeoning plus 1d8 spirit

Melee ❖ wing +33 (agile, magical, reach 20 feet), **Damage** 3d10+16 slashing plus 1d8 spirit

Divine Innate Spells DC 41, attack +33; **9th** *heal*; **7th** *holy light* (at will), *interplanar teleport* (at will, self only); **Constant (5th)** *truespeech*

(Continued on card 185)

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(Dragon, ancient empyreal, continued from card 184)

Direct Halo ◆ The dragon tosses their halo to a square within 90 feet. While the halo is deployed in this way, the dragon loses their inspiring presence aura, and the aura instead emanates from the halo with the same emanation radius. The dragon can Sustain to recall the halo from any distance. The halo is made of pure light—it doesn't occupy space and can't be targeted or destroyed in any way.

Draconic Frenzy ◆◆ The dragon makes two claw Strikes and one wing Strike in any order.

Draconic Momentum The dragon recharges their Spirit Breath whenever they score a critical hit with a Strike.

Halo Pulse ◆◆ (concentrate, divine) The dragon chooses one effect to impose on creatures in their inspiring presence aura. The dragon can't use Halo Pulse again for 1d4 rounds.

- **Repulsion** Each creature must succeed at a DC 41 Fortitude save or be pushed until it's no longer in the aura.
- **Restoration** (healing, vitality) Each creature recovers 9d8 Hit Points.
- **Restriction** (incapacitation, mental) Creatures must succeed at a DC 41 Will save or be slowed 1 (slowed 2 on a critical failure) while they remain within the aura. Regardless of the result, a creature is then temporarily immune to restriction for 1 minute.

Spirit Breath ◆◆ (divine, holy, spirit) The dragon unleashes a blast of holy fire that deals 16d8 spirit damage in a 50-foot cone (DC 41 basic Reflex save). The dragon can't use Spirit Breath again for 1d4 rounds.

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DRAGON, ANCIENT FORTUNE CREATURE 19

UNCOMMON | GARGANTUAN | ARCANE | DRAGON

Perception +30; darkvision, scent (imprecise) 60 feet
Languages Common, Draconic, Dwarven, Petran
Skills Accounting Lore +37, Acrobatics +36, Arcana +37, Athletics +34, Crafting +37, Diplomacy +32, Mercantile Lore +37, Thievery +36
Str +9, **Dex** +9, **Con** +8, **Int** +10, **Wis** +5, **Cha** + 5

AC 43; **Fort** +31, **Ref** +34, **Will** +32; +2 status to all saves vs. arcane
HP 300; **Immunities** drained, paralyzed, sleep

Aura of Disruption (arcane, aura) 120 feet. The dragon radiates disruptive energies that allow them to feed on magic. When a spell is counteracted or disrupted within the aura, the dragon regains one expended spontaneous spell slot and gains 35 temporary Hit Points that last for 1 minute.

Capture Spell ↻ (arcane) **Trigger** The dragon succeeds or critically succeeds on a saving throw against a spell; **Effect** The dragon attempts to capture a portion of the spell's magic to feed themself. They attempt to counteract the spell (counteract rank 10, counteract modifier +37). If successful, the dragon is unaffected by the spell and regains one expended spontaneous spell slot; other subjects are affected by the spell normally.

Speed 80 feet, fly 180 feet

Melee ❖ jaws +34 (magical, reach 20 feet), **Damage** 4d10+15 piercing plus 1d6 force

Melee ❖ claw +34 (agile, magical, reach 15 feet), **Damage** 4d6+15 piercing plus 1d6 force

Melee ❖ tail +32 (magical, reach 25 feet), **Damage** 4d10+15 bludgeoning plus 1d6 force

Arcane Spontaneous Spells DC 45, attack +37; **10th** (3 slots) *chain lightning*, *fireball*, *force barrage*, *implosion*, *quandary*, *slither*, *unfettered movement*, *warp mind*; **Cantrips (10th)** *detect magic*, *read aura*

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(Dragon, ancient fortune, continued from card 186)

Disruptive Breath ❖❖ (arcane, force) The dragon unleashes a spray of magic-disrupting energies that deals 18d6 force damage in a 60-foot cone (DC 45 basic Reflex save). Creatures that fail become stupefied 1 (stupefied 2 on a critical failure) for 1 minute. The dragon can't use Disruptive Breath again for 1d4 rounds.

Draconic Frenzy ❖❖ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum Whenever they score a critical hit with a Strike, the dragon chooses to either recharge Disruptive Breath or regain one expended spontaneous spell slot.

Drain Hoard ❖ **Requirements** The dragon is within 60 feet of their hoard; **Frequency** once per day; **Effect** The dragon draws power out of the magic items in their hoard, regaining all their expended spontaneous spell slots.

Share the Wealth ❖❖ **Requirements** The dragon's body is covered in riches (this is typically the case when the dragon is first encountered); **Effect** The dragon shakes their body aggressively, sending coins and other riches flying in every direction, dealing 18d6 bludgeoning damage with a DC 40 basic Reflex save to all creatures in a 50-foot emanation. The dragon's body is then no longer covered in riches.

Treasure Dive ❖❖ **Requirements** The dragon's body isn't covered in riches and the dragon is adjacent to their hoard; **Effect** The dragon Strides or Burrows through their hoard using their land Speed. They coat themself in coins, magic items, and other treasures. This contact with magical items revitalizes the dragon, causing them to regain one expended spontaneous spell slot. The dragon can move through other creatures while moving in this way. Creatures in the dragon's path, or above it if the dragon Burrows, must succeed at a DC 38 Reflex save or be pushed 10 feet (or pushed 20 feet and knocked prone on a critical failure).

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DRAGON, ANCIENT HORNED — CREATURE 17

UNCOMMON | GARGANTUAN | AMPHIBIOUS | DRAGON | PRIMAL

Perception +30; darkvision, scent (imprecise) 60 feet
Languages Chthonian, Common, Draconic, Elven, Fey, Jotun
Skills Acrobatics +25, Arcana +32, Athletics +30, Deception +27, Diplomacy +31, Forest Lore +31, Intimidation +31, Nature +28, Occultism +34, Society +31, Stealth +29
Str +7, **Dex** +4, **Con** +5, **Int** +6, **Wis** +5, **Cha** + 6
Camouflage The dragon can Hide in natural environments even if they don't have cover.

AC 41; **Fort** +30, **Ref** +29, **Will** +32; +1 status to all saves vs. magic
HP 315; **Immunities** paralyzed, poison, sleep
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 37
Miasma (aura, poison) 20 feet. After the dragon uses their Poison Breath, a cloud of poison gas continues to emanate from their body for 1 round. Any creature that ends its turn in the miasma takes 4d6 poison damage (DC 37 basic Fortitude save). Any creature in the miasma is concealed and treats other creatures as concealed. The dragon can see through this concealment.
Twisting Tail ↷ **Trigger** A creature within reach of the dragon's tail uses a move action or leaves a square during a move action it's using; **Effect** The dragon makes a tail Strike at the creature with a –2 penalty. If the Strike hits, the dragon disrupts the creature's action.

Speed 50 feet, fly 200 feet, swim 50 feet; forest passage, trackless journey
Melee ❖ jaws +33 (magical, poison, reach 20 feet), **Damage** 3d12+15 piercing plus 4d4 poison
Melee ❖ claw +33 (agile, magical, reach 15 feet), **Damage** 3d10+15 slashing
Melee ❖ tail +31 (magical, reach 25 feet), **Damage** 3d10+13 bludgeoning
Melee ❖ horn +31 (magical, reach 20 feet), **Damage** 2d10+13 piercing

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(Dragon, ancient horned, continued from card 188)

Primal Innate Spells DC 39; **6th** *dominate*; **4th** *charm* (at will), *suggestion*; **2nd** *entangling flora* (at will)

Draconic Frenzy ◆◆ The dragon makes two claw Strikes and one horn Strike in any order.

Draconic Momentum The dragon recharges their Poison Breath whenever they score a critical hit with a Strike.

Forest Passage The horned dragon ignores any difficult terrain caused by plants, such as bushes, vines, and undergrowth. Even plants manipulated by magic don't impede their progress.

Impaling Charge ◆◆ **Requirements** The dragon doesn't have a creature impaled on their horn; **Effect** The dragon attempts to gore a foe. They Stride, then attempt a horn Strike. On a hit, the target becomes impaled on the dragon's horn. The creature is grabbed while on the horn (and can attempt to Escape as normal). The dragon doesn't need to use additional actions to keep the impaled creature grabbed. If the dragon moves, they bring the grabbed creature along with them.

Poison Breath ◆◆ (primal, poison) The dragon breathes a toxic cloud that deals 18d6 poison damage in a 60-foot cone (DC 37 basic Fortitude save). They can't use Poison Breath again for 1d4 rounds.

Trackless Journey The horned dragon always gains the benefits of Cover Tracks in natural surroundings, even while moving at full speed.

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DRAGON, ANCIENT MIRAGE CREATURE 18

UNCOMMON | HUGE | ARCANE | DRAGON

Perception +33; darkvision, illusion sense, scent (imprecise) 60 feet
Languages Common, Draconic, Fey, Shadowtongue
Skills Acrobatics +33, Arcana +32, Athletics +34, Crafting +32, Deception +37, Diplomacy +35, Illusion Lore +34, Performance +35, Stealth +35, Thievery +33
Str +7, **Dex** +7, **Con** +6, **Int** +6, **Wis** +7, **Cha** + 9
Camouflage The dragon can Hide in natural environments even if they don't have cover.
Illusion Sense When the dragon moves within 30 feet of an illusion that can be disbelieved, they automatically attempt a secret check to disbelieve, even if they didn't spend an action to Interact.

AC 41; **Fort** +28, **Ref** +29, **Will** +33; +2 status to all saves vs. arcane
HP 345; **Immunities** fascinated, paralyzed, sleep
Scintillating Defense ↻ (visual) **Trigger** The dragon is targeted with an attack; **Effect** The dragon flashes their iridescent scales at the triggering creature to throw off the attack. The dragon gains concealment against the triggering attack.

Speed 60 feet, climb 40 feet, fly 180 feet
Melee ❖ jaws +33 (magical, reach 15 feet), **Damage** 3d10+15 piercing
Melee ❖ claws +33 (agile, magical, reach 10 feet), **Damage** 3d6+15 slashing
Melee ❖ tail +31 (magical, reach 20 feet), **Damage** 3d8+15 bludgeoning
Arcane Innate Spells DC 43; **8th** *illusory creature*, *illusory object* (at will), *illusory scene* (at will), *mirage*, *vibrant pattern*; **4th** *invisibility* (at will); **Cantrips (9th)** *figment*, *message*
Captivating Display ❖ (arcane, visual) **Frequency** once per 10 minutes; **Effect** The dragon opens the fins on their head, creating a radiant display of enthralling colors. Each creature in a 30-foot emanation must succeed at a DC 41 Will save or be dazzled and slowed 1 (or slowed 2 on a critical failure) for 1 round. Regardless of the result, a creature is then temporarily immune to Captivating Display for 1 minute.
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(Dragon, ancient mirage, continued from card 190)

Draconic Frenzy ❖❖ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges their Hallucinatory Breath whenever they score a critical hit with a Strike.

Hallucinatory Breath ❖❖ (arcane, emotion, mental) The dragon breathes a cloud that assaults the senses and deals 17d6 mental damage in a 50-foot cone (DC 41 Will save). A creature that fails its save is also confused for 1 round (1 minute on a critical failure) and is then temporarily immune to being confused by Hallucinatory Breath for 1 hour. The dragon can't use Hallucinatory Breath again for 1d4 rounds.

Lunging Bite ❖❖ The dragon lunges their head forward, making a jaws Strike with an extended reach of 25 feet.

Sneak Attack The dragon's Strikes deal an additional 3d6 precision damage to off-guard targets.

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DRAGON, ANCIENT OMEN — CREATURE 16

UNCOMMON | HUGE | DRAGON | OCCULT

Perception +29; darkvision, scent (imprecise) 60 feet
Languages Aklo, Common, Draconic, Fey, Jotun
Skills Acrobatics +28, Athletics +30, Diplomacy +29, Fortune-Telling Lore +33, Lore (any one subcategory) +31, Occultism +33, Society +31
Str +8, **Dex** +6, **Con** +7, **Int** +9, **Wis** +7, **Cha** + 5

AC 38; **Fort** +27, **Ref** +28, **Will** +29; +2 status to all saves vs. occult
HP 280; **Immunities** confused, doomed, paralyzed, sleep
Untethered to Fate The dragon can choose to negate any fortune or misfortune effects that would affect them; other creatures remain affected normally.
Challenge Fate ↻ (misfortune, occult) **Trigger** The dragon is targeted by an attack; **Effect** This fate is not set in stone. The attacker rolls the triggering attack twice and uses the worse result.

Speed 60 feet, fly 180 feet
Melee ❖ jaws +30 (magical, reach 15 feet), **Damage** 3d8+14 piercing plus 1d8 mental
Melee ❖ claw +30 (agile, magical, reach 10 feet), **Damage** 3d6+14 slashing plus 1d8 mental
Melee ❖ tail +28 (magical, reach 20 feet), **Damage** 3d8+14 bludgeoning plus 1d8 mental
Melee ❖ wing +28 (agile, magical, reach 15 feet), **Damage** 2d8+14 slashing plus 1d8 mental
Occult Innate Spells DC 39; **8th** *retrocognition*; **7th** *ill omen* (at will), *mindlink* (at will), *true target* (×2); **Cantrips (8th)** *guidance*
Destiny Breath ❖❖ (mental, occult) The dragon breathes a translucent mist of potentialities that overwhelms creatures with visions of possible features, dealing 15d6 mental damage in a 40-foot cone (DC 39 Will save). A creature that fails its save is slowed 1 for 1 round (or slowed 2 on a critical failure) as it struggles with the visions. The dragon can't use Destiny Breath again for 1d4 rounds.
(Continued on card 193)

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(Dragon, ancient omen, continued from card 192)

Impending Fate The dragon's attacks bring their foes closer to their eventual fates. When the dragon critically hits with a Strike or a creature critically fails against the dragon's Destiny Breath, the creature becomes doomed 1, or increases its doomed value by 1 if it was already doomed.

Draconic Frenzy ❖❖ The dragon makes two claw Strikes and one wing Strike in any order.

Draconic Momentum The dragon recharges their Destiny Breath whenever they score a critical hit with a Strike.

Prophetic Wings The dragon or any ally can glimpse into the future through the dragon's wings in a process that requires 10 minutes of concentration. This casts a 8th-rank *augury* spell, except that the wings can predict results up to 1 year into the future and the dragon always speaks a few cryptic words related to the result of the prediction. The dragon can use their wings in this way only once per day, and a given creature can seek a future in the wings only once per week.

Walk the Timelines ❖❖ (occult) **Frequency** once per hour; **Effect** The dragon splits themself into two versions with different fates. Each copy Strides or Flies from the dragon's current space, then takes a single action. If the actions are both attacks, they use the same multiple attack penalty and count as one attack toward the dragon's multiple attack penalty. After both actions, the dragon chooses one of the two locations as their actual destination and the other version of themself disappears.

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DRAGON, YOUNG ADAMANTINE CREATURE 9

LARGE DRAGON PRIMAL

Perception +17; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 60 feet

Languages Common, Draconic, Petran

Skills Acrobatics +17, Athletics +21, Intimidation +18, Mining Lore +16, Nature +17, Survival +19

Str +6, **Dex** +2, **Con** +4, **Int** +1, **Wis** +2, **Cha** + 3

AC 27; **Fort** +21, **Ref** +15, **Will** +17; +2 status to all saves vs. primal

HP 140; **Immunities** paralyzed, petrified, sleep; **Resistances** physical 10 (except adamantine)

Abandon Armor Once the adamantine dragon is reduced to fewer than half their Hit Points, their resistance is reduced by 10 and they gain a +10 circumstance bonus to their Speeds.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 26

Resilient Form ↻ Trigger The dragon is critically hit with a weapon or unarmed attack; **Effect** The dragon's tough scales ward off deadly attacks. The dragon attempts a DC 17 flat check. On a success, the triggering attack becomes a normal hit.

Speed 25 feet, burrow 30 feet, fly 90 feet

Melee ❖ jaws +21 (magical, reach 10 feet), **Damage** 2d12+9 piercing plus Grab

Melee ❖ claw +21 (agile, magical), **Damage** 2d8+9 slashing plus Knockdown

Melee ❖ tail +19 (magical, reach 15 feet), **Damage** 2d10+9 bludgeoning

Ranged ❖ rock +19 (brutal, range increment 90 feet), **Damage** 2d8+9 bludgeoning

Adamantine Body The dragon's unarmed melee Strikes are adamantine.

Avalanche Breath ❖❖ (primal) The dragon belches a mass of boulders that deals 8d8 bludgeoning damage in a 30-foot cone (DC 28 basic Reflex save). They can't use Avalanche Breath again for 1d4 rounds.

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(Dragon, young adamantine, continued from card 194)

Burrowing Pounce ◆◆◆ **Requirements** The dragon is burrowed; **Effect** The dragon Burrows, then Leaps out of the ground, landing at a point within 25 feet. The dragon makes a melee Strike against a creature within reach when they land. If the Strike is a critical hit, the target is knocked prone.

Draconic Frenzy ◆◆ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges their Avalanche Breath whenever they score a critical hit with a Strike.

Rock Tunneler The dragon can burrow through solid stone at a Speed of 20 feet. They can leave a tunnel if they desire, and they usually don't.

Swallow Whole ◆ Medium, 2d12+4 bludgeoning, Rupture 22

Throw Rock ◆

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DRAGON, YOUNG CONSPIRATOR CREATURE 8

LARGE DRAGON OCCULT

Perception +16 (+18 to Sense Motive); darkvision, scent (imprecise) 60 feet
Languages Common, Draconic, Shadowtongue; telepathy 100 feet
Skills Acrobatics +15, Athletics +16, Deception +18, Diplomacy +18, Intimidation +16, Lore (any one region or settlement) +16, Occultism +16, Performance +18, Society +16, Stealth +16
Str +5, **Dex** +3, **Con** +2, **Int** +2, **Wis** +4, **Cha** + 4

AC 27; **Fort** +14, **Ref** +15, **Will** +18; +2 status to all saves vs. occult
HP 135; **Immunities** controlled, paralyzed, sleep
Retract Body ↷ **Trigger** The dragon is hit or critically hit by an attack made by a creature the dragon can see; **Effect** The dragon retracts the targeted body part or twists away to avoid the attack, gaining a +2 circumstance bonus to AC against the triggering attack.

Speed 30 feet, climb 30 feet, fly 120 feet
Melee ❖ jaws +19 (magical, reach 10 feet), **Damage** 2d8+8 piercing
Melee ❖ claw +19 (agile, magical), **Damage** 2d6+8 slashing
Melee ❖ tail +17 (magical, reach 15 feet), **Damage** 1d10+8 bludgeoning
Ranged ❖ mental blast +18 (mental, range 100 feet), **Damage** 3d6+3 mental
Occult Innate Spells DC 26; **4th** *charm*, *mind reading* (at will), *rewrite memory*; **1st** *charm* (at will)
Conjure Disguise (manipulate, occult, polymorph) **Frequency** once per day; **Effect** The dragon conjures a perfect flesh-suit replica of a humanoid they've seen of their size or smaller and compresses themself into it, along with generating appropriate clothing for the humanoid. This process takes 1 minute to complete, during which the dragon is off-guard. If the dragon stops or is interrupted in this process, the suit is destroyed. Once the process is complete, the dragon can remain in this disguise indefinitely. The transformation has the effects of Change Shape, except that the disguise is not actively magical in nature and doesn't register as magical to *detect magic* and similar effects. The dragon loses Retract Body while transformed.

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(Dragon, young conspirator, continued from card 196)

If the dragon is critically hit while wearing the disguise, the suit is destroyed and immediately explodes. This has the effects of Detonate Disguise, except that creatures use the outcome one degree of success better than they rolled on their save.

Detonate Disguise ❖❖ (occult) **Requirements** The dragon is wearing their conjured disguise; **Effect** The dragon erupts from the disguise, destroying it. The explosive revelation deals 9d6 bludgeoning damage to creatures in a 5-foot emanation with a DC 26 basic Reflex save. A creature that fails its save is dazzled for 1 round as it becomes covered in scraps from the disguise. Any creature sharing a space with the dragon after they erupt is pushed into the nearest empty space.

Draconic Frenzy ❖❖ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum When the dragon scores a critical hit with a Strike, they recharge Smoke Breath.

Rushed Transformation ❖❖❖ (concentrate, occult, manipulate, polymorph) **Frequency** once per hour; **Effect** Using the aid of magic and an exhausting amount of effort, the dragon quickly reshapes their body into the form of a generic humanoid figure. This has the effects of *humanoid form* except that it lasts only 1 minute, and the dragon doesn't gain the +4 status bonus to Deception as the transformation makes use of the dragon's body to crudely mimic a humanoid form. The dragon can Dismiss the effect. Whenever the effect ends, the dragon leaves behind scraps of magically conjured flesh, which could give away the dragon's presence.

Smoke Breath ❖❖ (occult, poison) The dragon unleashes a noxious cloud of smoke that deals 7d6 poison damage in a 40-foot cone (DC 26 basic Fortitude save). The smoke remains for 1 minute. This has the effects of *mist*, except it fills the cone's area. The dragon can't use Smoke Breath again for 1d4 rounds.

Sneak Attack The dragon's Strikes deal an additional 2d6 precision damage to off-guard targets.

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DRAGON, YOUNG DIABOLIC — CREATURE 11

LARGE | DIVINE | DRAGON | UNHOLY

Perception +21; greater darkvision, scent (imprecise) 60 feet, smoke vision

Languages Common, Diabolic, Draconic, Pyric

Skills Acrobatics +20, Athletics +24, Deception +20, Diplomacy +22, Hell Lore +19, Intimidation +20, Legal Lore +21, Religion +21, Society +19, Thievery +20

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

Smoke Vision Smoke doesn't impair the dragon's vision; they ignore the concealed condition from smoke.

AC 30; **Fort** +23, **Ref** +20, **Will** +21; +2 status to all saves vs. divine

HP 215; **Immunities** fire, paralyzed, sleep; **Weaknesses** holy 10

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 28

Hell's Sting ↻ (divine, mental, unholy) **Trigger** The dragon is critically hit with a melee attack; **Effect** The dragon channels the rancor of Hell back through the body of their foe, overwhelming it with an infernal assault on the mind. The triggering creature takes 6d6 mental damage with a DC 30 basic Will save. Holy creatures use an outcome one degree of success worse than they roll on their saving throw.

Reactive Strike ↻

Speed 50 feet, fly 120 feet

Melee ❖ jaws +24 (fire, magical, reach 10 feet, unholy), **Damage** 2d12+10 piercing plus 2d6 fire

Melee ❖ claws +24 (agile, fire, magical, unholy), **Damage** 2d8+10 piercing plus 2d6 fire and Grab

Melee ❖ tail +22 (fire, reach 15 feet, magical, unholy), **Damage** 2d8+10 bludgeoning plus 2d6 fire and Knockdown

Divine Innate Spells DC 28, attack +20; **5th** *divine immolation*, *wall of fire*; **Cantrips (6th)** *ignition*

(Continued on card 199)

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(Dragon, young diabolic, continued from card 198)

Diabolic Fire Any fire damage that a diabolic dragon deals, including fire damage from spells, is imbued with the unholy power of Hell to scorch the spirit as well. A creature takes spirit damage instead of fire damage if that would be more detrimental to the creature (as determined by the GM). A diabolic dragon is immune to the diabolic fire of other diabolic dragons, the fire from *divine immolation*, and similar effects.

Draconic Frenzy ◆◆ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges their Hellfire Breath whenever they score a critical hit with a Strike.

Hellfire Breath ◆◆ (divine, fire, unholy) The dragon unleashes a blast of infernal fire that deals 12d6 fire damage in a 40-foot cone (DC 30 basic Reflex save). The dragon can't use Hellfire Breath again for 1d4 rounds.

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DRAGON, YOUNG EMPYREAL CREATURE 10

LARGE DIVINE DRAGON HOLY

Perception +21; darkvision, lifesense (imprecise) 30 feet, scent (imprecise) 60 feet

Languages Common, Draconic, Empyrean; *truespeech*

Skills Acrobatics +19, Athletics +22, Diplomacy +20, Heaven Lore +21, Intimidation +20, Medicine +21, Religion +21, Society +19

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

AC 30; **Fort** +18, **Ref** +19, **Will** +21; +2 status to all saves vs. divine

HP 170; **Immunities** fear, paralyzed, sleep; **Weaknesses** unholy 10

Inspiring Presence (aura, emotion, mental) 20 feet. The mere sight of an empyreal dragon motivates other creatures. Creatures within the aura gain a +1 status bonus to saving throws and skill checks. The empyreal dragon can't gain the benefit of their own aura or other actions that use the aura, and they can choose to exclude any creatures from any benefit of the aura or action that uses the aura.

Divine Deflection ↻ **Trigger** The dragon is critically hit by an attack; **Effect** Divine power intercedes, preventing some of the damage. The dragon gains resistance 10 to all damage against the triggering attack.

Speed 60 feet, fly 150 feet

Melee ❖ jaws +22 (holy, magical, reach 10 feet), **Damage** 2d10+9 piercing plus 1d8 spirit

Melee ❖ claws +22 (agile, holy, magical), **Damage** 2d8+9 slashing plus 1d8 spirit

Melee ❖ tail +20 (holy, magical, reach 15 feet), **Damage** 2d10+9 bludgeoning plus 1d8 spirit

Melee ❖ wing +20 (agile, magical, reach 10 feet), **Damage** 1d10+9 slashing plus 1d8 spirit

Divine Innate Spells DC 29, attack +21; **5th** *heal*; **3rd** *holy light* (at will); **Constant (5th)** *truespeech*

(Continued on card 201)

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(Dragon, young empyreal, continued from card 200)

Direct Halo ◆ (concentrate, divine, manipulate) The dragon tosses their halo to a square within 90 feet. While the halo is deployed in this way, the dragon loses their inspiring presence aura, and the aura instead emanates from the halo with the same emanation radius. The dragon can Sustain to recall the halo from any distance. The halo is made of pure light—it doesn't occupy space and can't be targeted or destroyed in any way.

Draconic Frenzy ◆◆ The dragon makes two claw Strikes and one wing Strike in any order.

Draconic Momentum The dragon recharges their Spirit Breath whenever they score a critical hit with a Strike.

Halo Pulse ◆◆ (concentrate, divine) The dragon chooses one effect to impose on creatures in their inspiring presence aura. The dragon can't use Halo Pulse again for 1d4 rounds.

- **Repulsion** Each creature must succeed at a DC 29 Fortitude save or be pushed until it's no longer in the aura.
- **Restoration** (healing, vitality) Each creature recovers 5d8 Hit Points.

Spirit Breath ◆◆ (divine, holy, spirit) The dragon unleashes a blast of holy fire that deals 9d8 spirit damage in a 40-foot cone (DC 29 basic Reflex save). The dragon can't use Spirit Breath again for 1d4 rounds.

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DRAGON, YOUNG FORTUNE CREATURE 10

LARGE ARCANE DRAGON

Perception +19; darkvision, scent (imprecise) 60 feet
Languages Common, Draconic
Skills Accounting Lore +22, Acrobatics +21, Arcana +22, Athletics +21, Crafting +22, Diplomacy +19, Mercantile Lore +22, Thievery +21
Str +5, **Dex** +5, **Con** +4, **Int** +6, **Wis** +3, **Cha** + 3

AC 30; **Fort** +18, **Ref** +21, **Will** +19; +2 status to all saves vs. arcane
HP 175; **Immunities** drained, paralyzed, sleep
Capture Spell ↷ (arcane) **Trigger** The dragon succeeds or critically succeeds on a saving throw against a spell; **Effect** The dragon attempts to capture a portion of the spell's magic to feed themself. They attempt to counteract the spell (counteract rank 5, counteract modifier +20). If successful, the dragon is unaffected by the spell and regains one expended spontaneous spell slot; other subjects are affected by the spell normally.

Speed 60 feet, fly 100 feet
Melee ❖ jaws +21 (magical, reach 10 feet), **Damage** 2d10+11 piercing plus 1d6 force
Melee ❖ claw +21 (agile, magical), **Damage** 2d6+11 piercing plus 1d6 force
Melee ❖ tail +19 (magical, reach 15 feet), **Damage** 2d10+11 bludgeoning plus 1d6 force
Arcane Spontaneous Spells DC 30, attack +22; **5th** (1 slot) *fireball*, *force barrage*, *slither*, *unfettered movement*; **Cantrips (5th)** *detect magic*, *read aura*
Disruptive Breath ❖❖ (arcane, force) The dragon unleashes a spray of magic-disrupting energies that deals 9d6 force damage in a 30-foot cone (DC 30 basic Reflex save). Creatures that fail become stupefied 1 (stupefied 2 on a critical failure) for 1 minute. The dragon can't use Disruptive Breath again for 1d4 rounds.
Draconic Frenzy ❖❖ The dragon makes two claw Strikes and one tail Strike in any order.
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(Dragon, young fortune, continued from card 202)

Draconic Momentum Whenever they score a critical hit with a Strike, the dragon chooses to either recharge Disruptive Breath or regain one expended spontaneous spell slot.

Share the Wealth ◆◆ **Requirements** The dragon's body is covered in riches (this is typically the case when the dragon is first encountered); **Effect** The dragon shakes their body aggressively, sending coins and other riches flying in every direction, dealing 6d10 bludgeoning damage with a DC 29 basic Reflex save to all creatures in a 30-foot emanation. The dragon's body is then no longer covered in riches.

Treasure Dive ◆◆ **Requirements** The dragon's body isn't covered in riches and the dragon is adjacent to their hoard; **Effect** The dragon Strides or Burrows through their hoard using their land Speed. They coat themself in coins, magic items, and other treasures. This contact with magical items revitalizes the dragon, causing them to regain one expended spontaneous spell slot. The dragon can move through other creatures while moving in this way. Creatures in the dragon's path, or above it if the dragon Burrows, must succeed at a DC 27 Reflex save or be pushed 10 feet (or pushed 20 feet and knocked prone on a critical failure).

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DRAGON, YOUNG HORNED — CREATURE 8

LARGE | AMPHIBIOUS | DRAGON | PRIMAL

Perception +16; darkvision, scent (imprecise) 60 feet
Languages Common, Draconic
Skills Acrobatics +13, Arcana +16, Athletics +17, Deception +14, Diplomacy +16, Forest Lore +14, Intimidation +16, Nature +14, Occultism +17, Society +14, Stealth +15
Str +5, **Dex** +1, **Con** +3, **Int** +2, **Wis** +2, **Cha** + 4

AC 28; **Fort** +16, **Ref** +16, **Will** + 17
HP 135; **Immunities** paralyzed, poison, sleep
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 24
Twisting Tail ↷ **Trigger** A creature within reach of the dragon's tail uses a move action or leaves a square during a move action it's using; **Effect** The dragon makes a tail Strike at the creature with a –2 penalty. If the Strike hits, the dragon disrupts the creature's action.

Speed 30 feet, fly 120 feet, swim 30 feet; forest passage
Melee ❖ jaws +20 (magical, poison, reach 10 feet), **Damage** 2d10+8 piercing plus 2d4 poison
Melee ❖ claw +20 (agile, magical), **Damage** 2d8+8 slashing
Melee ❖ tail +18 (magical, reach 15 feet), **Damage** 2d8+7 bludgeoning
Melee ❖ horn +18 (magical, reach 10 feet), **Damage** 1d12+7 piercing
Primal Innate Spells DC 26; **2nd** *entangling flora*; **1st** *charm*
Draconic Frenzy ❖❖ The dragon makes two claw Strikes and one horn Strike in any order.
Draconic Momentum The dragon recharges their Poison Breath whenever they score a critical hit with a Strike.
Forest Passage The horned dragon ignores any difficult terrain caused by plants, such as bushes, vines, and undergrowth. Even plants manipulated by magic don't impede their progress.

(Continued on card 205)

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(Dragon, young forest, continued from card 204)

Impaling Charge ◆◆ **Requirements** The dragon doesn't have a creature impaled on their horn; **Effect** The dragon attempts to gore a foe. They Stride, then attempt a horn Strike. On a hit, the target becomes impaled on the dragon's horn. The creature is grabbed while on the horn (and can attempt to Escape as normal). The dragon doesn't need to use additional actions to keep the impaled creature grabbed. If the dragon moves, they bring the grabbed creature along with them.

Poison Breath ◆◆ (primal, poison) The dragon breathes a toxic cloud that deals 9d6 poison damage in a 40-foot cone (DC 25 basic Fortitude save). They can't use Poison Breath again for 1d4 rounds.

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DRAGON, YOUNG MIRAGE CREATURE 9

LARGE ARCANE DRAGON

Perception +20; darkvision, scent (imprecise) 60 feet
Languages Common, Draconic
Skills Acrobatics +19, Arcana +19, Athletics +18, Crafting +19, Deception +21, Diplomacy +19, Illusion Lore +21, Performance +19, Stealth +19, Thievery +19
Str +5, **Dex** +4, **Con** +3, **Int** +4, **Wis** +5, **Cha** + 6
Camouflage The dragon can Hide in natural environments even if they don't have cover.

AC 27; **Fort** +16, **Ref** +17, **Will** +20; +2 status to all saves vs. arcane
HP 155; **Immunities** fascinated, paralyzed, sleep
Scintillating Defense ↻ (visual) **Trigger** The dragon is targeted with an attack; **Effect** The dragon flashes their iridescent scales at the triggering creature to throw off the attack. The dragon gains concealment against the triggering attack.

Speed 40 feet, climb 20 feet, fly 120 feet
Melee ◆ jaws +20 (magical, reach 10 feet), **Damage** 2d10+8 piercing
Melee ◆ claws +20 (agile, magical), **Damage** 2d6+8 slashing
Melee ◆ tail +18 (magical, reach 15 feet), **Damage** 2d8+8 bludgeoning
Arcane Innate Spells DC 27; **5th** *illusory scene*; **4th** *illusory creature*, *illusory object* (at will), *mirage*; **2nd** *invisibility*; **Cantrips (5th)** *figment*, *message*
Draconic Frenzy ◆◆ The dragon makes two claw Strikes and one tail Strike in any order.
Draconic Momentum The dragon recharges their Hallucinatory Breath whenever they score a critical hit with a Strike.
Hallucinatory Breath ◆◆ (arcane, emotion, mental) The dragon breathes a cloud that assaults the senses and deals 7d6 mental damage in a 30-foot cone (DC 27 Will save). A creature that fails its save is also confused for 1 round (1 minute on a critical failure) and is then temporarily immune to being confused by Hallucinatory Breath for 1 hour. The dragon can't use Hallucinatory Breath again for 1d4 rounds.
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(Dragon, young mirage, continued from card 206)

Lunging Bite ❖❖ The dragon lunges their head forward, making a jaws Strike with an extended reach of 20 feet.

Sneak Attack The dragon's Strikes deal an additional 2d6 precision damage to off-guard targets.

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DRAGON, YOUNG OMEN — CREATURE 7

LARGE | DRAGON | OCCULT

Perception +15; darkvision, scent (imprecise) 60 feet
Languages Common, Draconic
Skills Acrobatics +14, Athletics +16, Diplomacy +13, Fortune-Telling Lore +19, Lore (any one subcategory) +17, Occultism +17, Society +17
Str +5, **Dex** +3, **Con** +4, **Int** +6, **Wis** +4, **Cha** + 2

AC 24; **Fort** +15, **Ref** +14, **Will** +17; +2 status to all saves vs. occult
HP 100; **Immunities** confused, doomed, paralyzed, sleep
Untethered to Fate The dragon can choose to negate any fortune or misfortune effects that would affect them; other creatures remain affected normally.
Challenge Fate ↻ (misfortune, occult) **Trigger** The dragon is targeted by an attack; **Effect** This fate is not set in stone. The attacker rolls the triggering attack twice and uses the worse result.

Speed 40 feet, fly 100 feet
Melee ❖ jaws +16 (magical, reach 10 feet), **Damage** 2d8+5 piercing plus 1d8 mental
Melee ❖ claw +16 (agile, magical), **Damage** 2d6+5 slashing plus 1d8 mental
Melee ❖ tail +14 (magical, reach 15 feet), **Damage** 2d8+5 bludgeoning plus 1d8 mental
Melee ❖ wing +14 (agile, magical, reach 10 feet), **Damage** 1d8+5 slashing plus 1d8 mental
Occult Innate Spells DC 25; **3rd** *ill omen*, *mindlink*, *sure strike* (×2); **Cantrips (4th)** *guidance*
Destiny Breath ❖❖ (mental, occult) The dragon breathes a translucent mist of potentialities that overwhelms creatures with visions of possible features, dealing 6d6 mental damage in a 20-foot cone (DC 25 Will save). A creature that fails its save is slowed 1 for 1 round (or slowed 2 on a critical failure) as it struggles with the visions. The dragon can't use Destiny Breath again for 1d4 rounds.
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(Dragon, young omen, continued from card 208)

Draconic Frenzy ◆◆◆ The dragon makes two claw Strikes and one wing Strike in any order.

Draconic Momentum The dragon recharges their Destiny Breath whenever they score a critical hit with a Strike.

Prophetic Wings The dragon or any ally can glimpse into the future through the dragon's wings in a process that requires 10 minutes of concentration. This casts a 4th-rank *augury* spell, except that the wings can predict results up to 1 day into the future and the dragon always speaks a few cryptic words related to the result of the prediction. The dragon can use their wings in this way only once per hour, and a given creature can seek a future in the wings only once per week.

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DRAGONET, FEY

CREATURE 2

UNCOMMON | TINY | DRAGON | FEY

Perception +8; darkvision

Languages Common, Draconic, Fey; telepathy 100 feet

Skills Acrobatics +8, Deception +8, Diplomacy +8, Nature +4, Stealth +10

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

AC 18; **Fort** +5, **Ref** +12, **Will** +11

HP 30; **Immunities** paralyzed, sleep

Speed 15 feet, fly 40 feet, swim 20 feet

Melee ❖ jaws +8 (magical, finesse, reach 0 feet), **Damage** 1d8 piercing

Arcane Innate Spells DC 21; **4th** *invisibility* (self only)

Arcane Spontaneous Spells DC 18, attack +10; **1st** (4 slots) *grease*, *illusory object*, *sleep*; **Cantrips (1st)** *figment*, *light*, *prestidigitation*, *tangle vine*, *telekinetic projectile*

Euphoric Breath ❖❖ (arcane, poison) The dragonet breathes euphoric gas in a 15-foot cone. Each creature in the area must succeed at a DC 18 Fortitude save or become stupefied 2 and slowed 1 for 1d4 rounds; on a critical failure, the duration is 1 minute. The fey dragonet can't use Euphoric Breath again for 1d4 rounds.

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DRAKE, DESERT CREATURE 8

LARGE DRAGON EARTH

Perception +15; darkvision, sandstorm sight, scent (imprecise) 30 feet
Languages Draconic
Skills Acrobatics +17, Athletics +18, Intimidation +13, Stealth +15, Survival +15
Str +6, **Dex** +3, **Con** +5, **Int** –1, **Wis** +3, **Cha** +1
Sandstorm Sight Sandstorms don't impair a desert drake's vision; they ignore concealment from sandstorms. They also are immune to being dazzled or blinded by sand or other grit.

AC 27; **Fort** +17, **Ref** +15, **Will** +13
HP 135; **Immunities** paralyzed, sleep; **Resistances** cold 10, fire 10
Wing Deflection ↻ **Trigger** The desert drake is targeted with an attack; **Effect** The desert drake raises their wing, gaining a +2 circumstance bonus to AC against the triggering attack. If the desert drake is flying, they descend 10 feet after the attack is complete.

Speed 20 feet; burrow 20 feet (sand only), fly 50 feet
Melee ◆ fangs +19, **Damage** 2d12+10 piercing
Melee ◆ tail +19 (reach 10 feet), **Damage** 2d8+10 bludgeoning plus Push 5 feet
Draconic Frenzy ◆◆ The desert drake makes two fangs Strikes and one tail Strike in any order.
Sandstorm Breath ◆◆ (earth, primal) The desert drake spits a ball of abrasive sand with a range of 60 feet that explodes into a cloud with a 15-foot-radius burst. Creatures in the area take 9d6 slashing damage (DC 27 basic Reflex save). The desert drake can't use Sandstorm Breath again for 1d6 rounds, during which the sandstorm lingers in the area. This lingering sandstorm grants concealment to everything within it and conceals everything outside from them.
Speed Surge ◆ (move) **Frequency** three times per day; **Effect** The desert drake Strides or Flies twice.
Surprise Attacker On the first round of combat, creatures that haven't acted yet are off-guard to the desert drake.

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DRAKE, FLAME CREATURE 5

LARGE DRAGON FIRE

Perception +12; darkvision, scent (imprecise) 30 feet, smoke vision
Languages Draconic
Skills Acrobatics +10, Athletics +12, Stealth +9, Survival +10
Str +5, **Dex** +1, **Con** +3, **Int** –1, **Wis** +3, **Cha** +0
Smoke Vision Smoke doesn't impair a flame drake's vision; they ignore concealment from smoke.

AC 22; **Fort** +12, **Ref** +10, **Will** +10
HP 75; **Immunities** fire, paralyzed, sleep; **Weaknesses** cold 10
Reactive Strike ↻ Fangs only.

Speed 20 feet, fly 50 feet
Melee ❖ fangs +14, **Damage** 2d8+5 piercing plus 1d6 fire
Melee ❖ tail +14 (reach 10 feet), **Damage** 2d6+5 bludgeoning
Draconic Frenzy ❖❖ The flame drake makes two fangs Strikes and one tail Strike in any order.
Fireball Breath ❖❖ (fire, primal) The flame drake expels a ball of flame to a range of 180 feet that explodes in a 20-foot burst. Creatures in the burst take 6d6 fire damage (DC 22 basic Reflex save). The flame drake can't use Fireball Breath again for 1d6 rounds.
Speed Surge ❖ (move) **Frequency** three times per day; **Effect** The flame drake Strides or Flies twice.

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DRAKE, FROST CREATURE 7

LARGE COLD DRAGON

Perception +14; darkvision, scent (imprecise) 30 feet, snow vision
Languages Draconic
Skills Acrobatics +15, Athletics +17, Intimidation +14, Stealth +15
Str +6, **Dex** +2, **Con** +4, **Int** –1, **Wis** +3, **Cha** +1
Snow Vision Snow doesn't impair a frost drake's vision; they ignore concealment from snowfall.

AC 25; **Fort** +17, **Ref** +15, **Will** +14
HP 115; **Immunities** cold, paralyzed, sleep; **Weaknesses** fire 10
Retaliatory Strike ↩ **Trigger** A creature within reach of the frost drake's tail successfully damages the frost drake with a Strike; **Effect** The frost drake attempts to Strike with their tail. If the Strike hits, it deals an additional 1d6 damage.

Speed 20 feet; burrow 20 feet (snow only), climb 20 feet (ice only), fly 50 feet; ice stride
Melee ◆ fangs +17, **Damage** 2d12+8 piercing plus 1d6 cold
Melee ◆ tail +17 (reach 10 feet), **Damage** 2d10+8 bludgeoning
Draconic Frenzy ◆◆ The frost drake makes two fangs Strikes and one tail Strike in any order.
Freezing Mist Breath ◆◆ (cold, primal) The frost drake spits a ball of liquid up to 60 feet that explodes into a 20-foot-burst cloud of freezing mist. Those in the burst take 8d6 cold damage (DC 25 basic Reflex save). The frost drake can't use Freezing Mist Breath again for 1d6 rounds, during which the mist cakes all surfaces in the area with a sheet of slippery ice that turns the area into difficult terrain.
Ice Stride A frost drake isn't impeded by difficult terrain caused by snow or ice, nor do they need to attempt Acrobatics checks to keep from falling on slippery ice.
Speed Surge ◆ (move) **Frequency** three times per day; **Effect** The frost drake Strides or Flies twice.

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DRAKE, JUNGLE CREATURE 6

LARGE DRAGON WOOD

Perception +13; darkvision, scent (imprecise) 30 feet
Languages Draconic
Skills Acrobatics +15, Athletics +13, Stealth +13, Survival +11
Str +5, **Dex** +3, **Con** +4, **Int** –1, **Wis** +1, **Cha** +1

AC 23; **Fort** +17, **Ref** +13, **Will** +11
HP 90; **Immunities** disease, paralyzed, poison, sleep
Twisting Tail ↷ **Trigger** A creature within reach of the jungle drake's stinger uses a move action or leaves a square during a move action they're using; **Effect** The jungle drake Strikes the target with their stinger. If it hits, the jungle drake disrupts the creature's action.

Speed 20 feet, fly 50 feet; forest passage
Melee ❖ fangs +17, **Damage** 2d10+7 piercing plus Predatory Grab
Melee ❖ stinger +17 (reach 10 feet), **Damage** 2d6+7 piercing plus jungle drake venom
Draconic Frenzy ❖❖ The jungle drake makes one fangs Strike and two stinger Strikes in any order.
Forest Passage The jungle drake ignores difficult terrain caused by plants, such as bushes, vines, and undergrowth. Even plants manipulated by magic don't impede their progress.
Jungle Drake Venom (poison) **Saving Throw** DC 24 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and enfeebled 1 (1 round); **Stage 2** 1d6 poison and enfeebled 2 (1 round)
Predatory Grab ❖ As Grab, but the jungle drake's Grab doesn't end if they move away. Instead, they carry the grabbed creature with them. A jungle drake can't Fly while grabbing a creature unless that creature can also Fly.
Speed Surge ❖ (move) **Frequency** three times per day; **Effect** The jungle drake Strides or Flies twice.

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(Drake, jungle, continued from card 214)

Spit Venom ◆◆◆ (poison) A jungle drake can spit a sticky glob of their venom to a range of 50 feet that explodes in a 10-foot burst. Those in the burst must succeed at a DC 24 Reflex save or be exposed to jungle drake venom. The jungle drake can't use Spit Venom again for 1d6 rounds.

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DRAKE, RIVER CREATURE 3

MEDIUM AMPHIBIOUS DRAGON WATER

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 17; **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 their tail. If it hits, the target 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, primal) The river drake 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. The river drake can't use Caustic Mucus again for 1d6 rounds.
Draconic Frenzy ❖❖ The river drake makes one fangs Strike and two tail Strikes in any order.
Speed Surge ❖ (move) **Frequency** three times per day; **Effect** The river drake Strides or Flies twice.

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DRAKE, WYVERN CREATURE 6

LARGE DRAGON

Perception +13; darkvision, scent (imprecise) 30 feet
Languages Draconic
Skills Acrobatics +14, Athletics +15, Stealth +12
Str +5, **Dex** +2, **Con** +4, **Int** –2, **Wis** +3, **Cha** +0

AC 24; **Fort** +16, **Ref** +12, **Will** +13
HP 95; **Immunities** paralyzed, sleep
Reactive Strike ↻
Savage ↻ **Trigger** A creature grabbed or restrained by the wyvern critically fails a skill check to Escape; **Effect** The wyvern makes a stinger Strike against the triggering creature.

Speed 20 feet, fly 60 feet
Melee ❖ fangs +17, **Damage** 2d12+5 piercing
Melee ❖ claw +17, **Damage** 2d8+5 slashing plus Grab
Melee ❖ stinger +15 (agile, reach 10 feet), **Damage** 2d6+5 piercing plus wyvern venom
Powerful Dive ❖❖ (move) The wyvern Flies up to their fly Speed and must both move forward at least 20 feet and descend at least 10 feet. If they end the movement within melee reach of at least one enemy their size or smaller, they can make a claw Strike against that enemy. If the claw hits, as a free action, the wyvern can either automatically Grab the target or knock it prone.
Punishing Momentum ❖ **Requirements** The wyvern grabbed a creature this turn using Powerful Dive; **Effect** The wyvern can Fly at half Speed while holding the creature in their claws, carrying that creature along with them and dropping it at the end of their movement. Alternatively, the wyvern can Strike the creature with their stinger with a +2 circumstance bonus.
Wyvern Venom (poison) **Saving Throw** DC 22 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage (1 round); **Stage 2** 3d6 poison damage (1 round); **Stage 3** 4d6 poison damage (1 round)

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DULLAHAN CREATURE 7

UNCOMMON | MEDIUM | UNDEAD | UNHOLY

Perception +14; lifesense 60 feet
Languages Common, Necril
Skills Athletics +15, Intimidation +17, Stealth +13, Survival +15
Str +6, **Dex** +2, **Con** +2, **Int** +2, **Wis** +3, **Cha** +4
Items full plate, *+1 hatchet*, *+1 longsword*

AC 28; **Fort** +13, **Ref** +15, **Will** +17
HP 95, fast healing 5; **Immunities** bleed, fear, death effects, disease, poison, paralyzed, unconscious; **Weaknesses** holy 5
Frightful Presence (aura, emotion, fear, mental) 30 feet, DC 23.
Reactive Strike ↻
Speed 20 feet

Melee ◆ *keen longsword* +18 (magical, versatile P), **Damage** 1d8+10 slashing
Melee ◆ *keen returning hatchet* +17 (agile, sweep), **Damage** 1d6+10 slashing
Melee ◆ fist +18 (agile, nonlethal), **Damage** 1d4+10 bludgeoning
Ranged ◆ *keen returning hatchet* +14 (agile, thrown 10 feet), **Damage** 2d8+10 slashing
Head Hunter Any slashing weapon gains the *keen* rune while a dullahan wields it, and any hatchet they wield gains the *returning* rune as well. If the dullahan kills a creature with a critical hit using a slashing weapon, the target is decapitated as though the dullahan had used Reap on the target.
Reap ◆◆ The dullahan removes the head of a dead creature within reach. Each creature within the area of the dullahan's frightful presence must attempt a new save, even if it is temporarily immune.
Summon Steed ◆◆ (occult) The dullahan summons a war horse with elite adjustments and the fiend and unholy traits. This steed remains until it is slain, the dullahan Dismisses this effect, or the dullahan Summons a Steed again.

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DWARF STONECASTER CREATURE 4

MEDIUM | DWARF | HUMANOID

Perception +13; darkvision, tremorsense (imprecise) 10 feet
Languages Common, Dwarven, Petran
Skills Athletics +11, Crafting +8, Dwarven Lore +8, Nature +12
Str +4, **Dex** +2, **Con** +3, **Int** +2, **Wis** +5, **Cha** –1
Items leather armor, staff

AC 20; **Fort** +11, **Ref** +8, **Will** +14
HP 70

Speed 20 feet
Melee ❖ staff +12 (two-handed d8), **Damage** 1d4+4 bludgeoning
Melee ❖ clan dagger +12 (agile, parry, versatile B), **Damage** 1d4+4 piercing
Boulder Roll ❖❖ (earth, primal) The stonecaster conjures a rolling boulder that deals 5d6 bludgeoning damage to each creature in a 60-foot line with a DC 21 basic Reflex save. The stonecaster can't use Boulder Roll again for 1d4 rounds.
Dwarven Doughtiness A dwarf is often calm and collected in the face of imminent danger. At the end of this dwarf's turn, reduce their frightened condition by 2 instead of 1.
Tremor ❖ (earth, primal) The stonecaster causes the earth below to tremble. Each creature on the ground in a 10-foot emanation takes 2d8 bludgeoning damage with a DC 21 basic Fortitude save. A creature that critically fails is knocked prone.

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DWARF WARRIOR CREATURE 1

MEDIUM DWARF HUMANOID

Perception +7; darkvision
Languages Common, Dwarven
Skills Athletics +7, Crafting +5, Diplomacy +3, Dwarven Lore +5
Str +4, **Dex** +1, **Con** +3, **Int** +1, **Wis** +3, **Cha** –1
Items half plate, steel shield (Hardness 5, HP 20, BT 10), warhammer

AC 17; **Fort** +8, **Ref** +3, **Will** +5
HP 20
Shield Block ↷

Speed 20 feet
Melee ◆ warhammer +8 (shove), **Damage** 1d8+2 bludgeoning
Melee ◆ clan dagger +8 (agile, parry, versatile B), **Damage** 1d4+2 piercing
Dwarven Doughtiness A dwarf is often calm and collected in the face of imminent danger. At the end of this dwarf's turn, reduce their frightened condition by 2 instead of 1.
Shielded Charge ◆◆ The dwarf warrior Raises a Shield and Strides twice.

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DYBBUK CREATURE 15

UNCOMMON | MEDIUM | INCORPOREAL | SPIRIT | UNDEAD | UNHOLY

Perception +27; darkvision

Languages Aklo, Chthonian, Common; telepathy 100 feet

Skills Acrobatics +28, Deception +31, Diplomacy +27, Intimidation +29, Stealth +28

Str –5, **Dex** +7, **Con** +0, **Int** +1, **Wis** +6, **Cha** +8

AC 35; **Fort** +21, **Ref** +28, **Will** +29

HP 175, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, *ghost touch*, spirit, or vitality; double resistance vs. non-magical)

Frightful Presence (aura, divine, emotion, fear, mental) 30 feet, DC 33

Speed fly 50 feet

Melee ❖ ghostly hand +28 (agile, finesse, magical, unholy), **Damage** 3d10+14 void plus 2d6 spirit

Occult Innate Spells DC 36, attack +30; **6th** *dominate*, *never mind*, *telekinetic maneuver* (at will); **5th** *chilling darkness* (×2), *fear*; **4th** *rewrite memory*; **3rd** *fear* (at will); **Cantrips (6th)** *telekinetic projectile*

Malevolent Possession ❖❖ (incapacitation, mental, occult, possession) The dybbuk attempts to possess an adjacent corporeal creature. This has the same effect as the *possession* spell (DC 34) with an unlimited duration, except since the dybbuk doesn't have a physical body, they aren't unconscious, and aren't paralyzed when the effect ends, though they take 5d6 spirit damage if the body is knocked unconscious or killed. If the dybbuk took control of the target with Malevolent Possession, when the dybbuk departs, the target has only incoherent memories of the interval it was possessed.

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EAGLE CREATURE -1

SMALL ANIMAL

Perception +6; low-light vision
Skills Acrobatics +6
Str +0, **Dex** +3, **Con** +1, **Int** –4, **Wis** +1, **Cha** +1

AC 15; **Fort** +4, **Ref** +6, **Will** +2
HP 6

Speed 10 feet, fly 60 feet
Melee ❖ beak +6 (finesse), **Damage** 1d6 piercing
Melee ❖ talon +6 (agile, finesse), **Damage** 1d4 slashing
Eagle Dive ❖❖ The eagle Flies up to double its fly Speed in a straight line, descending at least 10 feet, and then makes a talon Strike.

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EAGLE, GIANT CREATURE 3

LARGE BEAST

Perception +11; low-light vision
Languages Sussuran, Fey (can't speak any language)
Skills Acrobatics +11, Athletics +8
Str +3, **Dex** +4, **Con** +1, **Int** +0, **Wis** +2, **Cha** +2

AC 17; **Fort** +6, **Ref** +11, **Will** +9
HP 45
Evasive Maneuvers When a giant eagle rolls a success on a Reflex save, it gets a critical success instead.

Speed 10 feet, fly 60 feet
Melee ❖ beak +12, **Damage** 2d8+5 piercing
Melee ❖ talon +12 (agile), **Damage** 1d10+5 slashing plus Grab
Carry A giant eagle can Fly at half Speed while it has a creature grabbed or restrained in its talons, carrying that creature along with it.
Eagle Dive ❖❖ The giant eagle Flies up to double its fly Speed in a straight line, descending at least 10 feet, and then makes a talon Strike.

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EEL, ELECTRIC

CREATURE 1

SMALL ANIMAL AQUATIC

Perception +4; low-light vision
Skills Athletics +6, Stealth +7
Str +1, **Dex** +2, **Con** +2, **Int** –5, **Wis** +1, **Cha** –1

AC 16; **Fort** +7, **Ref** +7, **Will** +4
HP 18; **Resistances** electricity 7

Speed 5 feet, swim 30 feet
Melee ❖ jaws +6, **Damage** 1d6+3 piercing
Melee ❖ tail +6 (agile), **Damage** 1d4+1 bludgeoning plus 1d4 electricity and stunning shock
Stunning Shock (incapacitation) A creature critically hit by the electric eel's tail must attempt a DC 17 Fortitude save.
Critical Success The creature is unaffected.
Success The creature is stunned 1.
Failure The creature is stunned 2.
Critical Failure The creature is stunned 3.

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EEL, GIANT MORAY

CREATURE 5

LARGE | ANIMAL | AQUATIC

Perception +11; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +9, Athletics +13, Stealth +13
Str +6, **Dex** +2, **Con** +3, **Int** –4, **Wis** +2, **Cha** –1

AC 21; **Fort** +14, **Ref** +13, **Will** +9
HP 65; **Resistances** bludgeoning 5, piercing 5

Ambush ↷ **Trigger** A target creature passes within 20 feet of the giant moray eel's hiding place and has not detected the giant moray eel; **Effect** The giant moray eel lunges out of its hiding place, Swims directly toward the triggering creature, and makes a jaws Strike against it. The target creature is off-guard to this attack.

Speed 10 feet, swim 40 feet
Melee ❖ jaws +15 (reach 10 feet), **Damage** 2d6+8 piercing plus Grab
Pharyngeal Jaws ❖❖ **Requirements** The giant moray eel has a creature grabbed in its jaws; **Effect** The giant moray eel uses its second set of jaws to pull the prey into its gullet. The eel deals 1d6+4 piercing damage to the grabbed creature and gains a +2 circumstance bonus to its Swallow Whole attempts and to the DC for the creature to Escape. This effect ends if the target Escapes or the giant moray eel Swallows it Whole.
Swallow Whole ❖ (attack) Small, 1d6+6 bludgeoning, Rupture 12

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ELANANX CREATURE 6

MEDIUM FEY FIRE

Perception +14; darkvision
Languages Fey (can't speak any language)
Skills Acrobatics +14, Athletics +14, Survival +14 (+17 to Track)
Str +4, **Dex** +4, **Con** +2, **Int** –3, **Wis** +2, **Cha** –2

AC 24; **Fort** +12, **Ref** +16, **Will** +12
HP 95; **Immunities** fire; **Weaknesses** cold iron 5
Cinder Dispersal ↻ (fire, primal) **Frequency** once per day; **Trigger** The elananx takes damage from a hostile source; **Effect** The elananx disperses into a cloud of smoke and cinders, filling its space and a 20-foot emanation. While in this form, the elananx can't be attacked or targeted, and it doesn't take up space. Anything inside this cloud is concealed, and any creature ending its turn there takes 2d6 fire damage. At the start of its turn, the elananx returns to its normal form in any square the cloud covered. If the elananx Strikes a creature using its first action after returning to its normal form, the target is off-guard and the Strike deals an extra 1d6 fire damage.

Speed 30 feet
Melee ❖ jaws +16 (magical), **Damage** 2d6+8 piercing and 1d6 fire
Melee ❖ claw +16 (agile), **Damage** 2d6+8 slashing
Pack Attack The elananx's Strikes deal an extra 1d6 damage to creatures within the reach of at least two of its allies.
Pounce ❖ The elananx Strides and makes a Strike at the end of that movement. If the elananx began this action hidden, it remains hidden until after the attack.

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ELEMENTAL, AIR, ELEMENTAL HURRICANE CREATURE 11

HUGE AIR ELEMENTAL

Perception +20; darkvision
Languages Sussuran
Skills Acrobatics +24, Athletics +21, Stealth +22
Str +6, **Dex** +7, **Con** +4, **Int** +0, **Wis** +3, **Cha** +0

AC 32; **Fort** +19, **Ref** +24, **Will** +18
HP 140; **Immunities** bleed, paralyzed, poison, sleep
High Winds (air, aura) 40 feet. Air within the emanation is difficult terrain for Flying creatures that don't have the air trait.
Disperse ↻ **Trigger** The elemental hurricane takes damage from a hostile action; **Effect** The elemental hurricane disperses. Until the end of the current turn, it can't be attacked or targeted, doesn't take up space, and its high winds aura is suppressed. At the end of the turn, the elemental hurricane reforms in any unoccupied space within 100 feet of where it dispersed, and its high winds are restored.

Speed fly 100 feet; swiftness
Melee ❖ gust +24 (finesse, reach 20 feet), **Damage** 2d10+12 bludgeoning plus Push 10 feet
Ranged ❖ lightning lash +24 (range increment 75 feet), **Damage** 2d12+6 electricity
Gale Breath ❖❖ (air) The elemental exhales a 30-foot cone of air. Creatures in the cone must succeed at a DC 29 Fortitude save or be knocked away from the elemental. A creature knocked into a solid object stops moving and takes 10d6 bludgeoning damage (roll the damage once for all creatures). The elemental hurricane can't use Gale Breath again for 1d4 rounds.
Critical Success The creature is unaffected.
Success The creature is pushed 20 feet.
Failure The creature is pushed 40 feet.
Critical Failure The creature is pushed 40 feet and knocked prone.
Swiftness The elemental's movement doesn't trigger reactions.

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ELEMENTAL, AIR, LIVING WHIRLWIND CREATURE 5

MEDIUM AIR ELEMENTAL

Perception +10; darkvision
Languages Sussuran
Skills Acrobatics +16, Stealth +14
Str +3, **Dex** +5, **Con** +2, **Int** –2, **Wis** +1, **Cha** +0

AC 24; **Fort** +9, **Ref** +16, **Will** +10
HP 50; **Immunities** bleed, paralyzed, poison, sleep
High Winds (air, aura) 20 feet. Air within the emanation is difficult terrain for Flying creatures that don't have the air trait.
Disperse ↻ (air) **Trigger** The living whirlwind takes damage from a hostile action; **Effect** The living whirlwind disperses. Until the end of the current turn, it can't be attacked or targeted, doesn't take up space, and its high winds aura is suppressed. At the end of the turn, the living whirlwind reforms in any unoccupied space within 25 feet of where it dispersed, and its high winds are restored.

Speed fly 50 feet; swiftness
Melee ◆ gust +14 (finesse, reach 10 feet), **Damage** 2d6+7 bludgeoning
Forceful Winds ◆◆ (air) The living whirlwind creates a 60-foot line of violent wind. Creatures in the area must succeed at a DC 25 Fortitude save or be pushed back 10 feet and knocked prone.
Swiftness The living whirlwind's movement doesn't trigger reactions.

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ELEMENTAL, AIR, PHADE CREATURE 7

MEDIUM AIR ELEMENTAL

Perception +16; darkvision
Languages Sussuran
Skills Acrobatics +16, Nature +15, Stealth +18, Survival +15
Str +3, **Dex** +6, **Con** +3, **Int** +2, **Wis** +2, **Cha** +0

AC 26; **Fort** +14, **Ref** +18, **Will** +11
HP 70; **Immunities** bleed, paralyzed, poison, sleep
Naturally Invisible The phade is invisible at all times, though when it takes a hostile action of any kind, it is hidden instead of undetected until the start of its next turn, as the vague outline of its humanoid form is faintly visible for a short period of time.

Speed 25 feet, fly 25 feet
Melee ❖ fist +18 (agile, finesse), **Damage** 1d10+5 bludgeoning
Hush ❖ (air, primal) The phade calms the air in a 30-foot emanation until the beginning of its next turn, reducing sounds in it to a whisper that can't be heard outside the emanation. This doesn't prevent casting spells, but a phade attempts to counteract (*Player Core* 431) any auditory or sonic effect originating in the area with a +17 counteract modifier. If the counteract attempt fails, Hush ends early.
Sneak Attack The phade deals 2d6 extra precision damage to off-guard creatures.

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ELEMENTAL, AIR, ZEPHYR HAWK CREATURE 3

SMALL AIR ELEMENTAL

Perception +7; darkvision
Skills Acrobatics +13, Stealth +11
Str +2, **Dex** +4, **Con** +1, **Int** –4, **Wis** +0, **Cha** +0

AC 18; **Fort** +6, **Ref** +13, **Will** +7
HP 36; **Immunities** bleed, paralyzed, poison, sleep

Speed fly 50 feet
Melee ◆ wing +11 (agile, finesse), **Damage** 1d8+4 slashing
Circling Attack ◆◆ The zephyr hawk Flies up to half its Speed, makes two wing Strikes, then Flies up to half its Speed again to return to its original location. The second half of this movement doesn't trigger reactions. Both attacks count toward the zephyr hawk's multiple attack penalty, but the penalty doesn't increase until after it makes both attacks.

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ELEMENTAL, EARTH, ELEMENTAL AVALANCHE CREATURE 11

HUGE EARTH ELEMENTAL

Perception +20; darkvision, tremorsense (imprecise) 90 feet
Languages Petran
Skills Athletics +24, Stealth +14
Str +7, **Dex** –1, **Con** +8, **Int** +0, **Wis** +3, **Cha** –1
Earthbound When not touching solid ground, the elemental avalanche is slowed 1, can't use reactions, and can't Trample.

AC 32; **Fort** +26, **Ref** +17, **Will** +21
HP 215; **Immunities** bleed, paralyzed, poison, sleep
Spike Stones (aura, earth, primal) 10 feet. Spikes of rock rise up from all stone surfaces in the emanation, creating difficult terrain. A creature moving in the terrain takes 2d8 piercing damage for each square of spikes it moves into (a Large or larger creature takes damage only once for each square it moves, even if its space covers multiple squares of spikes). Creatures with the earth trait ignore all effects within the area. The elemental avalanche can disable or activate this aura using a single action, which has the concentrate trait.
Crumble ↻ The elemental takes damage from a hostile source while atop rock or earth; **Effect** The elemental crumbles into the ground, Burrowing down 20 feet. This Burrowing does not trigger reactions. The elemental can't Crumble again for 1d4 rounds.

Speed 25 feet, burrow 25 feet; earth glide
Melee ◆ fist +24 (reach 20 feet), **Damage** 2d12+11 bludgeoning plus Knockdown
Ranged ◆ rock +24 (brutal, range increment 80 feet), **Damage** 2d12+7 bludgeoning
Earth Glide The elemental avalanche can Burrow through any earthen matter, including rock. When it does so, the elemental avalanche moves at its full burrow Speed, leaving no tunnels or signs of its passing.
Grinding Stones ◆◆ The elemental deals 4d12 bludgeoning damage to each prone creature within its melee reach (DC 30 basic Reflex save).
Trample ◆◆◆ Large or smaller, fist, DC 30

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ELEMENTAL, EARTH, LIVING LANDSLIDE CREATURE 5

MEDIUM EARTH ELEMENTAL

Perception +12; darkvision, tremorsense (imprecise) 60 feet
Languages Petran
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.
Sliding Earth ❖❖ The living landslide Strides up to twice its normal Speed in a straight line, then attempts to Trip a creature in its reach. If a creature falls prone from this Trip, it takes 1d4 bludgeoning damage for every 10 feet the living landslide moved.

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ELEMENTAL, EARTH, SOD HOUND CREATURE 3

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.

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ELEMENTAL, EARTH, STONE MAULER CREATURE 9

LARGE EARTH ELEMENTAL

Perception +16; darkvision, tremorsense (imprecise) 80 feet
Languages Petran
Skills Athletics +21, Stealth +12
Str +6, **Dex** –1, **Con** +7, **Int** –1, **Wis** +3, **Cha** –1
Earthbound When not touching solid ground, a stone mauler is slowed 1 and can't use reactions.

AC 27; **Fort** +23, **Ref** +15, **Will** +19
HP 180; **Immunities** bleed, paralyzed, poison, sleep
Spike Stones (aura, earth, primal) 5 feet. Spikes of rock rise up from all stone surfaces in the emanation, creating difficult terrain. A creature moving in the terrain takes 2d6 piercing damage for each square of spikes it moves into (a Large or larger creature takes damage only once for each square it moves, even if its space covers multiple squares of spikes). Creatures with the earth trait ignore all effects within the area. The stone mauler can disable or activate this aura using a single action, which has the concentrate trait.
Crumble ↷ **Trigger** The stone mauler takes damage from a hostile source while atop rock or earth; **Effect** The stone mauler crumbles into the ground, Burrowing down 15 feet. This Burrowing does not trigger reactions. The stone mauler can't Crumble again for 1d4 rounds.

Speed 35 feet, burrow 35 feet; earth glide
Melee ❖ fist +21 (reach 10 feet), **Damage** 2d10+10 bludgeoning plus Push 10 feet
Ranged ❖ rock +21 (brutal, range increment 80 feet), **Damage** 2d12+6 bludgeoning
Earth Glide The stone mauler can Burrow through any earthen matter, including rock. When it does so, the stone mauler moves at its full burrow Speed, leaving no tunnels or signs of its passing.

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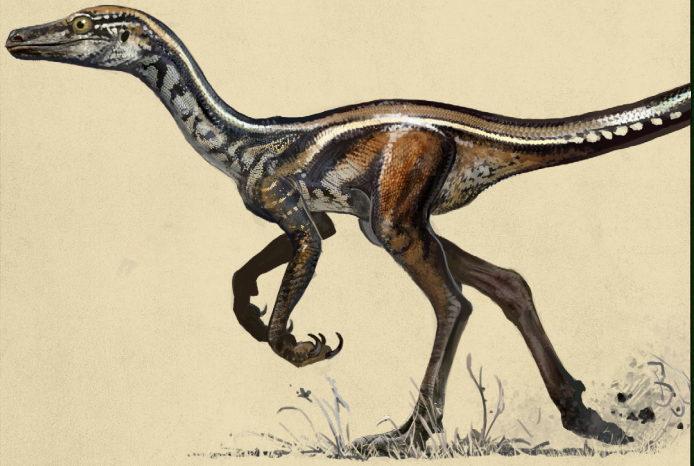

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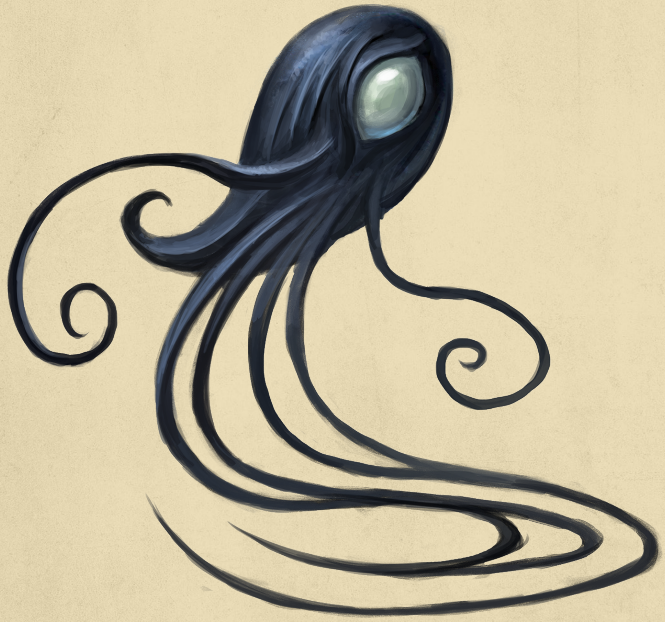

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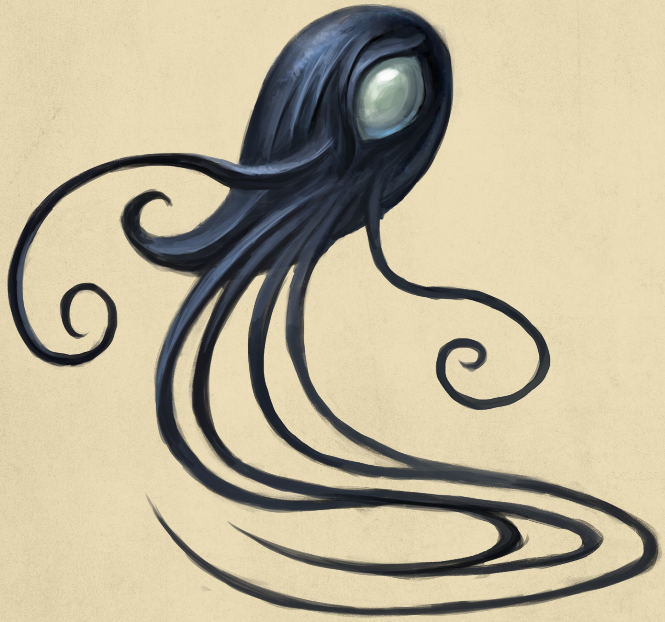

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ELEMENTAL, FIRE, CINDER RAT CREATURE 3

SMALL ELEMENTAL FIRE

Perception +9; darkvision, smoke vision
Skills Acrobatics +10, Stealth +10, Survival +9
Str +2, **Dex** +3, **Con** +2, **Int** –4, **Wis** +2, **Cha** +0
Smoke Vision The cinder rat ignores the concealed condition from smoke.

AC 18; **Fort** +9, **Ref** +12, **Will** +6
HP 45; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 5, water 5
Fetid Fumes (aura, fire) 5 feet. A creature that enters the aura or begins its turn there must succeed at a DC 22 Fortitude save or become sickened 1. Everything within the aura, including the cinder rat, is concealed by smoke.

Speed 40 feet
Melee ❖ jaws +10 (finesse), **Damage** 1d8+4 fire plus 1d4 persistent fire

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ELEMENTAL, FIRE, ELEMENTAL INFERNO CREATURE 11

HUGE ELEMENTAL FIRE

Perception +20; darkvision, smoke vision
Languages Pyric
Skills Acrobatics +21
Str +6, **Dex** +6, **Con** +5, **Int** +0, **Wis** +3, **Cha** +0
Smoke Vision The elemental inferno ignores the concealed condition from smoke.

AC 31; **Fort** +21, **Ref** +23, **Will** +19
HP 210, explosion; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 15, water 10
Explosion (fire) When the elemental inferno dies, it explodes, dealing 7d6 fire damage to each creature in a 10-foot emanation (DC 30 basic Reflex save).
Intense Heat (aura, fire) 10 feet, 7d6 fire, DC 28 basic Reflex

Speed 70 feet
Melee ❖ tendril +24 (reach 15 feet), **Damage** 2d10+12 fire plus 3d8 persistent fire
Ranged ❖ fire mote +24 (range increment 60 feet), **Damage** 2d10+6 fire
Blue Flames When the elemental inferno scores a critical hit, its body surges with blue flames, increasing the damage of its intense heat and Inferno Leap by 3d6 until the start of its next turn.
Inferno Leap ❖❖ (fire) The elemental inferno jumps horizontally and vertically with a maximum height and distance each equal to its Speed. Its intense heat is suppressed until the end of the jump. Instead, at any point during the jump, flames explode from the elemental in a 30-foot emanation, dealing 12d6 fire damage to each creature within the area (DC 30 basic Reflex save). The elemental inferno can't Inferno Leap again for 1d4 rounds.

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ELEMENTAL, FIRE, FIREWYRM CREATURE 9

HUGE ELEMENTAL FIRE

Perception +16; darkvision, smoke vision
Languages Pyric
Skills Acrobatics +20
Str +5, **Dex** +5, **Con** +4, **Int** –1, **Wis** +3, **Cha** +0
Smoke Vision The firewyrm ignores the concealed condition from smoke.

AC 28; **Fort** +18, **Ref** +20, **Will** +15
HP 165, explosion; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 10, water 10
Explosion (fire) When the firewyrm dies, it explodes, dealing 6d6 fire damage to each creature in a 10-foot emanation (DC 28 basic Reflex save).
Intense Heat (aura, fire) 10 feet, 4d6 fire, DC 25 basic Reflex

Speed 60 feet
Melee ❖ tail +20 (reach 15 feet), **Damage** 2d8+11 fire plus 2d8 persistent fire
Ranged ❖ fire mote +20 (range increment 60 feet), **Damage** 2d8+6 fire
Breathe Fire ❖❖ (fire, primal) The firewyrm breathes a 30-foot cone of fire dealing 7d6 fire and 2d8 persistent fire damage to every creature within the cone (DC 28 basic Reflex save). The firewyrm can't Breathe Fire again for 1d4 rounds.

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ELEMENTAL, FIRE, LIVING WILDFIRE CREATURE 5

MEDIUM ELEMENTAL FIRE

Perception +10; darkvision, smoke vision
Languages Pyric
Skills Acrobatics +13
Str +3, **Dex** +4, **Con** +2, **Int** –2, **Wis** +3, **Cha** +0
Smoke Vision The living wildfire ignores the concealed condition from smoke.

AC 22; **Fort** +11, **Ref** +15, **Will** +10
HP 80, explosion; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 5, water 5
Explosion (fire) When the living wildfire dies, it explodes, dealing 3d6 fire damage to each creature in a 10-foot emanation (DC 19 basic Reflex save).

Speed 50 feet
Melee ❖ tendril +15 (agile, finesse, reach 10 feet), **Damage** 2d6+6 fire plus 2d4 persistent fire
Ranged ❖ fire mote +15 (range increment 60 feet), **Damage** 2d6+3 fire
Spreading Flames ❖ (fire, primal) **Requirements** The living wildfire's last action was a Strike that dealt fire damage; **Effect** The fire flares, dealing 3d6 fire damage to each creature adjacent to that target with a DC 19 basic Reflex save.

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ELEMENTAL, SCAMP, AIR SCAMP CREATURE 1

SMALL AIR ELEMENTAL

Perception +3; darkvision, fog vision
Languages Sussuran
Skills Acrobatics +7, Stealth +7
Str +1, **Dex** +4, **Con** +0, **Int** –2, **Wis** +0, **Cha** +0
Fog Vision The air scamp ignores the concealed condition from fog and mist.

AC 16; **Fort** +3, **Ref** +9, **Will** +7
HP 12, fast healing 2 (in open air); **Immunities** bleed, paralyzed, poison, sleep

Speed 20 feet, fly 40 feet
Melee ❖ jaws +9 (finesse), **Damage** 1d6+1 piercing
Arcane Innate Spells DC 17; **2nd** *blur*; **1st** *gust of wind*
Sirocco Breath ❖❖ (air, arcane) The air scamp creates cutting winds in a 15-foot cone that deal 2d6 slashing damage to each creature within the area (DC 17 basic Reflex save). A creature that fails its save is also pushed back 10 feet. The air scamp can't use Sirocco Breath again for 1d4 rounds.

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ELEMENTAL, SCAMP, EARTH SCAMP CREATURE 1

SMALL EARTH ELEMENTAL

Perception +3; darkvision, tremorsense (imprecise) 30 feet
Languages Petran
Skills Athletics +6, Stealth +2
Str +3, **Dex** –1, **Con** +2, **Int** –2, **Wis** +0, **Cha** –1

AC 15; **Fort** +8, **Ref** +4, **Will** +3
HP 20, fast healing 2 (while underground); **Immunities** bleed, paralyzed, poison, sleep

Speed 20 feet, burrow 20 feet, fly 15 feet
Melee ◆ body +8, **Damage** 1d6+3 bludgeoning
Arcane Innate Spells DC 17; **3rd** *one with stone*; **2nd** *enlarge* (self only)
Scree Breath ◆◆ (arcane, earth) The earth scamp breathes rocks in a 15-foot cone that deals 2d6 bludgeoning damage to each creature within the area (DC 17 basic Reflex save). The earth scamp can't use Scree Breath again for 1d4 rounds.

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ELEMENTAL, SCAMP, FIRE SCAMP CREATURE 1

SMALL ELEMENTAL FIRE

Perception +3; darkvision, smoke vision
Languages Pyric
Skills Acrobatics +7, Deception +7
Str +0, **Dex** +4, **Con** +0, **Int** –2, **Wis** +0, **Cha** +2
Smoke Vision The fire scamp ignores the concealed condition from smoke.

AC 17; **Fort** +3, **Ref** +9, **Will** +7
HP 16, fast healing 2 (while touching fire); **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 3

Speed 20 feet, fly 25 feet
Melee ❖ jaws +9 (finesse), **Damage** 1d6 piercing and 1d4 fire
Arcane Innate Spells DC 15; **Cantrips (1st)** *daze*, *ignition*, *light*
Flame Breath ❖❖ (arcane, fire) The fire scamp breathes flames in a 15-foot cone that deals 2d4 fire damage to each creature within the area (DC 17 basic Reflex save). Creatures that fail the save also take 1d4 persistent fire damage. The fire scamp can't use Flame Breath again for 1d4 rounds.

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ELEMENTAL, SCAMP, WATER SCAMP CREATURE 1

SMALL | AMPHIBIOUS | ELEMENTAL | WATER

Perception +3; darkvision
Languages Thalassic
Skills Athletics +6, Stealth +6
Str +1, **Dex** +3, **Con** +1, **Int** –2, **Wis** +0, **Cha** +0

AC 16; **Fort** +7, **Ref** +11, **Will** +4
HP 20, fast healing 2 (while underwater); **Immunities** bleed, paralyzed, poison, sleep; **Resistances** acid 3, fire 3

Speed 20 feet, fly 25 feet, swim 25 feet
Melee ❖ claw +8 (agile, finesse), **Damage** 1d6+1 slashing
Arcane Innate Spells DC 17, attack +9; **2nd** *acid grip*; **1st** *create water*
Acid Breath ❖❖ (acid, arcane) The water scamp breathes acid in a 15-foot cone that deals 2d6 acid damage to each creature within the area (DC 17 basic Reflex save). The water scamp can't use Acid Breath again for 1d4 rounds.
Drench ❖ (arcane, water) The water scamp shakes out a seemingly endless supply of water from its fur to put out all fires in a 5-foot emanation. The scamp extinguishes all non-magical fires automatically and attempts to counteract magical fires (+7 counteract modifier).

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ELEMENTAL, WATER, BRINE SHARK CREATURE 3

MEDIUM AQUATIC ELEMENTAL WATER

Perception +8; darkvision
Skills Athletics +10, Stealth +11, Survival +8
Str +3, **Dex** +2, **Con** +2, **Int** –4, **Wis** +1, **Cha** +0

AC 19; **Fort** +9, **Ref** +11, **Will** +6
HP 45; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** fire 5

Speed 15 feet, swim 50 feet
Melee ❖ jaws +11, **Damage** 1d12+7 piercing plus Grab
Deep Plunge ❖ The brine shark dives into the water, Swimming twice straight down. If it's grabbing or restraining a creature, it brings that creature along with it.

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ELEMENTAL, WATER, ELEMENTAL TSUNAMI CREATURE 11

HUGE AQUATIC ELEMENTAL WATER

Perception +22; darkvision
Languages Thalassic
Skills Athletics +23, Stealth +23
Str +6, **Dex** +6, **Con** +6, **Int** +0, **Wis** +3, **Cha** +0
Waterbound When not touching water, the elemental tsunami is slowed 1 and can't use reactions.

AC 31; **Fort** +21, **Ref** +22, **Will** +19
HP 195; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** fire 10
Vortex (aura, water) 50 feet. Water in the area that is in the same body of water as the elemental tsunami is difficult terrain for Swimming creatures that don't have the water trait.

Speed 35 feet, swim 100 feet
Melee ❖ wave +24 (reach 20 feet), **Damage** 2d12+12 bludgeoning plus Push or Pull 10 feet
Drench ❖ (primal, water) The elemental puts out all fires in a 20-foot emanation. It extinguishes all non-magical fires automatically and attempts to counteract magical fires (+20 counteract modifier).
Surge ❖❖ The elemental tsunami momentarily expands to fill the area of its vortex. Creatures within the aura take 5d12+6 bludgeoning damage with a DC 31 basic Fortitude save. A creature that fails this save is pushed 20 feet. The elemental tsunami then shrinks to its normal space and can't Surge again for 1d4 rounds.

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ELEMENTAL, WATER, LIVING WATERFALL CREATURE 5

LARGE AQUATIC ELEMENTAL WATER

Perception +10; darkvision
Languages Thalassic
Skills Athletics +13, Stealth +12
Str +4, **Dex** +3, **Con** +3, **Int** –2, **Wis** +1, **Cha** +0
Waterbound When not touching water, the living waterfall is slowed 1 and can't use reactions.

AC 20; **Fort** +14, **Ref** +12, **Will** +10
HP 90; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** fire 5
Vortex (aura, water) 30 feet. Water in the area that is in the same body of water as the living waterfall is difficult terrain for Swimming creatures that don't have the water trait.

Speed 20 feet, swim 60 feet
Melee ❖ wave +15 (reach 10 feet), **Damage** 2d8+7 bludgeoning plus Push or Pull 5 feet
Drench ❖ (primal, water) The elemental puts out all fires in a 5-foot emanation. It extinguishes all non-magical fires automatically and attempts to counteract magical fires (+14 counteract modifier).

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ELEMENTAL, WATER, QUATOID CREATURE 7

SMALL AQUATIC ELEMENTAL WATER

Perception +18; darkvision
Languages Common, Thalassic
Skills Athletics +15, Diplomacy +12, Elemental Lore +17, Occultism +17, Society +17, Stealth +13
Str +4, **Dex** +2, **Con** +0, **Int** +4, **Wis** +3, **Cha** +1

AC 25; **Fort** +13, **Ref** +15, **Will** +18
HP 120; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** bludgeoning 5, fire 5
Calming Bioluminescence (aura, emotion, mental, visual) 30 feet. The aura sheds dim light. Creatures in the emanation gain a +2 circumstance bonus to saving throws against emotion effects. The quatoid can activate or deactivate this aura using a Sustain action.

Speed 25 feet, swim 25 feet
Melee ❖ tentacle +16 (reach 10 feet), **Damage** 2d12+6 bludgeoning plus Grab
Primal Innate Spells DC 27, attack +17; **2nd** *hydraulic push* (at will)
Constrict ❖ 1d12+6 bludgeoning, DC 25

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ELEPHANT CREATURE 7

HUGE ANIMAL

Perception +13; low-light vision, scent (imprecise) 30 feet
Skills Athletics +17, Survival +15
Str +7, **Dex** +0, **Con** +4, **Int** –4, **Wis** +2, **Cha** –2

AC 23; **Fort** +18, **Ref** +11, **Will** +13
HP 130

Speed 40 feet
Melee ◆ tusk +16 (reach 10 feet), **Damage** 3d8+9 piercing
Melee ◆ trunk +18 (reach 15 feet), **Effect** grabbing trunk
Melee ◆ foot +16 (reach 10 feet), **Damage** 2d10+9 bludgeoning
Grabbing Trunk A Medium or smaller creature hit by the elephant's trunk is grabbed. If the elephant moves, it can bring the grabbed creature along with it.
Trample ◆◆◆ Large or smaller, foot, DC 24

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ELEPHANT, MAMMOTH CREATURE 10

HUGE ANIMAL

Perception +18; low-light vision, scent (imprecise) 30 feet
Skills Athletics +22, Survival +19
Str +8, **Dex** +1, **Con** +5, **Int** –4, **Wis** +1, **Cha** –2

AC 29; **Fort** +21, **Ref** +15, **Will** +18; +2 status to all saves vs. cold
HP 190
Cold Adaptation The mammoth reduces the effects it suffers from cold environments by one step.

Speed 45 feet
Melee ◆ tusk +22 (reach 15 feet), **Damage** 3d8+12 piercing
Melee ◆ trunk +22 (reach 15 feet), **Effect** grabbing trunk
Melee ◆ foot +22 (reach 10 feet), **Damage** 2d10+12 bludgeoning
Dual Tusks ◆ The mammoth makes two tusk Strikes, each against a different creature. This counts as one attack for the mammoth's multiple attack penalty, and the penalty doesn't increase until after both attacks.
Grabbing Trunk A Medium or smaller creature hit by the elephant's trunk is grabbed. If the elephant moves, it can bring the grabbed creature along with it.
Trample ◆◆◆ Large or smaller, foot, DC 28

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ELF, AIUVARIN ELEMENTALIST CREATURE 2

MEDIUM | AIUVARIN | ELF | HUMAN | HUMANOID

Perception +11; low-light vision
Languages Common, Elven
Skills Acrobatics +7, Arcana +8, Athletics +5, Deception +4, Elemental Lore +8, Nature +6, Stealth +7
Str +1, **Dex** +3, **Con** +0, **Int** +4, **Wis** +2, **Cha** +0
Items dagger

AC 17; **Fort** +5, **Ref** +11, **Will** +8
HP 20

Speed 30 feet
Melee ❖ dagger +9 (agile, finesse, versatile S), **Damage** 1d4+3 piercing
Ranged ❖ dagger +9 (agile, thrown 10 feet, versatile S), **Damage** 1d4+3 piercing
Arcane Prepared Spells DC 18; **1st** *gentle landing*, *gust of wind*, *illusory disguise*, *thunderstrike*; **Cantrips (1st)** *detect magic*, *electric arc*, *light*, *message*, *shield*
Elf Step ❖ The elementalist Steps twice.
Elemental Field ❖❖ (arcane, concentrate, electricity) The elementalist unleashes powerful static electricity in a 20-foot emanation that lasts for 1 minute. All squares in the area become hazardous terrain for other creatures. A creature takes 1 electricity damage each time it moves into one of these squares. While in the area, creatures take a –1 status penalty to saves against electricity spells.

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ELF RANGER CREATURE 1

MEDIUM ELF HUMANOID

Perception +10; low-light vision
Languages Common, Elven
Skills Acrobatics +7, Athletics +3, Diplomacy +3, Nature +6, Stealth +7, Survival +6
Str +1, **Dex** +4, **Con** +1, **Int** +3, **Wis** +3, **Cha** +1
Items dagger, shortbow (20 arrows)

AC 16; **Fort** +4, **Ref** +10, **Will** +7
HP 17

Speed 30 feet; unimpeded journey
Melee ❖ dagger +9 (agile, finesse, versatile S), **Damage** 1d4+2 piercing
Ranged ❖ shortbow +9 (deadly d8, range increment 60 feet), **Damage** 1d6+2 piercing
Ranged ❖ dagger +9 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing
Double Shot ❖ The elf ranger makes two shortbow Strikes targeting two different creatures within the shortbow's first range increment. Both Strikes uses the elf's current multiple attack penalty, but each strike takes a –2 penalty.
Elf Step ❖ The elf Steps twice.
Unimpeded Journey The elf ranger ignores difficult terrain.

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FLESHWARP, GROTHLUT CREATURE 3

MEDIUM ABERRATION MINDLESS

Perception +5; darkvision
Skills Athletics +11
Str +4, **Dex** –2, **Con** +4, **Int** –5, **Wis** +0, **Cha** –3

AC 17; **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).

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 acid splash damage
Piteous Moan ❖ (auditory, aura, concentrate, 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 Dismiss this aura. 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.

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FLESHWARP, IRNAKURSE CREATURE 9

LARGE ABERRATION

Perception +18; darkvision
Languages Chthonian, Elven, Sakvroth (can't speak any language)
Skills Acrobatics +20, Athletics +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

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
Mind Lash (emotion, mental, occult) A creature hit by an irnakurse's tentacle is overwhelmed with corrupted images of a ruined life and must succeed at a DC 28 Will save or be stunned 2 (or stunned 4 on a critical failure). The creature is then temporarily immune for 24 hours.
Soul Scream ❖❖ (auditory, concentrate, emotion, mental, occult) **Frequency** once per day; **Effect** The irnakurse unleashes an alien shriek of pain. All non-aberration 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 without a new save.
- **Critical Success** The creature is unaffected, and it's 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 stupefied value by 1, to a maximum of stupefied 4. Each time the character gets a full night's rest, the stupefied condition gained from Soul Scream decreases 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. These attacks count toward the irnakurse's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes all of its attacks.

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FLYTRAP, GIANT

CREATURE 10

HUGE | MINDLESS | PLANT

Perception +17; tremorsense (imprecise) 60 feet
Skills Athletics +23, Stealth +21 (+24 in undergrowth)
Str +7, **Dex** +5, **Con** +5, **Int** –5, **Wis** +3, **Cha** –2

AC 29; **Fort** +21, **Ref** +17, **Will** +15
HP 185; **Immunities** mental; **Weaknesses** fire 10; **Resistances** acid 10
Quick Capture ↷ **Trigger** A creature hits or touches the flytrap; **Effect** The flytrap makes a leaf Strike against the triggering creature. If it hits, the creature is grabbed in that leaf.

Speed 25 feet
Melee ❖ leaf +23 (reach 15 feet), **Damage** 2d8+7 piercing plus 2d6 acid and Improved Grab
Focused Assault ❖❖ The flytrap attacks a single target with all four of its leaves. The flytrap makes one leaf Strike. On a success, the flytrap deals the damage from one leaf Strike plus an additional 1d8 damage for every leaf beyond the first. On a failure, the flytrap deals the damage from one leaf Strike, but it can't use Improved Grab. It deals no damage on a critical failure. This counts toward the flytrap's multiple attack penalty as a number of attacks equal to the number of leaves the flytrap has.
Hungry Flurry ❖❖❖ The flytrap makes four leaf Strikes at a –2 penalty, each against a different target. These attacks count toward the flytrap's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes all its attacks.
Swallow Whole ❖ (attack) Large, 2d8+3 bludgeoning plus 2d6 acid, Rupture 17

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FLYTRAP, SNAPPING CREATURE 3

LARGE MINDLESS PLANT

Perception +7; tremorsense (imprecise) 30 feet
Skills Athletics +11, Stealth +10 (+13 in undergrowth)
Str +2, **Dex** +3, **Con** +5 **Int** –5, **Wis** +2, **Cha** –2

AC 18; **Fort** +12, **Ref** +8, **Will** +7
HP 50; **Immunities** mental; **Weaknesses** fire 5; **Resistances** acid 5
Quick Capture ↷ **Trigger** A creature hits or touches the flytrap; **Effect** The flytrap makes a leaf Strike against the triggering creature. If it hits, the creature is grabbed in that leaf.

Speed 15 feet
Melee ❖ leaf +11 (reach 10 feet), **Damage** 1d8+2 piercing plus 1d6 acid and Improved Grab
Focused Assault ❖❖ The flytrap attacks a single target with both its two leaves. The flytrap makes one leaf Strike. On a success, the flytrap deals the damage from one leaf Strike plus an additional 1d8 damage for every leaf beyond the first. On a failure, the flytrap deals the damage from one leaf Strike, but it can't use Improved Grab. It deals no damage on a critical failure. This counts toward the flytrap's multiple attack penalty as a number of attacks equal to the number of leaves the flytrap has.
Hungry Flurry ❖❖ The flytrap makes two leaf Strikes at a –2 penalty, each against a different target. These attacks count toward the flytrap's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes all its attacks.
Swallow Whole ❖ (attack) Medium, 1d8+1 bludgeoning plus 1d6 acid, Rupture 5

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GARGOYLE CREATURE 4

MEDIUM BEAST EARTH

Perception +10; darkvision
Languages Common, Petran
Skills Acrobatics +10, Athletics +9, Stealth +12
Str +3, **Dex** +2, **Con** +3, **Int** –2, **Wis** +2, **Cha** –2

AC 21; **Fort** +13, **Ref** +10, **Will** +10
HP 40; **Immunities** bleed; **Resistances** physical 5 (except adamantine)
Clawed Feet ↷ (attack) **Trigger** The gargoyle is Flying, and a creature moves into an adjacent square below it; **Effect** The gargoyle makes a claw Strike against the triggering creature.

Speed 25 feet, fly 40 feet
Melee ❖ jaws +13, **Damage** 2d8+3 piercing
Melee ❖ claw +13 (agile), **Damage** 2d6+3 slashing
Statue ❖ (concentrate) Until the next time it acts, the gargoyle appears to be a statue. It has an automatic result of 32 on Deception checks and DCs to pass as a statue.

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GENIE, FAYDHAAN CREATURE 9

LARGE | ELEMENTAL | GENIE | WATER

Perception +16 (+18 to Sense Motive); darkvision, wavesense (imprecise) 60 feet

Languages Common, Muan, Petran, Pyric, Sussuran, Talican, Thalassic; *truespeech*

Skills Athletics +19 (+23 to Swim), Crafting +16, Deception +18, Diplomacy +20, Nature +18, Performance +20, Society +16, Stealth +18

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

Items *+1 striking trident*

AC 28; **Fort** +17, **Ref** +18, **Will** +18

HP 145; **Resistances** fire 10

Turbulent Seas (aura, water) 40 feet. Water in the aura that is also in the same body of water as the faydhaan is difficult terrain for Swimming creatures. Creatures with the water trait are immune.

Speed 25 feet, swim 40 feet

Melee ❖ *trident* +20 (magical, reach 10 feet), **Damage** 2d8+10 piercing

Melee ❖ fist +20 (agile, magical, nonlethal, reach 10 feet), **Damage** 1d4+10 bludgeoning

Ranged ❖ *trident* +21 (magical, thrown 20 feet), **Damage** 2d8+10 piercing

Arcane Innate Spells DC 24; **7th** *interplanar teleport* (to Astral Plane, Elemental Planes, or the Universe only); **5th** *control water* (at will), *hydraulic torrent*, *truespeech* (at will); **4th** *hydraulic push* (at will); **2nd** *create water* (at will), *invisibility* (×2), *water breathing*; **Cantrips (5th)** *detect magic*; **Constant (5th)** *truespeech*

Change Shape ❖ (arcane, concentrate, polymorph) The faydhaan transforms into a Small or Medium water elemental, aquatic animal, or humanoid. This doesn't affect their statistics, but it could change the damage type of their Strikes.

(Continued on card 257)

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(Genie, faydhaan, continued from card 256)

Gift of Hospitality ❖❖❖ (arcane, emotion, mental) The faydhaan gives another willing creature a magical gift or an agreeable conversation. The creature gains a +2 status bonus to Society and Diplomacy checks. A creature can't have more than one gift at a time, and a faydhaan can't grant more than one gift at a time. The gift ends if the target acts hostile, or if the faydhaan renounces the recipient (a single action).

Skewer ❖ The faydhaan makes a trident Strike, dealing an extra 2d6 persistent bleed damage on a hit (4d6 on a critical hit).

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GENIE, IFRIT

CREATURE 9

LARGE | ELEMENTAL | FIRE | GENIE

Perception +17; darkvision

Languages Common, Pyric; *truespeech*

Skills Arcana +14, Athletics +22, Crafting +14, Deception +19, Diplomacy +17, Intimidation +19, Society +14

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

Items breastplate, *+1 striking scimitar*

AC 28; **Fort** +18, **Ref** +17, **Will** +20

HP 175; **Immunities** fire; **Weaknesses** cold 10, water 10

Speed 25 feet

Melee ❖ *scimitar* +21 (fire, forceful, magical, reach 10 feet, sweep), **Damage** 2d6+11 slashing plus 2d6 fire

Melee ❖ fist +20 (agile, magical, reach 10 feet), **Damage** 1d4+11 bludgeoning plus 2d6 fire

Arcane Innate Spells DC 27, attack +19; **7th** *interplanar teleport* (to Astral Plane, Elemental Planes, or the Universe only); **4th** *fireball*, *invisibility* (×2); **Cantrips (5th)** *detect magic*, *ignition*; **Constant (5th)** *truespeech*

Burning Grasp (fire) When the ifrit Grabs or restrains a creature, that creature takes 2d6 fire damage, and takes 2d6 fire damage at the end of each of its turns until freed.

Change Shape ❖ (arcane, concentrate, polymorph) The ifrit transforms into a Small or Medium fire elemental or reptile, such as a snake. This doesn't affect their statistics but could change the damage type of their Strikes.

Combat Grab ❖ **Requirements** The ifrit has a hand free; **Effect** The ifrit makes a melee Strike. If the Strike hits, the target is grabbed in the ifrit's free hand.

Wings of Flame ❖ (arcane, fire) The ifrit grows flaming wings from their back. They gain a fly Speed of 35 feet for 1 minute. The flames also create an aura in a 5-foot emanation around the ifrit. Any creature that ends its turn in the aura takes 2d6 fire damage with a DC 25 basic Reflex save.

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GENIE, JAATHOOM CREATURE 5

LARGE | AIR | ELEMENTAL | GENIE

Perception +15; darkvision

Languages Common, Sussuran (can't speak any language); cloud of visions

Skills Acrobatics +14, Arcana +11, Athletics +11, Crafting +9, Deception +11, Diplomacy +13, Society +9, Stealth +12

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

Items scimitar

Cloud of Visions (arcane, aura, mental) 60 feet. A jaathoom has telepathy 60 feet but can only show images, not speak.

AC 22; **Fort** +9, **Ref** +14, **Will** +11

HP 55

Naturally Invisible The jaathoom is invisible at all times, though when they take a hostile action of any kind, they are hidden instead of undetected until the start of their next turn, as the vague outline of their form is faintly visible for a short period of time.

Turbulent Skies (air, arcane, aura) 20 feet. All squares in the emanation are difficult terrain for Striding and Flying creatures. Creatures with the air trait are immune. The jaathoom can activate or deactivate this aura as a single action with the concentrate trait.

Speed 25 feet, fly 40 feet

Melee ❖ scimitar +15 (forceful, reach 10 feet, sweep), **Damage** 1d6+10 slashing

Melee ❖ fist +16 (agile, finesse, magical, nonlethal, reach 10 feet), **Damage** 1d4+10 bludgeoning

Ranged ❖ crashing wind +16 (air, arcane, range increment 20 feet), **Damage** 1d8+8 bludgeoning

Arcane Innate Spells DC 21; **7th** *interplanar teleport* (to Astral Plane, Elemental Planes, or the Universe only); **4th** *nightmare, vapor form*; **3rd** *ill omen*, *illusory creature*, *illusory object*, *sleep*; **Cantrips (3rd)** *detect magic*

(Continued on card 260)

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(Genie, jaathoom, continued from card 259)

Change Shape ❖ (arcane, concentrate, polymorph) The jaathoom transforms into a Small or Medium air elemental or aerial animal, such as an owl. This doesn't affect their statistics, but it could change the damage type of their Strikes.

Hurricane Blast ❖ (air, arcane) **Frequency** once per round; **Effect** The jaathoom moves all creatures without the air trait in their turbulent skies aura 20 feet directly away, clockwise, or counterclockwise. A creature avoids being moved if it succeeds at a DC 21 Fortitude save.

Ominous Dreams ❖❖ (mental, prediction) The jaathoom sends a prophetic dream to a sleeping creature within 10 feet. An unwilling creature avoids the vision if it succeeds at a DC 23 Will save. The jaathoom chooses the dream's subject, but not its exact events. The target sees a brief vision of its future related to that subject, with the effect of *augury*. If the result is bad or mixed, the creature is frightened 2 and can't recover from being frightened until it wakes.

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GENIE, JABALI CREATURE 7

LARGE EARTH ELEMENTAL GENIE

Perception +15; darkvision, tremorsense (imprecise) 60 feet
Languages Common, Petran; *truespeech*
Skills Athletics +19, Crafting +14, Deception +16, Nature +15, Society +14
Str +6, **Dex** +1, **Con** +4, **Int** +3, **Wis** +2, **Cha** +3
Items *+1 falchion*

AC 25; **Fort** +18, **Ref** +12, **Will** +15
HP 110

Speed 25 feet, burrow 45 feet, climb 20 feet; earth glide
Melee ❖ *falchion* +20 (forceful, magical, reach 10 feet, sweep), **Damage** 1d10+12 slashing
Melee ❖ fist +19 (agile, magical, nonlethal, reach 10 feet), **Damage** 1d4+12 bludgeoning plus Push 10 feet and stone clutch
Arcane Innate Spells DC 24; **7th** *interplanar teleport* (to Astral Plane, Elemental Planes, or the Universe only); **5th** *wall of stone*; **4th** *shape stone* (at will); **Cantrips (4th)** *detect magic*; **Constant (5th)** *truespeech*
Earth Glide The jabali can Burrow through dirt and stone at their full burrow Speed, leaving no tunnels or signs of their passing.
Stone Clutch (arcane, earth) When the jabali Pushes a creature into a stone barrier, the surface grips it with fingers of stone. The target must succeed at a DC 22 Reflex save or become grabbed by the surface (Escape DC 28).

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GENIE, JANN — CREATURE 4

MEDIUM | AIR | EARTH | ELEMENTAL | FIRE | GENIE | METAL | WATER | WOOD

Perception +11; darkvision

Languages Common, Muan, Petran, Pyric, Sussuran, Talican, Thalassic; *truespeech*

Skills Acrobatics +8, Arcana +10, Crafting +8, Deception +7, Survival +11

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

Items composite shortbow (20 arrows), scimitar

AC 20; **Fort** +10, **Ref** +10, **Will** +13

HP 60; **Resistances** elemental resistance 5

Commanding Presence (aura, emotion, fear, mental) 20 feet. A creature that enters the aura must succeed at a DC 19 Will save or be frightened 1 (frightened 2 on a critical failure) and is then temporarily immune for 1 minute. A genie (with the exception of another jann) takes a –4 circumstance penalty to its save.

Elemental Resistance The jann's elemental resistance applies to cold, electricity, and fire damage, as well as all damage from elemental sources (including environmental damage from the elemental planes and damage from anything with the air, earth, fire, metal, water, or wood trait).

Speed 25 feet, fly 15 feet

Melee ❖ scimitar +14 (forceful, sweep), **Damage** 1d6+7 slashing plus All Made One

Melee ❖ fist +14 (agile, magical, nonlethal), **Damage** 1d4+7 bludgeoning plus All Made One

Ranged ❖ composite shortbow +12 (deadly d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+5 piercing plus All Made One

Arcane Innate Spells DC 21; **7th** *interplanar teleport* (to Astral Plane, Elemental Planes, or the Universe only); **4th** *read omens*; **2nd** *invisibility* (×2); **Cantrips (2nd)** *detect magic*, *know the way*; **Constant (5th)** *truespeech*

(Continued on card 263)

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(Genie, jann, continued from card 262)

All Made One ❖ The jann calls upon all of the elements that make up their being to gain an additional arcane spell they can cast at will and empower their Strikes with the element, dealing an extra 1d4 damage of the listed type. These benefits last until the jann uses this ability again. **Air** *tailwind*, 1d4 electricity; **Earth** *pummeling rubble*, 1d4 bludgeoning; **Fire** *breathe fire*, 1d4 fire; **Metal** *thunderstrike*, 1d4 electricity; **Water** *hydraulic push*, 1d4 bludgeoning; **Wood** *summon plant or fungus*, 1d4 piercing.

Change Shape ❖ (arcane, concentrate, polymorph) The jann transforms into any Small or Medium animal. This doesn't affect their statistics, but it could change the damage type of their Strikes.

Wanderer's Wish ❖❖❖ **Frequency** three times per year; **Effect** The jann instantly grants the benefits of a critical success with the *wish* ritual to a mortal creature. This has no cost. That creature specifies what they wish for, but the interpretation is up to the jann. A jann typically attempts to grant wishes in a way that encourages growth and exploration. A summoned jann can't use this ability.

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GHOST COMMONER CREATURE 4

MEDIUM | GHOST | INCORPOREAL | SPIRIT | UNDEAD | UNHOLY

Perception +10; darkvision
Languages Common
Skills Dwelling Lore +10 (applies to the place the ghost is bound to), Stealth +12
Str –5, **Dex** +3, **Con** +0, **Int** +0, **Wis** +2, **Cha** +2
Site Bound

AC 20; **Fort** +8, **Ref** +11, **Will** +8
HP 30, rejuvenation, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, *ghost touch*, spirit, or vitality; double resistance vs. non-magical)
Rejuvenation (divine) When a ghost is destroyed, it re-forms after 2d4 days within the location it's bound to, fully healed. A ghost can be permanently destroyed only if someone sets right whatever prevents the spirit from resting. Setting right the injustice that led to the commoner's death allows it to move on to the afterlife.

Speed fly 25 feet
Melee ❖ ghostly hand +13 (agile, finesse, magical), **Damage** 2d6+2 void
Frightful Moan ❖ (auditory, divine, emotion, fear, mental) The ghost laments its fate, forcing each living creature within 30 feet to attempt a DC 21 Will save. On a failure, a creature becomes frightened 2 (or frightened 3 on a critical failure). On a success, a creature is temporarily immune to this ghost's frightful moan for 1 minute

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GHOST MAGE CREATURE 10

MEDIUM | GHOST | INCORPOREAL | SPIRIT | UNDEAD | UNHOLY

Perception +17; darkvision
Languages Common, Draconic
Skills Arcana +22, Intimidation +22, Stealth +21
Str –5, **Dex** +3, **Con** +0, **Int** +6, **Wis** +3, **Cha** +6
Site Bound

AC 27; **Fort** +16, **Ref** +19, **Will** +22
HP 135, rejuvenation, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, *ghost touch*, spirit, or vitality; double resistance vs. non-magical)
Rejuvenation (divine) When a ghost is destroyed, it re-forms after 2d4 days within the location it's bound to, fully healed. A ghost can be permanently destroyed only if someone sets right whatever prevents the spirit from resting. Completing the ghost mage's project allows it to move on to the afterlife.

Speed fly 25 feet
Melee ❖ ghostly hand +21 (agile, finesse, magical), **Damage** 2d8+12 void
Arcane Innate Spells DC 29, attack +23; **5th** *hallucination*, *howling blizzard*; **4th** *suggestion*, *vision of death*; **3rd** *blindness*, *dispel magic*, *veil of privacy*; **2nd** *telekinetic maneuver* (×2); **1st** *enfeeble* (×2); **Cantrips (5th)** *detect magic*, *figment*, *prestidigitation*, *read magic*, *telekinetic hand*
Frightful Moan ❖ (auditory, divine, emotion, fear, mental) The ghost laments its fate, forcing each living creature within 30 feet to attempt a DC 29 Will save. On a failure, a creature becomes frightened 2 (or frightened 3 on a critical failure). On a success, a creature is temporarily immune to this ghost's frightful moan for 1 minute.
Telekinetic Assault ❖❖ (divine) The ghost cries out in pain and anguish as small objects and debris fly about in a 30-foot emanation. Creatures in the area take 6d6 bludgeoning, with a DC 29 basic Reflex save.

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GHOUL SOLDIER CREATURE 2

MEDIUM | GHOUL | UNDEAD | UNHOLY

Perception +8; darkvision
Languages Common, Necril
Skills Acrobatics +8, Athletics +9, Stealth +8, Survival +6
Str +3, **Dex** +2, **Con** +2, **Int** +1, **Wis** +2, **Cha** +3
Items bastard sword, breastplate

AC 17; **Fort** +8, **Ref** +8, **Will** +6
HP 28, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious
Reactive Strike ↻
Stench (aura, olfactory) 10 feet, DC 15

Speed 25 feet, burrow 5 feet
Melee ❖ jaws +11, **Damage** 1d10+3 piercing
Melee ❖ bastard sword +11 (two-hand d12), **Damage** 1d8+3 slashing
Melee ❖ claw +11 (agile), **Damage** 1d8+3 slashing plus Grab
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 2d6 Hit Points. It can regain Hit Points from any given corpse only once.
Ghoul Whispers ❖ (auditory, linguistic, occult) **Requirement** A grabbed, paralyzed, restrained, or unconscious creature is within the ghoul's reach; **Effect** The ghoul whispers dark thoughts and vile cravings into the creature's ears. The creature must save against the forbidden cravings curse (DC 18; *Monster Core* 162).
Grave Knowledge (occult) **Frequency** once per hour; **Effect** The ghoul calls upon knowledge it retains from one creature it has consumed in the past 7 days. The ghoul attempts a skill check using a skill in which the consumed creature was trained. The ghoul is treated as trained and its modifier on the check is +8. This takes the same amount of actions or time as usual for the check
Swift Leap ❖ (move) The ghoul jumps up to half its Speed. This movement doesn't trigger reactions.

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GHOUL STALKER CREATURE 1

MEDIUM | GHOUL | UNDEAD | UNHOLY

Perception +7; darkvision
Languages Common, Necril
Skills Acrobatics +7, Athletics +8, Stealth +7, Survival +5
Str +1, **Dex** +4, **Con** +1, **Int** +1, **Wis** +2, **Cha** +2

AC 17; **Fort** +4, **Ref** +9, **Will** +5
HP 16, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious
Stench (aura, olfactory) 10 feet, DC 14

Speed 25 feet, burrow 5 feet
Melee ❖ jaws +9 (finesse), **Damage** 1d8+1 piercing
Melee ❖ claw +9 (agile, finesse), **Damage** 1d6+1 slashing plus Grab
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 Whispers ❖ (auditory, linguistic, occult) **Requirement** A grabbed, paralyzed, restrained, or unconscious creature is within the ghoul's reach; **Effect** The ghoul whispers dark thoughts and vile cravings into the creature's ears. The creature must save against the forbidden cravings curse (DC 17; *Monster Core* 162).
Grave Knowledge (occult) **Frequency** once per hour; **Effect** The ghoul calls upon knowledge it retains from one creature it has consumed in the past 7 days. The ghoul attempts a skill check using a skill in which the consumed creature was trained. The ghoul is treated as trained and its modifier on the check is +7. This takes the same amount of actions or time as usual for the check.
Swift Leap ❖ (move) The ghoul jumps up to half its Speed. This movement doesn't trigger reactions.

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GIANT, CLOUD CREATURE 11

HUGE | AIR | GIANT | HUMANOID

Perception +22; cloudsight, low-light vision, scent (imprecise) 30 feet
Languages Common, Jotun, Sussuran
Skills Athletics +26, Crafting +21, Diplomacy +24, Intimidation +26, Performance +21
Str +7, **Dex** +0, **Con** +5, **Int** +1, **Wis** +3, **Cha** +1
Items *+1 striking ranseur*
Cloudsight Cloud giants ignore concealment from weather conditions.

AC 30; **Fort** +25, **Ref** +18, **Will** +21
HP 220
Reactive Strike ↻

Speed 30 feet
Melee ◆ *ranseur* +25 (disarm, magical, reach 20 feet), **Damage** 2d10+13 piercing
Melee ◆ fist +24 (agile, reach 15 feet), **Damage** 2d8+13 bludgeoning
Primal Innate Spells DC 30; **4th** *vapor form*; **3rd** *levitate* (at will); **2nd** *mist* (at will)
Crushing Cloud ◆ (air, primal) The cloud giant solidifies clouds, including fog or mist, around a creature that's already in a cloud up to 120 feet away. The target takes 3d8 bludgeoning damage (DC 30 basic Fortitude save). If it fails its save, it treats clouds as difficult terrain for 1 round.
Wind Strike ◆◆ (air, primal) The cloud giant Strikes a creature with their ranseur, surrounded in a roar of rushing air. On a hit, the target takes an additional 4d8 bludgeoning damage and is deafened for 1 minute. Whether or not the Strike hits, each non-cloud giant within a 20-foot emanation, including the target of the Strike, is buffeted by roaring winds and must attempt a DC 30 Fortitude saving throw.
Critical Success The creature is unaffected.
Success The creature takes 2d8 sonic damage.
Failure The creature takes 4d8 sonic damage and is deafened until the end of its next turn.
Critical Failure As failure, but double damage and also knocked prone.

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GIANT, FIRE — CREATURE 10

LARGE FIRE GIANT HUMANOID

Perception +18; low-light vision
Languages Common, Jotun, Pyric
Skills Athletics +25, Crafting +22, Intimidation +23, Nature +18
Str +7, **Dex** +0, **Con** +5, **Int** +2, **Wis** +2, **Cha** +0
Items *+1 striking greatsword*, *+1 half plate*, sack with 5 rocks

AC 31; **Fort** +23, **Ref** +16, **Will** +18
HP 175; **Immunities** fire; **Weaknesses** cold 10
Reactive Strike ↻

Speed 25 feet
Melee ◆ *greatsword* +24 (magical, reach 10 feet, versatile P), **Damage** 2d12+13 slashing
Melee ◆ fist +23 (agile, reach 10 feet), **Damage** 2d8+13 bludgeoning
Ranged ◆ flame +21 (fire, primal, range 120 feet), **Damage** 4d6 fire plus 2d6 persistent fire
Flaming Stroke ◆◆ (fire, primal) The fire giant imbues their blade with flames and makes a greatsword Strike with a –2 circumstance penalty against each creature in a 15-foot line. They make one attack roll only and compare the result to each creature's AC. This Strike deals an additional 1d6 fire damage and counts as one attack for the fire giant's multiple attack penalty.

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GIANT, FROST

CREATURE 9

LARGE | COLD | GIANT | HUMANOID

Perception +17; low-light vision
Languages Common, Jotun
Skills Athletics +23, Crafting +18, Intimidation +18, Nature +17, Stealth +17 (+21 in snow)
Str +6, **Dex** +0, **Con** +5, **Int** +0, **Wis** +2, **Cha** +0
Items breastplate, *+1 striking greataxe*

AC 29; **Fort** +23, **Ref** +16, **Will** +16
HP 150; **Immunities** cold; **Weaknesses** fire 10
Reactive Strike ↻

Speed 30 feet; ice stride
Melee ❖ *greataxe* +21 (magical, reach 10 feet, sweep), **Damage** 2d12+12 slashing
Melee ❖ fist +21 (agile, reach 10 feet), **Damage** 2d8+12 bludgeoning
Ranged ❖ icicle +19 (cold, primal, range 120 feet), **Damage** 2d8 piercing plus 3d6 cold
Chill Breath ❖ (cold, primal) The frost giant breathes out a 15-foot cone of freezing moisture that quickly condenses into ice, dealing 4d6 cold damage. Each creature in the cone must attempt a DC 28 basic Reflex save. A creature that fails its save is also immobilized and takes 2d6 cold damage at the end of each of its turns until it gets free (Escape DC 28). The giant can't use Chill Breath again for 1d4 rounds.
Ice Stride A frost giant isn't impeded by difficult terrain caused by snow or ice, nor do they need to attempt Acrobatics checks to keep from falling on slippery ice.
Wide Swing ❖ The frost giant makes a single greataxe Strike and compares the attack roll result to the ACs of up to two foes within their reach. This counts as two attacks for the frost giant's multiple attack penalty.

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GIANT, MARSH CREATURE 8

LARGE AMPHIBIOUS GIANT HUMANOID WATER

Perception +16; low-light vision
Languages Aklo, Common, Jotun, Thalassic
Skills Athletics +18, Intimidation +15, Nature +15, Religion +17
Str +6, **Dex** +3, **Con** +4, **Int** +0, **Wis** +3, **Cha** +1
Items *+1 striking gaff*

AC 27; **Fort** +18, **Ref** +13, **Will** +17
HP 150

Speed 35 feet, swim 20 feet
Melee ❖ *gaff* +20 (magical, reach 10 feet, trip, versatile P), **Damage** 2d6+14 bludgeoning
Melee ❖ fist +20 (agile, reach 10 feet), **Damage** 2d6+14 bludgeoning
Ranged ❖ spit +20 (primal, range 60 feet, water), **Damage** 5d6 bludgeoning
Occult Innate Spells DC 23; **5th** *mariner's curse*; **2nd** *augury*, *mist*
Drowning Hook ❖ (primal, water) **Requirements** A creature is prone within the marsh giant's reach; **Effect** The marsh giant uses its gaff to push the creature down as water bubbles up below it. The target becomes submerged in water until they are no longer prone and must hold their breath (*Player Core* 437) if they cannot breathe water. They take 4d6 bludgeoning damage (DC 23 basic Fortitude save) and lose 3 rounds worth of air if they fail the save.
Twist the Hook ❖❖ The marsh giant makes a melee Strike with its gaff. If it hits, it twists and yanks the gaff to knock the target prone and create an awful wound, dealing 2d6 persistent bleed damage to the creature.

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GIANT, RUNE — CREATURE 16

UNCOMMON | GARGANTUAN | GIANT | HUMANOID | UNHOLY

Perception +28; low-light vision
Languages Common, Jotun, Petran
Skills Arcana +28, Athletics +32, Crafting +28, Intimidation +28, Society +27
Str +9, **Dex** +2, **Con** +7, **Int** +2, **Wis** +6, **Cha** +4
Items *+2 greater striking greatsword*, *+1 striking longspear*, *+1 splint mail*

AC 38; **Fort** +33, **Ref** +26, **Will** +28
HP 330; **Immunities** fire
Reactive Strike ↻ The rune giant gains an additional reaction at the beginning of each of their turns that they can use only for a Reactive Strike.

Speed 45 feet; fly 45 feet
Melee ◆ *greatsword* +33 (magical, reach 20 feet, versatile P), **Damage** 3d12+17 slashing
Melee ◆ *longspear* +32 (magical, reach 25 feet), **Damage** 2d8+17 piercing
Melee ◆ fist +31 (agile, reach 20 feet), **Damage** 3d8+17 bludgeoning
Arcane Innate Spells DC 35; **8th** *charm*, *suggestion*; **6th** *dominate* (×3), *truesight*; **5th** *sending*; **4th** *charm* (at will), *suggestion* (at will); **Constant (7th)** *fly*
Command Giants When a rune giant casts a mental spell against another giant, the DC is 39, rather than 35.
Demand ◇ (arcane, mental) When a rune giant casts their innate *sending* spell, they can also cast *suggestion* on the target.
Flashing Runes ◇ (arcane, light) **Trigger** The rune giant uses an arcane ability or arcane spell; **Effect** The runes on the giant's body flash. Each creature within a 10-foot emanation must attempt a DC 35 Fortitude save.
Critical Success The creature is unaffected.
Success The creature is dazzled for 1 round.
Failure The creature is blinded for 1 round.

(Continued on card 273)

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(Giant, rune, continued from card 272)

Invoke Rune ❖ (arcane, concentrate, electricity) The rune giant invokes one of the runes on their body, causing the rune to spray forth a 30-foot cone of sparks that deals 6d12 electricity damage to all creatures in the cone (DC 37 basic Reflex save). The giant can't use Invoke Rune again for 1d4 rounds.

A glowing copy of the invoked rune appears on a single weapon the giant holds, granting the weapon one effect listed below of the giant's choice. The effect on the weapon lasts for 1 minute. If the giant places a new rune on a weapon, any previously placed rune immediately vanishes, ending its effect.

- **Rune of Destruction** The weapon gains the deadly trait with three weapon damage dice of the same die size as for the base weapon, and a creature hit with the weapon is drained 1 unless it succeeds at a DC 35 Fortitude save.
- **Rune of Flames** The weapon deals an additional 3d6 fire damage on all attacks.
- **Rune of Smiting** When the weapon hits, the giant can Push the target back 10 feet, or 20 feet on a critical hit.
- **Rune of Space** During the rune giant's turn, the weapon's reach is increased to 60 feet.

Wide Swing ❖ The rune giant makes a single greatsword Strike and compares the attack roll result to the ACs of up to two foes within their reach. This counts as two attacks for the giant's multiple attack penalty.

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GIANT, SHADOW CREATURE 13

LARGE GIANT HUMANOID SHADOW

Perception +20; darkvision
Languages Common, Jotun, Shadowtongue
Skills Athletics +27, Intimidation +24, Stealth +21 (+23 to Hide in dim light)
Str +8, **Dex** +2, **Con** +5, **Int** +0, **Wis** +1, **Cha** +3
Items *+1 resilient breastplate*, *+1 striking spiked chain*

AC 33; **Fort** +25, **Ref** +20, **Will** +23
HP 275
Reactive Strike ↻

Speed 35 feet
Melee *spiked chain* +27 (disarm, reach 10 feet, trip), **Damage** 3d8+18 slashing plus pall of shadow
Melee fist +26 (agile, nonlethal, reach 10 feet), **Damage** 3d8+18 bludgeoning plus pall of shadow
Pall of Shadow (divine, shadow) When a shadow giant hits with a melee attack, the target must succeed at a DC 30 Fortitude save or become drained 1 and take a –1 status penalty to Perception checks involving sight as long as they remain drained. On a critical failure, this condition doesn't heal naturally and can be removed only with magic.
Shadow Chain ◆◆ (divine, shadow, teleportation) Shadows extend the giant's chain as they make a spiked chain Strike, increasing their reach to 60 feet for that Strike. If this hits, the target must succeed at a DC 33 Will save or be teleported to an empty space within the shadow giant's normal reach.
Shadowcloak ◆ (divine, shadow) The shadow giant gains the effect of the *blur* spell for 1 minute or until it is exposed to direct sunlight, whichever comes first.

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GIANT, STONE CREATURE 8

LARGE EARTH GIANT HUMANOID

Perception +16; darkvision
Languages Common, Jotun, Petran
Skills Acrobatics +14, Athletics +20, Intimidation +14, Nature +18, Stealth +14 (+18 in rocky terrain)
Str +6, **Dex** +2, **Con** +4, **Int** +0, **Wis** +4, **Cha** +0
Items *+1 striking greatclub*

AC 27; **Fort** +18, **Ref** +14, **Will** +14
HP 150

Swat Projectile ↷ Requirements The stone giant must have a free hand but can Release anything as part of this reaction; **Trigger** The giant is targeted by a physical ranged attack; **Effect** The stone giant gains a +4 circumstance bonus to AC against the triggering attack. If the attack misses and the projectile was made of stone, the giant can throw it back at the attacker as a rock ranged Strike.

Speed 35 feet
Melee ❖ *greatclub* +21 (backswing, magical, reach 10 feet, shove), **Damage** 2d10+12 bludgeoning
Melee ❖ fist +20 (agile, reach 10 feet), **Damage** 2d6+14 bludgeoning
Ranged ❖ rock +18 (brutal, range increment 120 feet), **Damage** 2d6+12 bludgeoning
Big Swing ❖❖ The stone giant makes a greatclub Strike. The target is Pushed up to 10 feet on a hit or up to 20 feet on a critical hit. If the target collides with a solid object, it takes bludgeoning damage as though it had fallen the distance it moved.
Create Boulder ❖ (earth, primal) The stone giant molds a boulder from primal earth and throws it as a rock Strike. A creature hit by the Strike must succeed at a DC 26 Reflex save or be knocked prone.

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GIMMERLING CREATURE 12

SMALL FEY

Perception +21; hungersense (imprecise) 30 feet, low-light vision
Languages Aklo, Common, Fey
Skills Athletics +22, Crafting +23, Deception +25, Nature +21, Stealth +25, Thievery +25
Str +4, **Dex** +7, **Con** +4, **Int** +5, **Wis** +3, **Cha** +4
Items *+1 striking hand crossbow* (20 bolts)
Hungersense The gimmerling senses creatures that require food to live.

AC 34; **Fort** +22, **Ref** +25, **Will** +19
HP 235; **Weaknesses** cold iron 10
Treacherous Aura (aura, primal) 15 feet. Tangled roots, jagged divots, sharp rocks and other hazards appear on surfaces in the aura, creating difficult terrain.
Trip Up ↷ **Trigger** A creature critically fails a melee attack to hit the gimmerling or moves into a space within the gimmerling's treacherous aura; **Effect** The triggering creature must attempt a DC 32 Reflex save.
Critical Success The target is unaffected.
Success The target is off-guard until the start of its next turn.
Failure The target takes 2d10 bludgeoning damage and is off-guard until the start of its next turn.
Critical Failure As failure, and the target is knocked prone.

Speed 30 feet; trickster's step
Melee ❖ claw +26 (agile, finesse), **Damage** 2d8+7 slashing plus Sly Disarm
Melee ❖ jaws +26 (finesse), **Damage** 3d8+7 piercing plus 2d6 poison
Ranged ❖ *hand crossbow* +28 (range increment 60 feet, reload 1), **Damage** 2d6+3 piercing plus 2d6 poison

(Continued on card 277)

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(Gimmerling, continued from card 276)

Change Shape ❖ (concentrate, polymorph, primal) The gimmerling takes on the appearance of any humanoid. In humanoid form, They lose their treacherous aura, and their equipment appears to be trinkets or toys. If the chosen form lacks claws or fangs, they lose the matching Strike. If they lose their claw Strike, they gain a fist Strike that is identical except that it deals bludgeoning damage.

Sly Disarm ❖ **Requirements** The gimmerling's last action was a successful claw Strike; **Effect** The gimmerling attempts to Disarm the creature they hit. They gain a +4 status bonus on the Athletics check. This attempt neither applies nor counts toward the gimmerling's multiple attack penalty.

Sneak Attack The gimmerling deals 2d6 extra precision damage to off-guard creatures.

Trickster's Step The gimmerling ignores difficult terrain and doesn't trigger traps with their movement.

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GLOBSTER CREATURE 5

LARGE AQUATIC OOZE

Perception +9
Skills Athletics +15
Str +6, **Dex** –5, **Con** +5, **Int** –5, **Wis** +0, **Cha** –5

AC 12; **Fort** +16, **Ref** +6, **Will** +9
HP 170; **Immunities** critical hits, mental, unconscious; **Weaknesses** electricity 10
Stench (aura, olfactory) 30 feet, DC 19.

Speed 15 feet, swim 30 feet
Melee ❖ tendril +15, **Damage** 2d8+6 bludgeoning plus Grab and nauseating slap
Constrict ❖ 1d8+6, DC 22
Nauseating Slap (poison) A living creature struck by a globster's tendril must attempt a DC 19 Fortitude save. On a failure, the creature becomes sickened 1. If the creature is already sickened, the condition value increases by 1, to a maximum of sickened 4. Once a creature succeeds at its saving throw, it is temporarily immune for 24 hours.
Saturated A globster can survive for 1 hour out of the water, after which it risks suffocation.

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GNOME, UMBRAL GNOME ROCKWARDEN CREATURE 5

SMALL GNOME HUMANOID

Perception +14; darkvision
Languages Gnomish, Petran, Sakvroth
Skills Crafting +9, Diplomacy +11, Nature +14, Stealth +9
Str +1, **Dex** +2, **Con** +3, **Int** +0, **Wis** +5, **Cha** +2
Items hide armor, pick, primal symbol, scroll of *veil of privacy*, sling (10 bullets)

AC 22; **Fort** +**12**, **Ref** +9, **Will** +14
HP 63

Speed 15 feet
Melee ❖ pick +10 (fatal d10), **Damage** 1d6 piercing
Ranged ❖ sling +11 (propulsive, range increment 50 feet), **Damage** 1d6 bludgeoning
Primal Prepared Spells DC 24, attack +14; **3rd** *blindness*, *one with stone*; **2nd** *acid grip*, *deafness*, *gecko grip*; **1st** *ant haul*, *thunderstrike*, *ventriloquism*; **Cantrips (3rd)** *caustic blast*, *detect magic*, *ignition*, *prestidigitation*, *read aura*
Primal Innate Spells DC 21; **1st** *illusory disguise*

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GNOME, UMBRAL GNOME SCOUT CREATURE 1

SMALL GNOME HUMANOID

Perception +7; darkvision
Languages Gnomish, Sakvroth
Skills Acrobatics +7, Nature +5, Stealth +7 (+10 underground), Survival +5
Str +2, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** –1
Items light pick, sling (20 bullets)

AC 17; **Fort** +7, **Ref** +9, **Will** +5
HP 18

Speed 20 feet
Melee ❖ light pick +7 (agile, fatal d8), **Damage** 1d4+2 piercing
Ranged ❖ sling +9 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+1 bludgeoning
Primal Innate Spells DC 14; **1st** *illusory disguise*
Hidden Movement If the umbral gnome scout starts their turn undetected or hidden to a creature, that creature is off-guard against the umbral gnome scout's attacks until the end of the turn.

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GNOME, UMBRAL GNOME WARRIOR CREATURE 2

SMALL GNOME HUMANOID

Perception +7; darkvision
Languages Gnomish, Sakvroth
Skills Athletics +8, Intimidation +5, Stealth +5
Str +4, **Dex** +2, **Con** +3, **Int** +0, **Wis** +1, **Cha** –1
Items heavy crossbow (20 bolts), spear, steel shield (Hardness 5, HP 20, BT 10), studded leather armor

AC 18 (20 with shield raised); **Fort** +9, **Ref** +8, **Will** +5
HP 34
Reactive Strike ↻
Shield Block ↻

Speed 20 feet
Melee ❖ spear +10, **Damage** 1d6+4 piercing
Ranged ❖ heavy crossbow +8 (range increment 120 feet, reload 2), **Damage** 1d10 piercing
Primal Innate Spells DC 15; **1st** *illusory disguise*

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GNOME BARD CREATURE 1

SMALL GNOME HUMANOID

Perception +7; low-light vision
Languages Common, Fey, Gnomish
Skills Acrobatics +5, Deception +7, Diplomacy +5, Intimidation +7, Performance +7, Stealth +5
Str +1, **Dex** +3, **Con** +1, **Int** +1, **Wis** +2, **Cha** +4
Items dagger, musical instrument (handheld), sling (20 bullets)

AC 16; **Fort** +5, **Ref** +7, **Will** +9
HP 16

Gnomish Shift ↷ (primal, teleportation) **Trigger** The gnome bard would take damage; **Effect** The gnome bard gains resistance 2 to the triggering damage and teleports to an adjacent space.

Speed 25 feet
Melee ❖ dagger +8 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing
Ranged ❖ sling +8 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+1 bludgeoning
Occult Spontaneous Spells DC 19, attack +11; **1st** (4 slots) *charm, command*; **Cantrips (1st)** *courageous anthem* (*Player Core* 370), *daze, figment, message, prestidigitation*, *summon instrument*
Do a Jig ❖ (auditory, incapacitation, occult, mental) the gnome bard plays a ditty that inspires dance. One creature within 30 feet must make a Will saving throw DC 19.
Success the target is unaffected.
Failure The target must waste 1 action on its next turn dancing.
Critical Failure The target must waste 2 actions on its next turn dancing.

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GOBLIN COMMANDO CREATURE 1

SMALL GNOME HUMANOID

Perception +5; darkvision
Languages Common, Goblin
Skills Acrobatics +6, Athletics +6, Intimidation +5, Nature +5, Stealth +6
Str +3, **Dex** +3, **Con** +2, **Int** –1, **Wis** +0, **Cha** +2
Items horsechopper, leather armor, shortbow (20 arrows)

AC 17; **Fort** +7, **Ref** +8, **Will** +5
HP 18
Goblin Scuttle ↷ A goblin ally ends a move action adjacent to the warrior; **Effect** The goblin warrior Steps.

Speed 25 feet
Melee ❖ horsechopper +8 (reach 10 feet, trip, versatile P), **Damage** 1d8+3 slashing
Ranged ❖ shortbow +8 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

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GOBLIN DOG CREATURE 1

MEDIUM ANIMAL

Perception +6; low-light vision, scent (imprecise) 30 feet
Skills Athletics +6, Stealth +7
Str +3, **Dex** +2, **Con** +2, **Int** –4, **Wis** +1, **Cha** –1

AC 15; **Fort** +8, **Ref** +8, **Will** +5
HP 17

Irritating Dander A creature that hits a goblin dog with an unarmed attack, tries to Grapple it, or otherwise touches it is exposed to goblin pox.

Buck ↷ DC 17

Juke ↷ **Requirements** A creature must be mounted on the goblin dog; **Trigger** The rider issues a command to the goblin dog; **Effect** The goblin dog Steps before following the command.

Speed 40 feet

Melee ❖ jaws +9, **Damage** 1d6+3 piercing plus goblin pox

Goblin Pox (disease) Goblins and goblin dogs are immune to goblin pox; **Saving Throw** DC 17 Fortitude; **Stage 1** sickened 1 (1 round); **Stage 2** sickened 1 and slowed 1 (1 round); **Stage 3** sickened 2 and can't reduce its sickened value below 1 (1 day)

Scratch ❖❖ (manipulate) The goblin dog vigorously scratches itself, exposing all adjacent creatures to goblin pox.

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GOBLIN PYRO CREATURE 1

SMALL GOBLIN HUMANOID

Perception +4; darkvision
Languages Common, Goblin
Skills Acrobatics +7, Fire Lore +7, Stealth +7
Str +0, **Dex** +4, **Con** +2, **Int** +0, **Wis** –1, **Cha** +3
Items torch

AC 17; **Fort** +5, **Ref** +9, **Will** +4
HP 15
Goblin Scuttle ↷ **Trigger** A goblin ally ends a move action adjacent to the pyro; **Effect** The goblin pyro Steps.

Speed 25 feet
Melee ❖ torch +7 (fire), **Damage** 1d4 bludgeoning plus 1 fire
Arcane Spontaneous Spells DC 16, attack +6; **1st** (3 slots) *breathe fire*, *grease*; **Cantrips (1st)** *ignition*, *light*, *tangle vine*, *telekinetic hand*

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GOBLIN WAR CHANTER CREATURE 1

SMALL GOBLIN HUMANOID

Perception +5; darkvision
Languages Common, Goblin
Skills Acrobatics +6, Deception +7, Occultism +4, Performance +7, Stealth +6
Str +2, **Dex** +3, **Con** +2, **Int** +1, **Wis** +0, **Cha** +4
Items dogslicer, leather armor, shortbow (10 arrows)

AC 17; **Fort** +7, **Ref** +8, **Will** +5
HP 16
Goblin Scuttle ↷ **Trigger** A goblin ally ends a move action adjacent to the war chanter; **Effect** The goblin war chanter Steps.

Speed 25 feet
Melee ❖ dogslicer +8 (agile, backstabber, finesse), **Damage** 1d6+2 slashing
Ranged ❖ shortbow +8 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing
Occult Spontaneous Spells DC 17, attack +7; **1st** (2 slots) *bless*, *soothe*; **Cantrips (1st)** *figment*, *courageous anthem* (*Player Core* 370), *message*, *telekinetic hand*, *telekinetic projectile*
Goblin Song ❖ The war chanter sings annoying goblin songs, distracting foes with silly and repetitive lyrics. The chanter attempts a Performance check against the Will DCs of up to two enemies within 30 feet. This has the usual traits and restrictions for a Performance check.
Critical Success The target takes a –1 status penalty to Perception checks and Will saves for 1 minute.
Success As critical success, but the target is affected for only 1 round.
Critical Failure The target is temporarily immune to Goblin Song for 1 hour.

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GOBLIN WARRIOR CREATURE –1

SMALL GOBLIN HUMANOID

Perception +2; darkvision
Languages Common, Goblin
Skills Acrobatics +5, Athletics +2, Nature +1, Stealth +5
Str +0, **Dex** +3, **Con** +1, **Int** +0, **Wis** –1, **Cha** +1
Items dogslicer, leather armor, shortbow (10 arrows)

AC 16; **Fort** +5, **Ref** +7, **Will** +3
HP 6
Goblin Scuttle ↷ **Trigger** A goblin ally ends a move action adjacent to the warrior; **Effect** The goblin warrior Steps.

Speed 25 feet
Melee ❖ dogslicer +7 (agile, backstabber, finesse), **Damage** 1d6 slashing
Ranged ❖ shortbow +7 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

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GOGITETH CREATURE 12

LARGE ABERRATION

Perception +21; darkvision
Languages Sakvroth (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 the result of any of the Strikes is a critical failure, Skittering Assault ends.

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GRAVEKNIGHT CREATURE 10

MEDIUM GRAVEKNIGHT UNDEAD UNHOLY

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

AC 31; **Fort** +21, **Ref** +19, **Will** +18
HP 175, rejuvenation, void healing; **Immunities** bleed, cold, death effects, disease, paralyzed, poison, unconscious
Sacrilegious Aura 30 feet. When a creature in the aura uses a vitality spell or ability, the graveknight automatically attempts to counteract it, with a +17 modifier.
Reactive Strike ↻

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 d10, magical, range increment 100 feet, propulsive, reload 0, volley 30 feet), **Damage** 2d8+6 piercing plus 1d6 cold
Devastating Blast ◆◆ (arcane, cold) The graveknight blasts a 30-foot cone of ice. Creatures in the area take 11d6 cold damage with a DC 29 basic Reflex save. The graveknight cannot use Devastating Blast for 1d4 rounds.
Graveknight's Curse (arcane, curse) DC 33.
Phantom Mount ◆◆◆ (arcane, summon) The graveknight summons a supernatural mount, as *marvelous mount* heightened to a rank equal to half the graveknight's level. The steed has **HP** 58; **AC** 27; **Fort** +17, **Ref** +15, **Will** +14. If the steed is destroyed, the graveknight must wait 1 hour before using this ability again.
Weapon Master The graveknight has access to the critical specialization effects of any weapons they wield.

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GREMLIN, JINKIN CREATURE 1

TINY FEY GREMLIN

Perception +7; darkvision
Languages Sakvroth
Skills Acrobatics +7, Crafting +5 (+7 traps), Deception +5, Nature +5, Stealth +7, Thievery +7
Str –2, **Dex** +4, **Con** +0, **Int** +2, **Wis** +2, **Cha** +2
Items shortsword

AC 15; **Fort** +6, **Ref** +10, **Will** +7
HP 19; **Weaknesses** cold iron 2

Speed 30 feet
Melee ❖ shortsword +9 (agile, finesse, reach 0 feet, versatile S), **Damage** 1d6–2 piercing
Primal Innate Spells DC 17; **Cantrips (1st)** *prestidigitation*
Sneak Attack The jinkin deals 1d6 extra precision damage to off-guard creatures.
Tinker (curse, primal) A group of six jinkins can work together for an hour to imbue an item with a curse at a range of 60 feet. While this process is lengthy, it's also unobtrusive and can be performed while Hiding. Jinkins prefer to use this ability on magic items. The curse makes the item unreliable (DC 5 flat check or waste any action to Interact with or Activate the item), adds a bizarre requirement to use the item, or imparts some other curse of a similar caliber.

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GREMLIN, MITFLIT CREATURE –1

SMALL FEY GREMLIN

Perception +4; darkvision, scent (imprecise) 30 feet
Languages Sakvroth
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
Items dart (10), shortsword
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.

AC 14; **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* (arthropods only; at will); **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.

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GREMLIN, PUGWAMPI CREATURE 0

TINY FEY GREMLIN

Perception +6 (–2 to hear things); darkvision
Languages Kholo, Sakvroth
Skills Crafting +2, Deception +2, Nature +4, Stealth +5, Thievery +5
Str –3, **Dex** +3, **Con** +0, **Int** +0, **Wis** +2, **Cha** –2
Items shortbow (60 arrows), shortsword

AC 14, **Fort** +5, **Ref** +8, **Will** +6
HP 17; **Weaknesses** cold iron 2

Unluck Aura (aura, mental, misfortune, primal) 20 feet. When a creature that isn't an animal, gremlin, or kholo enters the aura, it might become unlucky. It attempts a DC 16 Will save; it must roll twice and take the worse result. On a success, the creature is temporarily immune to pugwampi unluck auras for 24 hours. On a failure, the creature must roll twice and take the worse result on all checks as long as it's within the aura.

Speed 25 feet

Melee ❖ shortsword +8 (agile, finesse, reach 0 feet, versatile S), **Damage** 1d6–3 slashing

Ranged ❖ shortbow +8 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Primal Innate Spells DC 16; **2nd** *speak with animals* (at will); **Cantrips (1st)** *prestidigitation*

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GRIFFON CREATURE 4

LARGE ANIMAL

Perception +13; darkvision, scent (imprecise) 60 feet
Skills Acrobatics +11, Athletics +12, Intimidation +10, Survival +9, Stealth +11
Str +4, **Dex** +3, **Con** +3, **Int** –4, **Wis** +1, **Cha** +2

AC 21; **Fort** +13, **Ref** +13, **Will** +7
HP 60

Speed 25 feet, fly 60 feet
Melee ❖ beak +14 (deadly d10), **Damage** 2d8+4 piercing
Melee ❖ talon +14 (agile), **Damage** 2d6+4 piercing
Melee ❖ wing +14 (reach 10 feet), **Damage** 2d6+4 bludgeoning
Flying Strafe ❖❖ The griffon Flies up to its fly Speed and makes two talon Strikes at any point during that movement. Each Strike must target a different creature. The attacks take the normal multiple attack penalty.
Pounce ❖ The griffon Strides and makes a talon Strike at the end of that movement. If the griffon began this action hidden, it remains hidden until after the attack.
Regal Shriek ❖ (auditory, emotion, fear, mental) The griffon unleashes a shriek that transitions into a terrifying roar. Each creature in a 60-foot emanation must attempt a DC 20 Will save. Regardless of the result, creatures are temporarily immune to all griffons' Regal Shrieks for 10 minutes.
Critical Success The creature is unaffected.
Success The creature is frightened 1.
Failure The creature is frightened 2. Animals are slowed 1 for as long as they're frightened.
Critical Failure The creature is frightened 3. Animals are paralyzed as long as they're frightened.

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GRIKKITOG CREATURE 14

HUGE ABERRATION EARTH

Perception +29; darkvision, manifold vision, tremorsense (imprecise) 30 feet

Languages Petran

Skills Athletics +28, Deception +27 (+31 to imitate stone), Survival +25

Str +8, **Dex** +4, **Con** +5, **Int** +2, **Wis** +5, **Cha** +5

Implant Core ❖❖❖ (manipulate) The grikkitog implants its core into an adjacent section of earth or stone, melding seamlessly and changing its visual appearance to match the surrounding rock. It's immobilized but automatically succeeds at its Deception check to Impersonate the stone around it; creatures actively searching for it can still attempt Perception checks against its Deception DC as normal. A grikkitog can release its implantation as a free action, which has the manipulate trait. A grikkitog's infestation aura and manifold vision are only active while implanted.

Manifold Vision While its core is implanted, the grikkitog can see through the eyes it creates throughout the area of its infestation aura, gaining the benefits of all-around vision.

AC 36; **Fort** +28, **Ref** +23, **Will** +24

HP 200; **Resistances** 10 (except adamantine)

Infestation Aura (aura, earth, occult) 120 feet. While its core is implanted, a grikkitog infests all earth and stone within 120 feet, as long as there is a contiguous physical connection between the earth, including stone objects touching the ground. This effect spreads even if the grikkitog does not have line of effect, though it can affect earth or stone on the surface and exposed to the air only if at least part of its core is exposed as well. Within the aura, it can grow maws and eyes everywhere. It can make jaws attacks against any creature, originating from any earth or stone in the aura adjacent to that creature. Determine cover from the origin point of the attack, not from the grikkitog's core.

(Continued on card 295)

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(Grikkitog, continued from card 294)

Speed 20 feet; burrow 20 feet, earth glide

Melee ❖ jaws +29 (magical), **Damage** 3d12+14 piercing plus barbed maw

Barbed Maw ❖ **Trigger** The grikkitog hits a creature with a jaws Strike; **Effect** The grikkitog sinks its barbed teeth into the target, which must succeed at a DC 34 Reflex save or be immobilized. While immobilized, the victim takes 3d8 persistent bleed damage and the grikkitog feeds upon its flesh. The creature is immobilized until the grikkitog ends the effect as a free action or the target succeeds at a DC 38 check to Escape. The grikkitog can immobilize any number of creatures with these maws.

Earth Glide The grikkitog can Burrow through dirt and stone at its full burrow Speed, leaving no tunnels or signs of its passing.

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GRIM REAPER CREATURE 21

UNIQUE MEDIUM UNDEAD UNHOLY

Perception +41; darkvision, *see the unseen*, status sight, *truesight*
Languages Common, Necril
Skills Acrobatics +43, Athletics +38, Deception +40, Intimidation +43, Religion +39, Society +36, Stealth +43
Str +8, **Dex** +10, **Con** +8, **Int** +5, **Wis** +7, **Cha** +8
Items scythe

Status Sight The Grim Reaper automatically knows the Hit Points, conditions, afflictions, and emotions of all creatures it can see.

AC 47; **Fort** +37, **Ref** +41, **Will** +38; +1 status to all saves vs. magic
HP 320, death's grace, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious; **Resistances** all damage 15

Aura of Misfortune (aura, divine, misfortune) 20 feet. Living creatures in the aura must roll twice on all d20 rolls and use the lower result.

Death's Grace The Grim Reaper can choose whether or not it counts as undead for effects that affect undead differently. Even if it does not count as undead, the Grim Reaper still never counts as a living creature.

Void Healing The Grim Reaper can choose whether or not it takes vitality damage.

Lurking Death ↷ (divine, teleportation) **Trigger** A creature within 100 feet makes a ranged attack or uses an action that has the concentrate, manipulate, or move trait; **Effect** The Grim Reaper teleports to a square adjacent to the triggering creature and makes a melee Strike against it. If the Strike hits, the Grim Reaper disrupts the triggering action.

Speed 50 feet, fly 75 feet
Melee ❖ *keen scythe* +40 (agile, deadly 3d10, magical, reach 10 feet, trip), **Damage** 4d10+23 slashing plus death strike and energy drain
Divine Innate Spells DC 47, attack +37; **10th** *execute* (×4); **7th** *interplanar teleport*; **Constant (6th)** *truesight*; **(3rd)** *haste*; **(2nd)** *see the unseen*

(Continued on card 297)

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(Grim Reaper, continued from card 296)

Death Strike (death) A creature critically hit by any of the Grim Reaper's attacks or that critically fails against any of its spells must succeed at a DC 47 Fortitude save or die.

Energy Drain When the Grim Reaper hits and deals damage with its scythe, it regains 20 Hit Points, and the target must succeed at a DC 43 Fortitude save or become doomed 1. If the target is already doomed, the doomed value increases by 1 (to a maximum of doomed 3).

Final Death A creature killed by the Grim Reaper can't be brought back to life by any means short of divine intervention.

Infuse Weapon (divine) Any scythe gains the agile trait, can't be disarmed, and becomes a *+3 major striking keen scythe* while the Grim Reaper wields it. If the Grim Reaper Strikes a creature with a weakness to any specific type of damage, the scythe's damage counts as that type of damage, in addition to slashing.

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GRIM REAPER, LESSER DEATH CREATURE 16

RARE MEDIUM UNDEAD UNHOLY

Perception +32; darkvision, *see the unseen*, status sight, *truesight*
Languages Common, Necril
Skills Acrobatics +33, Athletics +28, Deception +30, Intimidation +32, Religion +30, Society +26, Stealth +35
Str +6, **Dex** +9, **Con** +6, **Int** +4, **Wis** +6, **Cha** +6
Items scythe
Status Sight The lesser death automatically knows the Hit Points, conditions, afflictions, and emotions of all creatures it can see.

AC 39; **Fort** +30, **Ref** +33, **Will** +32; +1 status to all saves vs. magic
HP 255, death's grace, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious
Aura of Misfortune (aura, divine, misfortune) 20 feet. Living creatures in the aura must roll twice on all d20 rolls and use the lower result.
Death's Grace A lesser death can choose whether or not it counts as undead for effects that affect undead differently. Even if it does not count as undead, the lesser death still never counts as a living creature.
Void Healing A lesser death can choose whether or not it takes vitality damage.
Lurking Death ↷ (divine, teleportation) **Trigger** A creature within 60 feet makes a ranged attack or uses an action that has the concentrate, manipulate, or move trait; **Effect** The lesser death teleports to a square adjacent to the triggering creature and makes a melee Strike against it. If the Strike hits, the lesser death disrupts the triggering action.

Speed 50 feet, fly 40 feet
Melee ❖ *keen scythe* +32 (agile, deadly 2d10, magical, reach 10 feet, trip), **Damage** 3d10+14 slashing plus 1d12 void
Divine Innate Spells DC 38; **Constant (6th)** *truesight*; **(2nd)** *see the unseen*
Infuse Weapon (divine) Any scythe gains the agile trait, can't be disarmed, and becomes a *+2 greater striking keen scythe* while the lesser death wields it.

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GRINDYLOW CREATURE 0

SMALL ABERRATION AMPHIBIOUS

Perception +5; darkvision
Languages Thalassic
Skills Athletics +5, Stealth +7, Survival +5
Str +1, **Dex** +3, **Con** +2, **Int** –1, **Wis** +3, **Cha** +0
Items spear

AC 15; **Fort** +6, **Ref** +7, **Will** +5
HP 14

Reactive Strike ↻ A grindylow gains 1 extra reaction at the start of each of their turns that they can use only to make a Reactive Strike with a tentacle. They can't use more than one Reactive Strike triggered by the same action or choice.

Speed 10 feet, swim 25 feet
Melee ◆ bite +7 (finesse), **Damage** 1d6+1 piercing
Melee ◆ tentacle +7 (agile, finesse, trip), **Damage** 1d4+1 bludgeoning plus Grab
Melee ◆ spear +5, **Damage** 1d6+1 piercing
Ranged ◆ spear +7 (thrown 20 feet), **Damage** 1d6+1 piercing
Clinging Suckers When a grindylow successfully Grabs a creature larger than themself, they attach to that creature. The grabbed creature is not immobilized, but if it moves, the grindylow moves with it. If the creature is Medium or smaller, it takes a –5-foot status penalty to its Speeds while the grindylow is attached. The grindylow is off-guard while attached to a creature.
Jet ◆◆ (move) The grindylow moves up to 60 feet in a straight line through the water without triggering reactions.

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GUTHALLATH CREATURE 19

RARE GARGANTUAN CONSTRUCT

Perception +30; darkvision, *truesight*
Skills Acrobatics +25, Athletics +40
Str +10, **Dex** +2, **Con** +8, **Int** –4, **Wis** +0, **Cha** –1

AC 43; **Fort** +38, **Ref** +32, **Will** +30
HP 325; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Resistances** physical 15 (except adamantine), spells 15 (except cold, earth, or water)

Erosion Aura (aura, primal) 120 feet. The guthallath erodes away the physical integrity of all around it. Creatures and objects in the emanation other than the guthallath have their Hardness and resistances reduced by 10. At the start of their turn, a creature in the erosion aura's area takes 6d6 bludgeoning damage with a DC 39 basic Fortitude save.

Immunity to Magic The guthallath is immune to spells of 6th rank or lower and activations of magic items of 13th level or lower.

Speed 40 feet, burrow 50 feet

Melee ❖ fist +38 (deadly 3d12, magical, reach 20 feet), **Damage** 4d12+18 bludgeoning plus Improved Grab or Improved Push 20 feet

Melee ❖ foot +38 (deadly 3d12, magical, reach 20 feet), **Damage** 4d8+18 bludgeoning plus Improved Knockdown

Innate Primal Spells DC 37; **Constant (8th)** *truesight*; **(3rd)** *haste*

Annihilation Beams ❖❖ A guthallath releases two beams of destruction from its eyes. Each beam is a 120-foot line. Everything in either line takes 13d10 damage with a DC 41 basic Fortitude save. A creature reduced to 0 HP is reduced to a fine powder as the *disintegrate* spell. There is no additional effect on creatures in any area where the beams overlap. The guthallath can't use this ability again for 1d4 rounds.

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(Guthallath, continued from card 300)

Deadly Throw ❖ **Requirements** The guthallath has a creature grabbed or restrained; **Effect** The guthallath throws the creature into the air, 100 feet high and 50 feet away. If the flung creature lands on another creature, the creature it lands on takes the same amount of bludgeoning damage. The creature being landed on can attempt a DC 41 basic Reflex save.

Powerful Blows If a guthallath hits with an attack and rolls a natural 19 on the d20 roll, the attack is a critical hit. This has no effect if the 19 would be a failure.

Trample ❖❖❖ Huge or smaller, foot, DC 45

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HAG, CUCKOO CREATURE 9

MEDIUM HAG HUMANOID

Perception +18; darkvision

Languages Aklo, Chthonian, Common, Daemonic, Diabolic, Fey, Jotun

Skills Arcana +18, Crafting +18, Deception +21, Diplomacy +19, Intimidation +19, Occultism +19, Religion +18, Society +18

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

Coven A cuckoo hag adds *dominate*, *nightmare*, *outcast's curse*, and *scrying* to their coven's spells.

AC 28; **Fort** +16, **Ref** +19, **Will** +18; +1 status to all saves vs. magic

HP 170; **Immunities** sleep; **Weaknesses** cold iron 10; **Resistances** mental 10

Sound Imitation A cuckoo hag who succeeds at a Deception check to Lie can mimic the sound of any feminine voice they have heard (in cases where this may be unclear, the GM is the final arbiter) and have a +4 circumstance bonus to this check.

Speed 25 feet

Melee ❖ claw +20 (agile, magical), **Damage** 2d8+8 slashing plus 1d6 spirit

Occult Innate Spells DC 29; **9th** *seize soul* (at will; see soul covenant); **5th** *dreaming potential*, *illusory object*, *illusory scene*, *mirage*, *nightmare*, *subconscious suggestion*; **4th** *acid grip* (×3), *clairaudience*, *clairvoyance*, *fly*; **3rd** *dream message* (at will), *sleep* (at will); **2nd** *invisibility* (at will); **Cantrips (5th)** *daze*, *detect magic*, *message*, *prestidigitation*, *read aura*

Rituals DC 28; **5th** *animate object*

Change Shape ❖ (concentrate, occult, polymorph) The cuckoo hag can take on the appearance of any Medium female humanoid. This doesn't change their Speed or their attack and damage bonuses with their Strikes but might change the damage type their Strikes deal (typically to bludgeoning).

(Continued on card 303)

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(Hag, cuckoo, continued from card 302)

Cuckoo's Lair A cuckoo hag is intrinsically connected to a pocket dimension that serves as their home domain. The lair is an extradimensional space that is 40 feet wide, 40 feet deep, and 30 feet tall. It contains whatever mundane food, buildings, landscapes, and objects that the cuckoo hag desires, though anything removed from the cuckoo's lair dissolves into nothingness instantly.

In order to enter or leave the plane, the cuckoo hag must create a door in the physical world as a single action, which has the concentrate and manipulate traits. The door is invisible by default, though the cuckoo hag can choose a target creature that can perceive the door normally. The cuckoo hag can Dismiss this door from reality, but only if they (and no other creature) are inside of their lair and alone.

Soul Covenant (occult); **Requirement** The cuckoo hag can cast *seize soul* at will, but only to target a creature who has agreed to stay with them forever. They typically do so as soon as the agreement is made but might hold off to gain leverage over a situation. They typically place the soul into a construct, typically a soulbound doll if they want a companion or a more powerful construct if they want a guardian.

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HAG, IRON

CREATURE 6

LARGE HAG HUMANOID

Perception +14; darkvision

Languages Aklo, Common, Jotun

Skills Acrobatics +12, Athletics +14 (+16 to Grapple), Deception +13, Diplomacy +11, Intimidation +13, Stealth +16

Str +6, **Dex** +4, **Con** +4, **Int** +1, **Wis** +4, **Cha** +3

Coven An iron hag adds *earthbind*, *impaling spike*, and *spellwrack* to their coven's spells. Their spell DC when leading a coven is 24.

AC 24; **Fort** +16, **Ref** +12, **Will** +14; +1 status to all saves vs. magic

HP 80; **Resistances** physical 3 (except adamantine)

Speed 40 feet

Melee ❖ claw +16 (agile, cold iron, magical, reach 10 feet), **Damage** 2d8+6 slashing plus Grab

Melee ❖ jaws +16 (cold iron, magical), **Damage** 2d6+6 piercing

Bonds of Iron ❖❖ (attack, occult) **Frequency** once per day; **Effect** The hag causes a cage built of cold iron fingernails to spring out of nothingness around one creature within 30 feet, attempting an Athletics check to Grapple against the target's Fortitude DC; if the target has a weakness to cold iron, the iron hag gains a +2 circumstance bonus to this check. On a success, the creature is grabbed by the magical fingernails (or restrained on a critical success). If the creature successfully Escapes (DC 24), the cage crumbles into rust. Any creature can attempt to destroy the cage by attacking it. It has an AC of 19, Hardness 10, and 40 Hit Points.

Change Shape ❖ (concentrate, occult, polymorph) The iron hag can take on the appearance of any Medium female humanoid. This doesn't change their Speed or their attack and damage bonuses with their Strikes but might change the damage type their Strikes deal (typically to bludgeoning).

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(Hag, iron, continued from card 304)

Embrace of Iron ❖ **Requirements** A creature is grabbed or restrained by the iron hag's claw; **Effect** The hag's nails tear into their captured victim, dealing 2d8 piercing damage (the nails are cold iron). Then the hag can attempt to Reposition the creature. If the creature is adjacent to the hag, they can then attempt a jaws Strike against it.

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HAG, SEA CREATURE 3

MEDIUM | AMPHIBIOUS | HAG | HUMANOID

Perception +10; darkvision
Languages Aklo, Common, Fey, Jotun, Thalassic
Skills Acrobatics +8, Athletics +11, Deception +10, Occultism +8, Stealth +8
Str +4, **Dex** +3, **Con** +4, **Int** +1, **Wis** +3, **Cha** +3
Coven A sea hag adds *humanoid form*, *mariner's curse*, and *water walk* to their coven's spells. Their spell DC when leading a coven is 20.

AC 19; **Fort** +11, **Ref** +8, **Will** +10; +1 status to all saves vs. magic
HP 45; **Immunities** polymorph; **Weaknesses** cold iron 3

Speed 25 feet, swim 35 feet
Melee ❖ claw +12 (agile, magical), **Damage** 1d10+4 slashing
Dread Gaze ❖❖ (curse, emotion, fear, mental, occult) The hag gazes upon a creature, afflicting it with a gnawing sense of impending doom, with a result depending on its Will save (DC 20). The target doesn't need to be able to see the sea hag.
Critical Success The creature is unaffected.
Success The creature is frightened 1.
Failure The creature is frightened 1 and is slowed 1 for 1 round. If the target was dying, it remains unconscious for 1 day. At the end of the day, it must attempt a Fortitude save against the same DC; if it fails, it dies.
Critical Failure As failure, but the creature is frightened 2 and slowed 1 for 1 minute.

(Continued on card 307)

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(Hag, sea, continued from card 306)

Sea Hag's Bargain (concentrate, exploration, occult, polymorph) The sea hag can make a bargain with a willing creature who must be of sound mind. The creature gives away a special or cherished quality—such as its courage, its beauty, or its voice. In exchange, the sea hag spends 1 minute polymorphing the creature into a form the target desires.

This functions as Change Shape. It might be a total transformation or just changing one or more aspects of the target's body, and it can't make the creature more than one size smaller or larger. The creature changes its Speeds as appropriate for the new form. It doesn't change the attack and damage bonuses with its Strikes, but it might change the damage type the Strikes deal. This has an unlimited duration, and as long as it's transformed, the creature is sickened 2 and can't reduce its sickened condition below 2. The creature can slowly and carefully eat and drink despite being sickened. The only way to restore the lost quality used as payment is to defeat the sea hag or make another bargain for its return. Ending the bargain in this way also removes the transformation.

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HAG, SWEET CREATURE 4

MEDIUM HAG HUMANOID

Perception +10; darkvision
Languages Aklo, Common, Fey, Jotun; *truespeech*
Skills Acrobatics +9, Athletics +11, Deception +10, Nature +8, Occultism +8, Stealth +9
Str +5, **Dex** +3, **Con** +3, **Int** +2, **Wis** +2, **Cha** +4
Coven A sweet hag adds *charm*, *honeyed words*, and *outcast's curse* to their coven's spells.

AC 21; **Fort** +11, **Ref** +11, **Will** +12; +1 status to all saves vs. magic
HP 70; **Weaknesses** cold iron 5

Speed 25 feet
Melee ❖ candy cane claw +14 (agile, magical), **Damage** 1d10+5 piercing plus soporific touch
Occult Innate Spells DC 20, attack +14; **2nd** *create food* (sweets only), *invisibility* (at will), *laughing fit*, *shrink*, *sleep*; **1st** *charm* (at will), *cleanse cuisine* (at will), *spider sting*; **Cantrips (2nd)** *daze*, *figment*, *light*, *message*; **Constant (5th)** *truespeech*
Betraying Touch ❖ The sweet hag touches a creature that doesn't realize the hag is an enemy. The betrayed creature is affected by soporific strike with a –4 circumstance penalty to their saving throw.
Change Shape ❖ (concentrate, occult, polymorph) The sweet hag can take on the appearance of any Medium humanoid woman. This doesn't change their Speed or their attack and damage bonuses with their Strikes, but it might change the damage type their Strikes deal (typically to bludgeoning).
Poisoned Candy ❖❖ (occult) The sweet hag casts an innate spell that can normally target 1 creature on a piece of food, typically a sweet treat. The spell is stored in the food. The first creature that eats any of the food is affected by the spell and takes a –4 circumstance penalty to their saving throw against that effect.

(Continued on card 309)

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(Hag, sweet, continued from card 308)

Soporific Touch (incapacitation, occult) A creature damaged by a sweet hag's claw must succeed at a DC 20 Fortitude save or be enfeebled 1 for 1 day. If the creature critically fails or fails this save while already enfeebled by soporific strike, it falls unconscious and dreams of eating delicious sweets; this is a mental sleep effect. If not woken up before 1 minute passes, the creature wakes up automatically.

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HALFLING STREET WATCHER CREATURE –1

SMALL HALFLING HUMANOID

Perception +8
Languages Common, Halfling
Skills Acrobatics +5, Athletics +4, Diplomacy +3, Stealth +5, Thievery +5
Str –1, **Dex** +3, **Con** +1, **Int** +0, **Wis** +3, **Cha** +1
Items frying pan, halfling sling staff, leather armor

AC 15; **Fort** +3, **Ref** +8, **Will** +5
HP 8

Speed 25 feet
Melee ❖ frying pan +9 (fatal d8), **Damage** 1d4–1 bludgeoning
Ranged ❖ halfling sling staff +7 (propulsive, range increment 80 feet, reload 1), **Damage** 1d10–1 bludgeoning
Keen Eyes The halfling gains a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of it. Whenever the halfling targets a creature that is concealed or hidden from them, reduce the DC of the flat check to 3 for a concealed target or 9 for a hidden one.

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HALFLING TROUBLEMAKER CREATURE 1

SMALL HALFLING HUMANOID

Perception +10
Languages Common, Halfling
Skills Acrobatics +7, Athletics +3, Deception +5, Stealth +7, Thievery +7
Str +1, **Dex** +4, **Con** +1, **Int** +0, **Wis** +3, **Cha** +3
Items filcher's fork, leather armor

AC 16; **Fort** +4, **Ref** +10, **Will** +7
HP 18

Speed 30 feet
Melee ❖ filcher's fork +9 (agile, backstabber, deadly d6, finesse, thrown 20 feet), **Damage** 1d4+1 piercing
Ranged ❖ filcher's fork +9 (agile, backstabber, deadly d6, finesse, thrown 20 feet), **Damage** 1d4+1 piercing
Graffiti Egg ❖ the halfling troublemaker throws an egg filled with paint, glitter, and confetti at a creature within 30 feet. The target must succeed a DC 17 Reflex saving throw or become dazzled for 1 round (or 1 minute on a critical failure).
Keen Eyes The halfling gains a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of you. Whenever the halfling targets a creature that is concealed or hidden from them, reduce the DC of the flat check to 3 for a concealed target or 9 for a hidden one.
Sneak Attack The troublemaker deals an extra 1d6 precision damage to off-guard creatures.

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HARPY CREATURE 5

MEDIUM | AIR | BEAST | HUMANOID

Perception +12; darkvision
Languages Common; wind's whispers
Skills Acrobatics +13, Deception +11, Intimidation +13, Performance +11, Stealth +11, Thievery +13
Str +1, **Dex** +4, **Con** +0, **Int** –1, **Wis** +1, **Cha** +2
Wind's Whispers (air, primal) When a harpy speaks, they can choose one creature within 90 feet. That creature can hear the harpy's words over any other sound, but no other creature hears the words at all.

AC 21; **Fort** +9, **Ref** +15, **Will** +12
HP 75
Stench (aura, olfactory) 30 feet, DC 21

Speed 20 feet, fly 60 feet
Melee ❖ jaws +15 (finesse), **Damage** 2d8+4 piercing plus putrid plague
Melee ❖ talon +15 (agile, finesse), **Damage** 2d6+4 slashing
Hungry Winds ❖❖ (air, concentrate, primal) The harpy uses the wind to pull its prey closer. A target within 20 feet must succeed at a DC 21 Fortitude save or be pulled adjacent to the harpy, where they make a jaws Strike against the target. If the target was pulled off the ground and can't fly, it then falls as normal.
Putrid Plague (disease) The sickened and unconscious conditions from putrid plague can't end or be reduced until the disease is cured; **Saving Throw** DC 19 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours), **Stage 2** sickened 1 (1 day), **Stage 3** sickened 1 and slowed 1 (1 day), **Stage 4** unconscious (1 day), **Stage 5** dead

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HELL HOUND CREATURE 3

MEDIUM BEAST FIEND FIRE UNHOLY

Perception +9; darkvision, scent (imprecise) 60 feet
Languages Diabolic (can't speak any language)
Skills Acrobatics +8, Athletics +9, Stealth +8, Survival +9 (+11 to Track)
Str +4, **Dex** +3, **Con** +2, **Int** –2, **Wis** +2, **Cha** –2

AC 17; **Fort** +9, **Ref** +10, **Will** +7
HP 40; **Immunities** fire; **Weaknesses** cold 5

Speed 40 feet
Melee ❖ jaws +13 (magical, unholy), **Damage** 1d8+4 piercing plus 1d6 fire
Hellfire Breath ❖ (divine, fire, unholy) The hell hound breathes flames that deal 4d6 fire damage to all creatures in a 15-foot cone (DC 19 basic Reflex save). The hell hound can't use Hellfire Breath again for 1d4 rounds. If the hell hound would take fire damage or be targeted by a fire effect, their Hellfire Breath recharges.
Pack Attack The hell hound's Strikes deal 1d4 extra damage to creatures within the reach of at least two of the hell hounds' allies.

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HELL HOUND, GREATER CREATURE 9

LARGE BEAST FIEND FIRE UNHOLY

Perception +19; darkvision, scent (imprecise) 120 feet
Languages Diabolic (can't speak any language)
Skills Acrobatics +18, Athletics +19, Stealth +18, Survival +20 (+22 to Track)
Str +6, **Dex** +5, **Con** +5, **Int** –2, **Wis** +4, **Cha** –2

AC 28; **Fort** +21, **Ref** +19, **Will** +16
HP 150; **Immunities** fire; **Weaknesses** cold 10
Hellish Revenge ↷ **Trigger** The greater hell hound is critically hit by any Strike; **Effect** The greater hell hound's Hellfire Breath recharges. They can immediately use it as part of this reaction.

Speed 40 feet
Melee ❖ jaws +21 (magical, unholy), **Damage** 2d8+9 piercing plus 2d6 fire
Hellfire Breath ❖ (divine, fire, unholy) The hell hound breathes flames that deal 10d6 fire damage to all creatures in a 15-foot cone (DC 28 basic Reflex save.) The hell hound can't use Hellfire Breath again for 1d4 rounds. If the greater hell hound would take fire damage or be targeted by a fire effect, their Hellfire Breath recharges.
Pack Attack The greater hell hound's Strikes deal 1d8 extra damage to creatures within the reach of at least two of their allies.

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HEREXEN CREATURE 2

UNCOMMON | MEDIUM | UNDEAD | UNHOLY

Perception +8; darkvision
Languages Common, Necril
Skills Athletics +6, Deception +7, Religion +10, Stealth +6
Str +2, **Dex** +2, **Con** +1, **Int** +0, **Wis** +4, **Cha** +3
Items dagger, defiled religious symbol of Pharasma

AC 17; **Fort** +5, **Ref** +8, **Will** +10
HP 30, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious
Final Blasphemy (divine, void) When the herexen is destroyed, it explodes in a wave of void energy with the effects of a 3-action *harm* spell (DC 18). The herexen is destroyed, so it doesn't gain any Hit Points from this use of *harm*, and it doesn't need to have any *harm* spells remaining to use this ability.

Speed 25 feet
Melee ❖ dagger +10 (agile, versatile S), **Damage** 1d6+4 piercing plus heretic's smite
Divine Prepared Spells DC 18; **1st** *harm* (×4)
Cleric Domain Spells 1 Focus Point, DC 18; **1st** *death's call* (*Player Core* 373)
Heretic's Smite (divine, unholy) While wielding the favored weapon of its former deity (such as a dagger for an ex-Pharasmin herexen), the herexen's Strikes deal an additional 1d6 spirit damage to creatures with the holy trait.

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HIPPOCAMPUS CREATURE 1

LARGE ANIMAL AQUATIC

Perception +6, darkvision, scent (imprecise) 30 feet
Skills Acrobatics +4, Athletics +7
Str +4, **Dex** +1, **Con** +4, **Int** –4, **Wis** +3, **Cha** +1

AC 15; **Fort** +9, **Ref** +4, **Will** +6
HP 24
Buck ↷ DC 17

Speed 5 feet, swim 40 feet
Melee ◆ tail +7 (reach 10 feet), **Damage** 1d6+4 bludgeoning
Sudden Retreat ◆◆ The hippocampus makes a tail Strike, then Swims with a +10-foot circumstance bonus to its swim Speed. It gains a +2 circumstance bonus to AC against reactions triggered by this movement.

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HIPPOCAMPUS, GIANT CREATURE 8

HUGE ANIMAL AQUATIC

Perception +16, darkvision, scent (imprecise) 30 feet
Skills Acrobatics +14, Athletics +20
Str +6, **Dex** +4, **Con** +7, **Int** –4, **Wis** +4, **Cha** +1

AC 27; **Fort** +18, **Ref** +16, **Will** +14
HP 170
Buck ↷ DC 28

Speed 10 feet, swim 80 feet
Melee ◆ tail +18 (reach 15 feet), **Damage** 2d6+10 bludgeoning
Sudden Retreat ◆◆◆ The hippocampus makes a tail Strike, then Swims with a +10-foot circumstance bonus to its swim Speed. It gains a +2 circumstance bonus to AC against reactions triggered by this movement.

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HIPPOGRIFF CREATURE 2

LARGE ANIMAL

Perception +8; darkvision, scent (imprecise) 30 feet
Skills Acrobatics +7, Athletics +7, Survival +6
Str +3, **Dex** +3, **Con** +2, **Int** –4, **Wis** +2, **Cha** +0

AC 18; **Fort** +8, **Ref** +9, **Will** +6
HP 32
Buck DC 17

Speed 30 feet, fly 65 feet
Melee ◆ beak +9, **Damage** 1d10+3 piercing
Melee ◆ talon +9 (agile), **Damage** 1d6+3 slashing
Melee ◆ wing +9 (reach 10 feet), **Damage** 1d6+3 bludgeoning
Flying Strafe ◆◆ The hippogriff Flies up to its fly speed and makes two talon Strikes at any point during that movement. Each Strike must target a different creature. The attacks take the normal multiple attack penalty.

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HOBGOBLIN ARCHER CREATURE 4

MEDIUM | HOBGOBLIN | HUMANOID

Perception +10; darkvision
Languages Common, Goblin
Skills Acrobatics +8, Athletics +8, Stealth +10
Str +2, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** –1
Items crossbow (20 bolts), scale mail, shortsword

AC 23; **Fort** +10, **Ref** +12, **Will** +8
HP 50

Formation When they're adjacent to at least two other allies, the hobgoblin archer gains a +1 circumstance bonus to AC and saving throws. This bonus increases to +2 to Reflex saves against area effects.

Speed 25 feet
Melee ❖ shortsword +12 (agile, versatile S), **Damage** 1d6+4 piercing
Ranged ❖ crossbow +14 (range increment 120 feet, reload 1), **Damage** 1d8+2 piercing plus crossbow precision
Crossbow Precision The first time the archer hits with a crossbow attack in a round, it deals 1d8 extra precision damage.
Perfect Aim The hobgoblin archer ignores the concealed condition. Their targets don't benefit from lesser cover, and they reduce the AC bonus from standard cover by 2 against the hobgoblin archer's attack.
Running Reload ❖ The archer Strides, Steps, or Sneaks, then Interacts to reload.

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HOBGOBLIN GENERAL CREATURE 6

MEDIUM | HOBGOBLIN | HUMANOID

Perception +13; darkvision
Languages Common, Goblin
Skills Acrobatics +12, Athletics +15, Intimidation +14, Stealth +12
Str +4, **Dex** +3, **Con** +2, **Int** +0, **Wis** +1, **Cha** +2
Items composite shortbow (20 arrows), *+1 glaive*, half plate
General's Cry When a hobgoblin general rolls initiative, as long as they can perceive at least one foe, they can yell a mighty battle cry. The hobgoblin general attempts an Intimidate check to Demoralize a single foe within 60 feet as a free action. If successful, any ally with the goblin trait can, as its first action on its first turn of the combat, Stride up to double its speed as a single action.

AC 25; **Fort** +12, **Ref** +15, **Will** +13
HP 90
Formation When they're adjacent to at least two other allies, the hobgoblin general gains a +1 circumstance bonus to AC and saving throws. This bonus increases to +2 to Reflex saves against area effects.

Speed 25 feet
Melee ❖ *glaive* +17 (deadly d8, forceful, reach), **Damage** 1d8+10 slashing
Ranged ❖ composite shortbow +15 (brutal, deadly d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+8 piercing
Polearm Critical Specialization On a critical hit, the target of the critical hit is moved 5 feet in a direction of the hobgoblin general's choice.

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HOBGOBLIN SOLDIER CREATURE 1

MEDIUM | HOBGOBLIN | HUMANOID

Perception +7; darkvision
Languages Common, Goblin
Skills Athletics +6, Stealth +6
Str +3, **Dex** +3, **Con** +2, **Int** +0, **Wis** +2, **Cha** –1
Items breastplate, longsword, shortbow (10 arrows), wooden shield (Hardness 3, HP 12, BT 6)

AC 18 (20 with shield raised); **Fort** +5, **Ref** +6, **Will** +5
HP 20
Formation When they're adjacent to at least two other allies, the hobgoblin soldier gains a +1 circumstance bonus to AC and saving throws. This bonus increases to +2 to Reflex saves against area effects.
Reactive Strike ↷
Shield Block ↷

Speed 25 feet
Melee ❖ longsword +8 (versatile P), **Damage** 1d8+3 slashing
Ranged ❖ shortbow +8 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

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HOMUNCULUS CREATURE 0

TINY CONSTRUCT

Perception +3; darkvision
Languages Common (can't speak any language); master link
Skills Acrobatics +5, Stealth +5
Str –1, **Dex** +3, **Con** +0, **Int** +0, **Wis** +1, **Cha** –2
Master Link (arcane, mental) A homunculus can't speak, but it is telepathically linked to its creator. It can share information back and forth, including its master's knowledge and everything the homunculus hears. The range of this link is 1,500 feet. The homunculus typically has a similar attitude to its creator and is utterly faithful. If the homunculus is destroyed, the master takes 2d10 mental damage. If the master is slain, the homunculus becomes mindless, claims its current location as its lair, and instinctively attacks anyone who comes near.

AC 17; **Fort** +2, **Ref** +7, **Will** +3
HP 17; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void

Speed 15 feet, fly 40 feet
Melee ❖ jaws +7 (finesse, magical, reach 0 feet), **Damage** 1d4 piercing plus homunculus poison
Homunculus Poison (poison) A homunculus has one dose of poison in a reservoir in its head. It can refill this poison from its reserves with an Interact action; **Saving Throw** DC 15 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and enfeebled 1 (1 round).

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HORSE, RIDING CREATURE 1

LARGE ANIMAL

Perception +5; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +6, Athletics +7
Str +4, **Dex** +3, **Con** +4, **Int** –4, **Wis** +2, **Cha** –1

AC 16; **Fort** +9, **Ref** +6, **Will** +5
HP 22
Buck ↷ DC 16

Speed 40 feet
Melee ◆ hoof +7, **Damage** 1d6+4 bludgeoning
Gallop ◆◆ The riding horse Strides twice. It has a +10-foot circumstance bonus to its Speed during these Strides.

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HORSE, RIDING PONY CREATURE 0

MEDIUM ANIMAL

Perception +4; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +4, Athletics +7
Str +3, **Dex** +2, **Con** +3, **Int** –4, **Wis** +2, **Cha** +0

AC 14; **Fort** +7, **Ref** +4, **Will** +4
HP 16
Buck ↷ DC 15

Speed 35 feet
Melee ◆ hoof +5, **Damage** 1d4+3 bludgeoning
Gallop ◆◆ The riding pony Strides twice. It has a +10-foot circumstance bonus to its Speed during these Strides.

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HORSE, WAR

CREATURE 2

LARGE ANIMAL

Perception +6; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +7, Athletics +11
Str +5, **Dex** +3, **Con** +4, **Int** –4, **Wis** +2, **Cha** –2

AC 17; **Fort** +8, **Ref** +7, **Will** +6
HP 36
Buck ↷ DC 17

Speed 40 feet
Melee ❖ hoof +9, **Damage** 1d6+5 bludgeoning
Gallop ❖❖ The war horse Strides twice. It has a +10-foot circumstance bonus to its Speed during these Strides.

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HORSE, WAR PONY CREATURE 1

MEDIUM ANIMAL

Perception +5; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +7, Athletics +7
Str +4, **Dex** +4, **Con** +3, **Int** –4, **Wis** +2, **Cha** +0

AC 16; **Fort** +8, **Ref** +7, **Will** +5
HP 20
Buck ↷ DC 16

Speed 35 feet
Melee ❖ hoof +7, **Damage** 1d4+4 bludgeoning
Gallop ❖❖ The war pony Strides twice. It has a +10-foot circumstance bonus to its Speed during these Strides.

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HRYNGAR BOMBARDIER CREATURE 1

MEDIUM DWARF HRYNGAR HUMANOID

Perception +4; darkvision
Languages Common, Dwarven, Sakvroth
Skills Acrobatics +6, Crafting +6, Occultism +6, Stealth +6, Survival +4
Str +1, **Dex** +3, **Con** +2, **Int** +3, **Wis** +1, **Cha** –1
Items alchemist's toolkit, studded leather, warhammer
Alchemical Grenades A hryngar bombardier carries 6 alchemical grenades that deal either acid, cold, or fire damage plus 1 persistent damage and 1 splash damage of the same type (typically two of each). The bombardier replenishes these grenades each day using easily collected materials.

AC 18; **Fort** +7, **Ref** +8, **Will** +4; +2 status to all saves vs. magic
HP 20
Light Blindness

Speed 20 feet
Melee ❖ warhammer +4 (shove), **Damage** 1d8+1 bludgeoning
Ranged ❖ alchemical grenade +8 (range increment 20 feet, splash), **Damage** 1d6 acid, cold, or fire plus 1 persistent damage and 1 splash damage of the same type
Occult Innate Spells DC 17; **2nd** *blood vendetta*, *paranoia*; **Cantrips (1st)** *sigil*
Quick Bombardier ❖ The hryngar bombardier draws an alchemical grenade with an Interact action and throws it as a ranged Strike.

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HRYNGAR SHARPSHOOTER CREATURE 0

MEDIUM | DWARF | HRYNGAR | HUMANOID

Perception +4; darkvision
Languages Common, Dwarven, Sakvroth
Skills Athletics +3, Stealth +5
Str +1, **Dex** +3, **Con** +3, **Int** +0, **Wis** +2, **Cha** –2
Items chain shirt, crossbow (3 bola bolts and 10 bolts), light mace

AC 15; **Fort** +7, **Ref** +7, **Will** +4; +2 status to saves vs. magic
HP 18
Light Blindness

Speed 20 feet
Melee ❖ light mace +5 (agile, finesse, shove), **Damage** 1d4+1 bludgeoning
Ranged ❖ crossbow +7 (range increment 120 feet, reload 1), **Damage** 1d8 piercing or bola bolt
Occult Innate Spells DC 12; **2nd** *blood vendetta*, *paranoia*; **Cantrips (1st)** *sigil*
Bola Bolt This shot deals no damage, but on a hit, the target must succeed at a DC 16 Reflex save or be knocked prone and become immobilized until it is freed with a successful DC 15 check to Escape. This check can be attempted either by the target or a creature adjacent to the target.

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HRYNGAR TASKMASTER CREATURE 2

MEDIUM DWARF HRYNGAR HUMANOID

Perception +8; darkvision
Languages Common, Dwarven, Sakvroth
Skills Athletics +7, Deception +7, Intimidation +7, Occultism +5, Religion +6, Survival +6
Str +2, **Dex** +0, **Con** +2, **Int** +0, **Wis** +2, **Cha** +3
Items chain mail, pick, religious symbol

AC 18; **Fort** +8, **Ref** +4, **Will** +8; +2 status to all saves vs. magic, iron mind
HP 30
Iron Mind Hryngar taskmasters automatically disbelieve all illusions of 1st rank or lower.
Light Blindness

Speed 20 feet
Melee ❖ pick +8 (fatal d10), **Damage** 1d6+6 piercing
Divine Prepared Spells DC 18; **1st** *fear*, *harm*, *runic weapon*, **Cantrips (1st)** *detect magic*, *shield*
Occult Innate Spells DC 18; **2nd** *blood vendetta*, *paranoia*; **Cantrips (1st)** *sigil*
Take Them Down! ❖ The hryngar taskmaster smashes their maul into the ground and invokes Droskar's name to rally their allies to action. All allied hryngars of equal or lower level that are within 20 feet of the hryngar taskmaster gain a +1 status bonus to attack rolls and damage rolls until the end of the hryngar taskmaster's next turn.

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HYDRA CREATURE 6

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

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 × 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 331)

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(Hydra, continued from card 330)

Reactive Heads A hydra gains an extra reaction per round for each of its heads beyond the first, which it can use only to make Reactive Strikes. 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 Reactive Strike it makes. Whenever one of the hydra's heads is severed, the hydra loses 1 of its extra reactions per round.

Reactive Strike ↩ (See reactive heads)

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. On a failure (but not a critical failure), the hydra deals the damage from one fangs Strike to the target creature. This Strike counts as a number of attacks equal to the number of heads the hydra has toward the hydra's multiple attack penalty.

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.

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HYENA CREATURE 1

MEDIUM ANIMAL

Perception +6; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +6, Athletics +7, Stealth +6
Str +3, **Dex** +3, **Con** +2, **Int** –4, **Wis** +1, **Cha** –2

AC 16; **Fort** +7, **Ref** +8, **Will** +4
HP 20

Speed 40 feet
Melee ❖ jaws +8, **Damage** 1d8+3 piercing plus Knockdown
Drag ❖ The hyena makes a jaws Strike against a prone enemy. If it hits, in addition to dealing damage, the hyena Strides up to 10 feet, dragging the enemy along.
Pack Attack The hyena deals an extra 1d4 damage to any creature that's within reach of at least two of the hyena's allies.

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HYENA, HYAENODON CREATURE 3

LARGE ANIMAL

Perception +9; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +8, Athletics +12, Stealth +8
Str +5, **Dex** +3, **Con** +3, **Int** –4, **Wis** +2, **Cha** –2

AC 18; **Fort** +10, **Ref** +8, **Will** +7
HP 45

Speed 40 feet

Melee ❖ jaws +12, **Damage** 1d10+5 piercing plus Knockdown and bonecrunching bite

Bonecrunching Bite A creature that is critically hit by a hyaenodon must succeed at a DC 20 Fortitude save or become wounded 1 as the creature's bones or cartilage are crushed by the beast's jaws.

Drag ❖ The hyaenodon makes a jaws Strike against a prone enemy. If it hits, in addition to dealing damage, the hyaenodon Strides up to 10 feet, dragging the enemy along.

Pack Attack The hyaenodon deals an extra 1d6 damage to any creature within reach of at least two of the hyaenodon's allies.

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IMP CREATURE 1

TINY FIEND UNHOLY

Perception +7; darkvision
Languages Chthonian, Common, Daemonic, Diabolic; 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; **Weaknesses** holy 3; **Resistances** poison 3

Speed 20 feet, fly 30 feet
Melee ❖ stinger +9 (agile, finesse, magical, reach 0 feet, unholy), **Damage** 1d4–1 piercing plus imp venom
Divine Innate Spells DC 17; **4th** *read omens*; **2nd** *invisibility* (at will, self only); **1st** *charm*; **Cantrips (1st)** *detect magic*
Change Shape ❖ (concentrate, divine, polymorph) The imp takes on the appearance of a Medium or smaller animal. While transformed, the imp loses their normal senses, innate spells, and special actions, but doesn't otherwise change their statistics and can still speak and use telepathy. The imp also gains any special senses of the animal and any Speeds the animal has. This doesn't change the attack and damage modifiers of their Strikes but might change the damage type their Strikes deal (depending on what kinds of attacks the animal has) and prevents them from exposing creatures to imp venom.
Fiendish Healing ❖ (concentrate, divine, healing, vitality) **Frequency** once per round; **Effect** The imp regains 1d6 Hit Points.

(Continued on card 335)

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(Imp, continued from card 334)

Fiendish Temptation ❖ (concentrate, divine, fortune, unholy) **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 voluntarily. The boon lasts for 1 hour once accepted. Once during the hour, the creature can roll an attack roll or saving throw twice and use the higher result. If the creature dies while the boon is in place, the imp decides where the creature's soul travels. This typically makes the soul bound for eternity in the imp's home plane, and the creature unable to be raised or resurrected except by the *wish* ritual or similar magic.

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)

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IRON WARDEN

CREATURE 13

UNCOMMON | LARGE | CONSTRUCT | MINDLESS

Perception +21; darkvision
Skills Athletics +30
Str +8, **Dex** –1, **Con** +4, **Int** –5, **Wis** +0, **Cha** –5
Shield Arm The iron warden has a shield built into its arm, that it can use as a steel shield (+2 to AC and Hardness 5). Because it's a part of the iron warden, all damage in excess of its Hardness is dealt only to the iron warden.

AC 33; **Fort** +26, **Ref** +19, **Will** +22
HP 190; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, fire, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Resistances** physical 15 (except adamantine), spells 15 (except acid and spells that cause rust)
Shield Block ↻ (see shield arm)

Speed 20 feet
Melee ❖ fist +28 (magical, reach 10 feet), **Damage** 3d10+12 bludgeoning
Breathe Poison ❖❖ (arcane, poison) The iron warden exhales poisonous gas in a 10-foot burst centered on the corner of one of the iron warden's squares. The gas persists until the start of the warden's next turn. Any creature in the area (or that later enters the area) is exposed to the iron warden's poison. The warden can't Breathe Poison again for 1d4 rounds.
Inexorable March ❖ The iron warden 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 37 Fortitude save. On a critical success, the resisting creature takes no damage; otherwise, it's damaged as if hit by the iron warden's fist.
Iron Warden Poison (poison) Any drained value from this poison is reduced by 1 every hour; **Saving Throw** DC 33 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 2d6 poison and drained 1 (1 round); **Stage 2** 4d6 poison and drained 2 (1 round); **Stage 3** 8d6 poison and drained 3 (1 round)

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KHOLO BONEKEEPER CREATURE 3

MEDIUM HUMANOID KHOLO

Perception +8
Languages Chthonian, Common, Kholo
Skills Intimidation +7, Medicine +7, Religion +10, Stealth +7, Survival +8
Str +2, **Dex** +2, **Con** +0, **Int** +0, **Wis** +3, **Cha** +0
Items falchion, hide armor, wooden religious symbol

AC 19; **Fort** +8, **Ref** +6, **Will** +10
HP 45

Speed 25 feet
Melee ❖ falchion +10 (forceful, sweep), **Damage** 1d10+3 slashing
Melee ❖ jaws +10 (agile), **Damage** 1d6+3 piercing
Divine Prepared Spells DC 20, attack +12; **2nd** *darkness*, *harm* (×4), *spiritual armament*; **1st** *command*, *fear*, *runic weapon*; **Cantrips (2nd)** *daze*, *detect magic*, *light*, *read aura*, *sigil*
Pack Attack A kholo bonekeeper deals 1d4 extra damage to any creature that's within reach of at least two of the kholo bonekeeper's allies.
Rugged Travel A kholo ignores the first square of difficult terrain they move into each time they Step or Stride.

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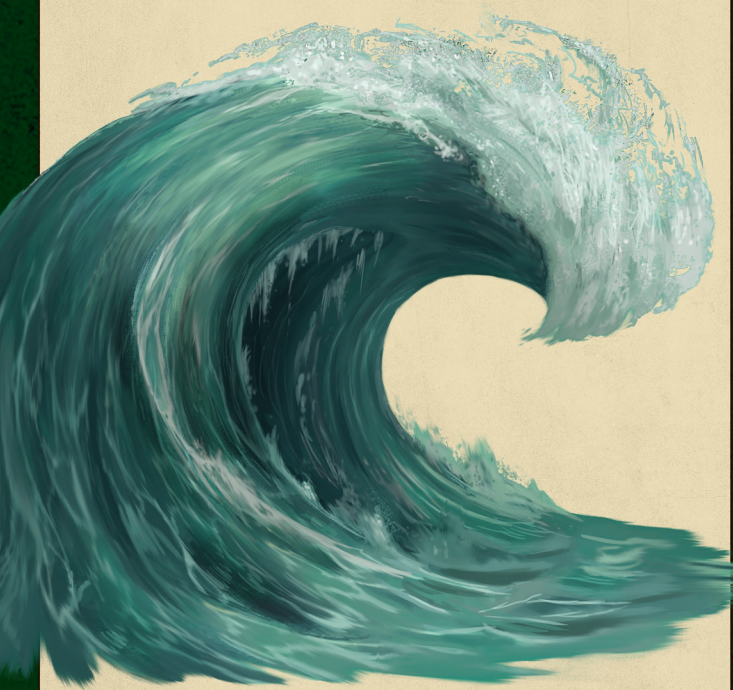





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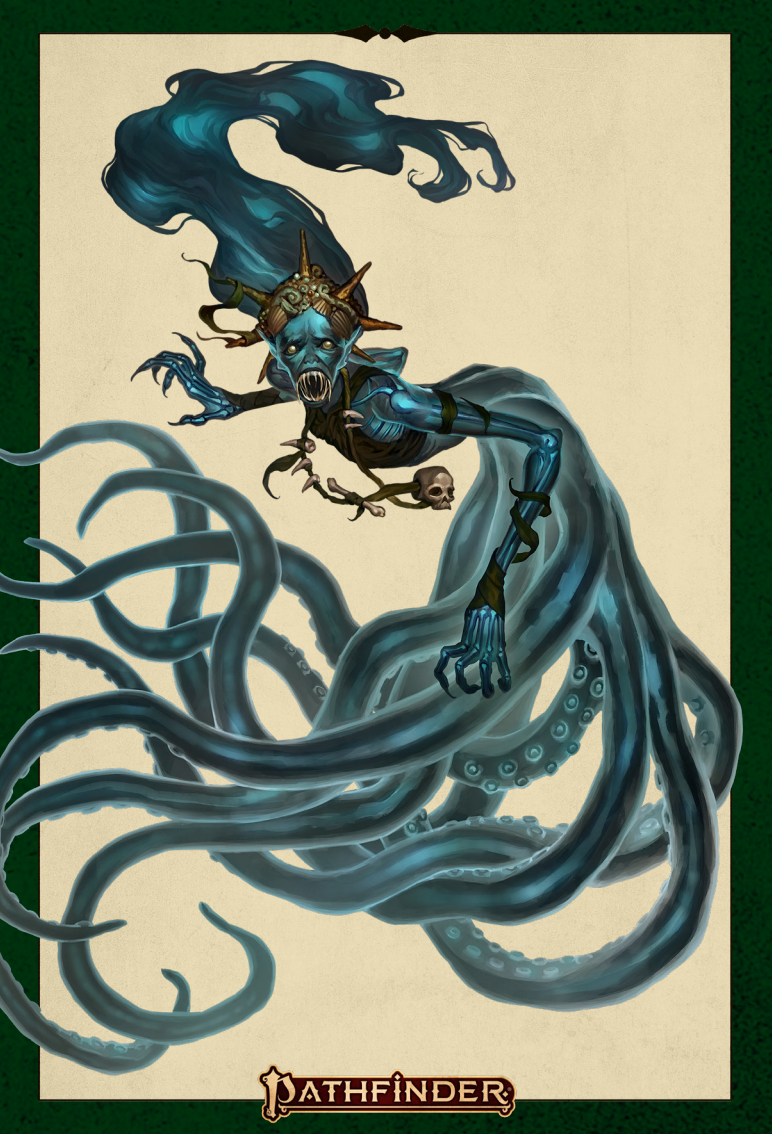
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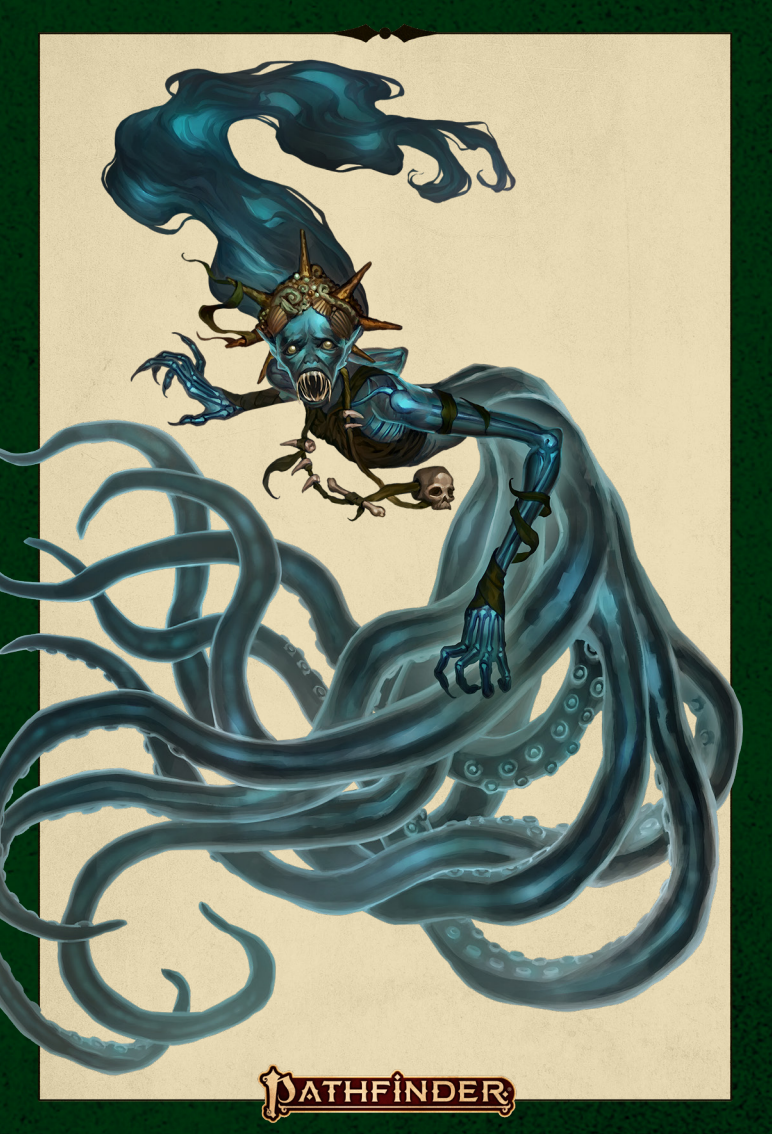
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KHOLO HUNTER CREATURE 2

MEDIUM HUMANOID KHOLO

Perception +7; darkvision
Languages Common, Kholo
Skills Acrobatics +7, Athletics +8, Intimidation +4, Stealth +7, Survival +5
Str +4, **Dex** +3, **Con** +2, **Int** –1, **Wis** +1, **Cha** +0
Items battle axe, leather armor, shortbow (20 arrows)

AC 18; **Fort** +8, **Ref** +7, **Will** +7
HP 29

Speed 25 feet
Melee ❖ battle axe +10 (sweep), **Damage** 1d8+4 slashing
Melee ❖ jaws +10 (agile), **Damage** 1d8+2 piercing
Ranged ❖ shortbow +10 (deadly d10, range increment 60 feet), **Damage** 1d6 piercing
Pack Attack A kholo hunter deals 1d4 extra damage to any creature that's within reach of at least two of the kholo hunter's allies.
Rugged Travel A kholo ignores the first square of difficult terrain they move into each time they Step or Stride.

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KHOLO SERGEANT CREATURE 4

MEDIUM HUMANOID KHOLO

Perception +10; darkvision
Languages Common, Kholo
Skills Athletics +13, Intimidation +9, Stealth +11, Survival +10
Str +4, **Dex** +2, **Con** +2, **Int** +0, **Wis** +1, **Cha** +0
Items composite shortbow (20 arrows), hide armor, scimitar

AC 21; **Fort** +12, **Ref** +10, **Will** +8
HP 60
Reactive Strike ↷

Speed 25 feet
Melee ❖ scimitar +14 (forceful, sweep), **Damage** 1d6+7 slashing
Melee ❖ jaws +14 (agile), **Damage** 1d6+7 piercing
Ranged ❖ composite shortbow +12 (deadly d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+4 piercing
Bark Orders ❖ (auditory, linguistic) The kholo sergeant commands their allies to reposition. Any allies who hear and understand this order can use a reaction to Step.
Pack Attack A kholo sergeant deals 1d4 extra damage to any creature that's within reach of at least two of the kholo sergeant's allies.
Rugged Travel A kholo sergeant ignores the first square of difficult terrain they move into each time they Step or Stride.

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KOBOLD CAVERN MAGE CREATURE 2

SMALL HUMANOID KHOLO

Perception +5; darkvision
Languages Common, Fey, Petran, Sakvroth
Skills Acrobatics +6, Deception +8, Diplomacy +8, Intimidation +8, Nature +5, Stealth +6
Str +2, **Dex** +2, **Con** –1, **Int** +0, **Wis** +1, **Cha** +4
Items light hammer

AC 16; **Fort** +5, **Ref** +6, **Will** +7
HP 20

Speed 25 feet
Melee ❖ light hammer +6 (agile), **Damage** 1d6+2 bludgeoning
Melee ❖ claw +6 (agile, finesse), **Damage** 1d6+2 slashing
Ranged ❖ light hammer +6 (agile, thrown 20 feet), **Damage** 1d6+2 bludgeoning
Primal Spontaneous Spells DC 18; **1st** (4 slots) *fleet step*, *heal*, *pummeling rubble*, *runic weapon*; **Cantrips (1st)** *caustic blast*, *detect magic*, *figment*, *know the way*, *tangle vine*
Inspiring Display ❖ (auditory, emotion, linguistic, mental) **Requirements** The cavern mage's previous action was to Cast a Spell; **Effect** The cavern mage uses their magical display to inspire another kobold within 30 feet. That kobold gains 4 temporary Hit Points that last until the start of the cavern mage's next turn.
Scamper ❖ **Requirements** The kobold cavern mage is adjacent to at least one enemy; **Effect** The kobold cavern mage Strides up to their Speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. They must end this movement in a space that's not adjacent to any enemy.

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KOBOLD SCOUT CREATURE 1

SMALL HUMANOID KHOLO

Perception +8; darkvision
Languages Common, Sakvroth
Skills Acrobatics +7, Crafting +3, Nature +6, Stealth +7, Survival +6
Str +0, **Dex** +4, **Con** +1, **Int** +0, **Wis** +3, **Cha** +1
Items crossbow (20 bolts), leather armor, shortsword

AC 16; **Fort** +5, **Ref** +9, **Will** +6; +1 circumstance to all defenses vs. traps
HP 16

Speed 25 feet

Melee ❖ shortsword +9 (agile, finesse, versatile S), **Damage** 1d6 piercing

Ranged ❖ crossbow +9 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

Construct Trap ❖❖❖ (manipulate) The kobold scout creates a rudimentary trap on any square adjacent to it. This must be on a surface, such as a floor, wall, or ceiling. The trap activates the next time a creature moves adjacent to it. The creature takes 1d6 piercing damage and 1 persistent bleed damage with a DC 16 basic Reflex save. The trap is destroyed when activated or after 1 hour, whichever comes first. The scout typically carries enough raw materials to make one trap.

Scamper ❖ **Requirements** The kobold scout is adjacent to at least one enemy; **Effect** The kobold scout Strides up to their Speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. They must end this movement in a space that's not adjacent to any enemy.

Sneak Attack The kobold scout deals an extra 1d6 precision damage to off-guard creatures.

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KOBOLD WARRIOR

CREATURE -1

SMALL | HUMANOID | KHOLO

Perception +3; darkvision
Languages Common, Sakvroth
Skills Acrobatics +5, Crafting +2, Stealth +5
Str +1, **Dex** +3, **Con** –1, **Int** +0, **Wis** +1, **Cha** +1
Items leather armor, sling (20 bullets), spear

AC 16; **Fort** +3, **Ref** +7, **Will** +3
HP 7

Speed 25 feet
Melee ❖ spear +3, **Damage** 1d6+1 piercing
Ranged ❖ sling +5 (propulsive, range increment 50 feet, reload 1), **Damage** 1d4 bludgeoning
Ranged ❖ spear +5 (thrown 20 feet), **Damage** 1d6+1 piercing
Scamper ❖ **Requirements** The kobold warrior is adjacent to at least one enemy; **Effect** The kobold warrior Strides up to their Speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. They must end this movement in a space that's not adjacent to any enemy.
Sneak Attack The kobold warrior deals an extra 1d4 precision damage to off-guard creatures.

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KRAKEN CREATURE 18

UNCOMMON | GARGANTUAN | AQUATIC | BEAST

Perception +34; darkvision
Languages Common, Thalassic
Skills Athletics +38, Intimidation +32, Nature +35, Stealth +33
Str +9, **Dex** +4, **Con** +9, **Int** +5, **Wis** +6, **Cha** +5

AC 42; **Fort** +35, **Ref** +28, **Will** +32
HP 360; **Immunities** controlled, emotion; **Resistances** cold 10, poison 20
Altered Weather (aura, primal) A kraken reshapes the weather within 2 miles of it, with the effect of the *control weather* ritual centered on the kraken and based on its emotional state, at the GM's discretion. If the kraken dies, the weather returns to normal immediately.

Speed 10 feet, swim 40 feet
Melee ❖ arm +37 (reach 40 feet, magical), **Damage** 4d10+17 bludgeoning plus Grab
Melee ❖ tentacle +37 (reach 60 feet, agile, magical), **Damage** 3d10+17 bludgeoning plus Grab
Melee ❖ beak +37 (reach 20 feet, magical), **Damage** 3d10+17 piercing
Primal Innate Spells DC 40; **10th** *dominate* (animals only); **8th** *punishing winds*; **7th** *resist energy*
Constrict ❖ 2d10+17 bludgeoning, DC 40. On a failed save, a creature that is holding its breath loses 1d4 rounds worth of air.
Double Attack ❖ The kraken makes two Strikes with two different arms or tentacles, each limb targeting a different creature. Double Attack counts as two attacks toward the kraken's multiple attack penalty, but the penalty doesn't increase until after both attacks are made. If the kraken subsequently uses the Grab action, it Grabs any number of creatures it hit with Double Attack.

(Continued on card 344)

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(Kraken, continued from card 343)

Ink Cloud ❖ The kraken releases a cloud of black, venomous ink in an 80-foot emanation. This cloud has no effect outside water. Creatures inside the ink cloud are exposed to kraken ink poison and are undetected while inside the cloud. The kraken can't use Ink Cloud again for 2d6 rounds, and the cloud dissipates after 1 minute.

Jet ❖ (move) The kraken moves through the water up to 280 feet in a straight line without triggering reactions.

Kraken Ink (poison) Krakens are immune to this poison; **Saving Throw** DC 39 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 4d6 poison damage and sickened 1 (1 round); **Stage 2** 5d6 poison damage and sickened 2 (1 round)

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KROOTH CREATURE 8

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
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.
Reactive Strike ↩ Tail only.

Speed 40 feet, swim 30 feet
Melee ❖ jaws +20 (deadly d10, 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 tooth and the drained condition, but it doesn't automatically end the bleed damage.

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LAMIA CREATURE 6

LARGE BEAST HUMANOID

Perception +13; darkvision
Languages Chthonian, Common
Skills Athletics +16, Cult Lore +11, Deception +15, Diplomacy +11, Intimidation +13, Stealth +15, Survival +11
Str +6, **Dex** +3, **Con** +2, **Int** +1, **Wis** +3, **Cha** +3
Items javelin (2), *+1 spear*

AC 24; **Fort** +12, **Ref** +15, **Will** +15
HP 95

Speed 40 feet
Melee ❖ *spear* +17, **Damage** 1d6+10 piercing
Melee ❖ tail +16 (agile), **Damage** 1d6+10 bludgeoning plus Grab
Ranged ❖ *spear* +14 (thrown 10 feet), **Damage** 1d6+10 piercing
Ranged ❖ javelin +13 (thrown 30 feet), **Damage** 1d6+10 piercing
Occult Innate Spells DC 25; **4th** *charm* (×3), *suggestion*; **3rd** *sleep*; **2nd** *blur, humanoid form* (at will); **1st** *illusory disguise* (at will), *illusory object* (at will), *ventriloquism* (at will)
Lamia's Caress ❖❖ (curse, mental, occult) The lamia touches a creature, who must succeed at a DC 23 Will save or become stupefied 1. If the target fails additional saves against this ability, the condition value increases by 1 (to a maximum of stupefied 4). This condition value decreases by 1 every 24 hours.

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LAMIA MATRIARCH CREATURE 8

LARGE BEAST HUMANOID

Perception +15; darkvision
Languages Chthonian, Common, Draconic
Skills Athletics +18, Cult Lore +15, Deception +20, Diplomacy +20, Intimidation +18, Occultism +17, Stealth +16, Survival +13
Str +6, **Dex** +4, **Con** +3, **Int** +3, **Wis** +3, **Cha** +6
Items *+1 striking scimitar*

AC 27; **Fort** +13, **Ref** +18, **Will** +17; +1 status to all saves vs. magic
HP 135; **Immunities** controlled; **Resistances** mental 10

Speed 30 feet, climb 30 feet, swim 30 feet
Melee ❖ *scimitar* +19 (forceful +2, sweep), **Damage** 2d6+10 slashing
Occult Spontaneous Spells DC 28; **3rd** (4 slots) *dispel magic*, *enthrall*, *haste*, *mind reading*; **2nd** (4 slots) *blur*, *illusory creature*, *invisibility*; **1st** (4 slots) *bless*, *force barrage*, *phantom pain*, *soothe*; **Cantrips (3rd)** *daze*, *detect magic*, *prestidigitation*, *read aura*, *telekinetic hand*
Occult Innate Spells DC 28; **4th** *charm* (×3), *suggestion* (×3), **3rd** *sleep*; **2nd** *illusory disguise* (at will), *illusory object* (at will), *blur*; **1st** *ventriloquism* (at will)
Change Shape ❖ (concentrate, occult, polymorph) The lamia matriarch can take on the appearance of a Medium humanoid. This doesn't change their Speed or their attack and damage modifiers with their Strikes, but it does prevent them from using their cursed touch. Each lamia matriarch has a fixed humanoid form that resembles their upper torso when in their true form. This is the only humanoid form they can adopt using this ability.
Matriarch's Caress ❖❖ (curse, mental, occult) The lamia matriarch touches a creature, who must succeed at a DC 28 Will save or become stupefied 1. If the target fails additional saves against this ability, the condition value increases by 1 (to a maximum of stupefied 4). If the target critically fails, it is instead stupefied 2 (or has its existing stupefied condition increased by 2). This condition value decreases by 1 every 24 hours.
(Continued on card 348)

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(Lamia matriarch, continued from card 347)

Scimitar Storm ◆◆◆ The lamia matriarch makes a scimitar attack against each enemy within reach. Each attack counts toward their multiple attack penalty, but the penalty does not increase until after all the attacks. The first enemy they damage is subject to Matriarch's Caress.

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LESHY, FUNGUS CREATURE 2

SMALL FUNGUS LESHY

Perception +6; darkvision
Languages Common, Fey; *speak with plants* (fungi only)
Skills Athletics +6, Nature +6, Stealth +8
Str +2, **Dex** +4, **Con** +2, **Int** –1, **Wis** +2, **Cha** +0

AC 19; **Fort** +8, **Ref** +10, **Will** +6
HP 30

Verdant Burst (healing, primal, vitality) When a fungus leshy dies, a burst of primal energy explodes from their body, restoring 2d8 Hit Points to each fungus creature in a 30-foot emanation. This area is filled with fungi, becoming difficult terrain. If the terrain is not a viable environment for these fungi, they wither after 24 hours.

Speed 25 feet
Melee ❖ fist +10 (agile, finesse), **Damage** 1d6+2 bludgeoning
Ranged ❖ spore pod +10 (range increment 30 feet), **Damage** 1d6+2 bludgeoning plus spores
Primal Innate Spells DC 16; **Constant (3rd)** *speak with plants* (fungi only)
Change Shape ❖ (concentrate, polymorph, primal)) The fungus leshy transforms into a Small mushroom or patch of fungi. This ability otherwise uses the effects of *one with plants*.
Spore Cloud ❖❖ (poison) A fungus leshy can unleash a cloud of spores that irritates the eyes and throats of non-fungus creatures in a 15-foot emanation. Each creature must succeed at a DC 16 Fortitude save or take 1 persistent poison damage. A creature has its vision reduced as long as the persistent damage continues and can see only within 20 feet.
Spores A creature that takes damage from a fungus leshy's spore pod Strike must attempt a saving throw with the same DC and effect as its Spore Cloud ability.

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LESHY, GOURD CREATURE 1

SMALL LESHY PLANT

Perception +5; low-light vision
Languages Common, Fey; *speak with plants* (gourds only)
Skills Nature +5, Stealth +7
Str +2, **Dex** +4, **Con** +2, **Int** –1, **Wis** +2, **Cha** +0
Keepsake (primal) The leshy can store an item of light Bulk or less in their head, concealing it as *veil of privacy*. If stored for 24 hours, the item benefits from *mending*.

AC 17; **Fort** +5, **Ref** +9, **Will** +7
HP 20
Verdant Burst (healing, primal, vitality) When a gourd leshy dies, a burst of primal energy explodes from their body, restoring 1d8 Hit Points to each plant creature in a 30-foot emanation. This area is filled with gourds, becoming difficult terrain. If the terrain is not a viable environment for these gourds, they wither after 24 hours.

Speed 25 feet
Melee ❖ fist +7 (agile, finesse), **Damage** 1d4+2 bludgeoning plus ensnare
Ranged ❖ seed +9 (range increment 30 feet), **Damage** 1d6+2 bludgeoning plus ensnare
Primal Innate Spells DC 15; **Constant (3rd)** *speak with plants* (gourds only)
Change Shape ❖ (concentrate, polymorph, primal) The gourd leshy transforms into a Small gourd-bearing plant. This ability otherwise uses the effects of *one with plants*.
Ensnare When the gourd leshy damages a creature with a fist or seed Strike, vines lash out from the leshy (or seed) and wrap around the target's limbs. The target must attempt a DC 17 Reflex save. On a failure, the target takes a –10-foot status penalty to its Speed for 1 round; on a critical failure, the target is immobilized for 1 round and the penalty to Speed lasts for 1 minute.

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LESHY, LEAF CREATURE 0

SMALL LESHY PLANT

Perception +4; low-light vision
Languages Common, Fey; *speak with plants* (trees only)
Skills Acrobatics +4, Nature +4, Stealth +4
Str –1, **Dex** +2, **Con** +2, **Int** –2, **Wis** +2, **Cha** +1
Items longspear

AC 18; **Fort** +6, **Ref** +6, **Will** +4
HP 15, **Weaknesses** fire 2
Verdant Burst (healing, primal, vitality) When a leaf leshy dies, a burst of primal energy explodes from their body, restoring 1d4 Hit Points to each plant creature in a 30-foot emanation. This area is filled with saplings, becoming difficult terrain. If the terrain is not viable environment for these trees, they wither after 24 hours.

Speed 25 feet; Glide
Melee ❖ longspear +3 (reach 10 feet), **Damage** 1d8–1 piercing
Ranged ❖ seedpod +6 (range increment 30 feet), **Damage** 1d6 bludgeoning plus deafening blow
Primal Innate Spells DC 14; **Constant (3rd)** *speak with plants* (trees only)
Change Shape ❖ (concentrate, polymorph, primal) The leaf leshy transforms into a Small tree. This ability otherwise uses the effects of *one with plants*.
Deafening Blow When a leaf leshy hits with their seedpod Strike, the pod explodes loudly. The target must attempt a DC 16 Fortitude save.
Critical Success The target is unaffected and temporarily immune for 24 hours.
Success The target is unaffected.
Failure The target is deafened for 1 round.
Critical Failure The target is deafened for 1 minute.
Glide ❖ (move) The leshy glides gently through the air, moving 5 feet toward the ground and up to 25 feet forward. As long as the leshy spends at least 1 action gliding each round, they remain in the air. For the purpose of determining damage from falls, a leaf leshy always treats falls as if they were 20 feet shorter.

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LICH

CREATURE 12

RARE | MEDIUM | UNDEAD | UNHOLY

Perception +20; darkvision

Languages Aklo, Common, Chthonian, Diabolic, Draconic, Elven, Necril, Sakvroth

Skills Arcana +28, Crafting +24 (can craft magic items), Deception +17, Diplomacy +19, Religion +22, Stealth +20

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

Items *invisibility potion*, *scroll of teleport*, *greater staff of fire*

AC 31; **Fort** +17, **Ref** +21, **Will** +23; +1 status to all saves vs. vitality

HP 190, void healing, rejuvenation; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 10, physical 10 (except magical bludgeoning)

Frightful Presence (aura, emotion, fear, mental) 60 feet, DC 29

Counterspell ↷ Trigger A creature casts a spell the lich has prepared; **Effect** The lich expends a prepared spell to counter the triggering creature's casting of that same spell. The lich loses their spell slot as if they had cast the triggering spell. The lich then attempts to counteract the triggering spell.

Speed 25 feet

Melee ❖ hand +24 (finesse, magical), **Damage** 4d8 void plus siphon life

Arcane Prepared Spells DC 36, attack +26; **6th** *chain lightning*, *dominate*, *vampiric exsanguination*; **5th** *howling blizzard* (×2), *toxic cloud*, *wall of ice*; **4th** *dispel magic*, *fire shield*, *fly*, *translocate*; **3rd** *blindness*, *force barrage*, *locate*, *vampiric feast*; **2nd** *blur, false vitality*, *resist energy*, *see the unseen*; **1st** *enfeeble* (×2), *fleet step*, *sure strike*; **Cantrips (6th)** *detect magic*, *frostbite*, *message*, *shield*, *telekinetic hand*

Drain Soul Cage ❖ Frequency once per day; **Effect** The lich taps into their soul cage's power to cast any arcane spell up to 6th rank, even if the spell being cast is not one of the lich's prepared spells. The lich's soul cage doesn't need to be present for the lich to use this ability.

(continued on card 353)

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(Lich continued from card 352)

Siphon Life When the lich damages a living creature with an unarmed attack, the lich gains 5 temporary Hit Points and the creature must succeed at a DC 34 Fortitude save or become drained 1. If the lich is grabbed or restrained at the start of its turn, each creature grabbing or restraining it must succeed at the same Fortitude save or become drained 1. If the lich siphons a creature's life again, the drained value increases by 1, to a maximum of drained 4.

Steady Spellcasting If a reaction would disrupt the lich's spellcasting action, the lich attempts a DC 15 flat check. On a success, the action isn't disrupted.

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LINNORM, CRAG

CREATURE 14

UNCOMMON | GARGANTUAN | DRAGON | FIRE

Perception +26; darkvision, scent (imprecise) 60 feet, *truesight*
Languages Aklo, Draconic, Fey
Skills Acrobatics +22, Athletics +28
Str +8, **Dex** +4, **Con** +6, **Int** –3, **Wis** +4, **Cha** +5

AC 37; **Fort** +28, **Ref** +24, **Will** +22; +1 status to all saves vs. magic
HP 270, regeneration 10 (deactivated by cold iron); **Immunities** curse, fire, paralyzed, sleep; **Weaknesses** cold iron 10
Curse of Fire (curse, fire, primal) When a creature slays the crag linnorm, it must succeed at a DC 35 Will save or gain weakness to fire 15 with an unlimited duration.
Reactive Strike ↻ Tail only.

Speed 35 feet, fly 100 feet, swim 60 feet; *unfettered movement*
Melee ❖ jaws +30 (reach 20 feet, magical), **Damage** 3d12+14 piercing plus crag linnorm venom
Melee ❖ claw +30 (reach 20 feet, agile, magical), **Damage** 3d8+14 slashing
Melee ❖ tail +30 (reach 20 feet, agile, magical), **Damage** 3d6+14 bludgeoning plus Improved Grab
Primal Innate Spells DC 33; **Constant (6th)** *unfettered movement*; **(6th)** *truesight*
Constrict ❖ 2d6+14 bludgeoning, DC 34
Crag Linnorm Venom (fire, poison) **Saving Throw** DC 34 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 4d6 fire damage and drained 1 (1 round); **Stage 2** 6d6 fire damage and drained 2 (1 round)

(Continued on card 355)

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(Linnorm, crag, continued from card 354)

Magma Breath ◆◆◆ (fire, primal) The crag linnorm breathes out a stream of magma in a 120-foot line that deals 12d6 fire damage to creatures within the area (DC 34 basic Reflex save). Any creature that fails its save also takes 4d6 persistent fire damage. The linnorm can't use Magma Breath again for 1d4 rounds.

The magma remains until the start of the linnorm's next turn. If the linnorm was on the ground, the magma remains as a burning line on the ground directly under the line of the Magma Breath; if the linnorm was airborne, the magma rains down in a sheet 60 feet high. Any creature that moves across or through the magma takes 6d6 fire damage (DC 34 basic Reflex save). At the start of the linnorm's next turn, the magma cools to a thin layer of brittle stone, or the magma rain finishes falling and turns to harmless pebbles. The cooled magma quickly degrades to powder and sand over the course of several hours.

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LINNORM, ICE

CREATURE 17

UNCOMMON | GARGANTUAN | COLD | DRAGON

Perception +29; darkvision, scent (imprecise) 60 feet, *truesight*
Languages Aklo, Draconic, Fey
Skills Acrobatics +28, Athletics +32
Str +9, **Dex** +5, **Con** +7, **Int** –3, **Wis** +6, **Cha** +7

AC 41; **Fort** +32, **Ref** +28, **Will** +27; +1 status to all saves vs. magic
HP 330, regeneration 10 (deactivated by cold iron); **Immunities** cold, curse, paralyzed, sleep; **Weaknesses** cold iron 15, fire 10
Curse of Frost (cold, curse, primal) When a creature slays the ice linnorm, it must succeed at a DC 40 Will save or gain weakness to cold 15 with an unlimited duration.
Reactive Strike ↻ Tail only.

Speed 35 feet, fly 100 feet, swim 40 feet; *unfettered movement*
Melee ❖ jaws +34 (reach 25 feet, magical), **Damage** 3d12+17 piercing plus ice linnorm venom
Melee ❖ claw +34 (reach 20 feet, agile, magical), **Damage** 3d8+17 slashing
Melee ❖ tail +34 (reach 25 feet, agile, magical), **Damage** 3d6+17 bludgeoning plus Improved Grab
Primal Innate Spells DC 38; **Constant (8th)** *unfettered movement*; **(7th)** *truesight*
Constrict ❖ 2d6+18 bludgeoning, DC 38
Ice Linnorm Venom (cold, poison) **Saving Throw** DC 38 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 5d6 cold damage and drained 1 (1 round); **Stage 2** 7d6 cold damage and drained 2 (1 round)

(Continued on card 357)

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(Linnorm, ice, continued from card 356)

Icemire Breath ❖❖ (cold, primal) The ice linnorm spews out a blast of freezing, viscous ooze in a 60-foot cone that deals 15d6 cold damage to creatures within the area (DC 38 basic Reflex save). The freezing ooze clings to those struck and hardens into thick sheets of ice. A creature that fails the saving throw is immobilized by the ice until it succeeds at a check to Escape or it or an ally Forces Open the ice (DC 34 for either case). At the start of its turn, a creature still immobilized by the ice takes 4d6 cold damage. Another creature can free a frozen target by dealing a total of 20 fire damage to the frozen target. Left unattended, the ice crumbles away in 1 minute on its own. Creatures with the fire trait can't be frozen in place by Icemire Breath. Flying creatures fall if frozen, and swimming creatures that are frozen rise toward the surface of the water at a speed of 60 feet per round. The linnorm can't use Icemire Breath again for 1d4 rounds.

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LINNORM, TARN

CREATURE 20

UNCOMMON | GARGANTUAN | ACID | AMPHIBIOUS | DRAGON

Perception +35; darkvision, scent (imprecise) 60 feet, *truesight*
Languages Aklo, Draconic, Fey
Skills Acrobatics +32, Athletics +38, Stealth +34
Str +10, **Dex** +6, **Con** +8, **Int** –1, **Wis** +7, **Cha** +8

AC 46; all-around vision; **Fort** +36, **Ref** +32, **Will** +31; +1 status to all saves vs. magic
HP 400, regeneration 15 (deactivated by cold iron); **Immunities** acid, curse, paralyzed, sleep; **Weaknesses** cold iron 15
Curse of Death (curse, death, primal) When a creature slays the tarn linnorm, it must succeed at a DC 46 Will save or it can no longer recover Hit Points via any means, such as healing spells, the Medicine skill, or natural healing from rest. This has an unlimited duration.
Reactive Strike ↩ Tail only

Speed 35 feet, fly 100 feet, swim 80 feet; *unfettered movement*
Melee ❖ jaws +38 (reach 30 feet, magical), **Damage** 4d12+18 piercing plus tarn linnorm venom
Melee ❖ claw +38 (reach 30 feet, agile, magical), **Damage** 4d8+18 slashing
Melee ❖ tail +38 (reach 30 feet, agile, magical), **Damage** 4d6+18 bludgeoning plus Improved Grab
Primal Innate Spells DC 42; **Constant (9th)** *unfettered movement*; **(8th)** *truesight*
Constrict ❖ 3d6+18 bludgeoning, DC 44

(Continued on card 359)

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(Linnorm, tarn, continued from card 358)

Corrosive Breath ❖❖ (acid, poison, primal) The tarn linnorm can expel either a 120-foot line or a 60-foot cone of acid, dealing 20d6 acid damage to creatures within the area (DC 44 basic Reflex save). The linnorm can't use Corrosive Breath or Double Breath again for 1d4 rounds.

The acid creates toxic fumes. At the beginning of the linnorm's next turn, those who failed the breath weapon's Reflex save must succeed at a DC 42 Fortitude save or gain sickened 4 from the poisonous fumes.

Double Bite ❖ The tarn linnorm Strides and then makes a jaws Strike with each of their heads, each against a different target. Both attacks count toward the tarn linnorm's multiple attack penalty, but the multiple attack penalty doesn't increase until after the tarn linnorm makes all of these attacks.

Double Breath ❖❖❖ The tarn linnorm uses Corrosive Breath twice. A creature attempts only one save and can take damage only once. The linnorm can't use Corrosive Breath or Double Breath again for 2d4 rounds.

Tarn Linnorm Venom (acid, poison) **Saving Throw** DC 44 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 7d6 acid damage and drained 1 (1 round); **Stage 2** 11d6 acid damage and drained 2 (1 round)

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LINNORM, TOR

CREATURE 21

UNCOMMON | GARGANTUAN | DRAGON | FIRE

Perception +37; darkvision, scent (imprecise) 60 feet, *truesight*
Languages Aklo, Draconic, Fey
Skills Acrobatics +35, Athletics +40, Stealth +37
Str +11, **Dex** +8, **Con** +9, **Int** –1, **Wis** +8, **Cha** +9

AC 47; **Fort** +38, **Ref** +35, **Will** +33; +1 status to all saves vs. magic
HP 440, regeneration 20 (deactivated by cold iron); **Immunities** curse, fire, paralyzed, sleep; **Weaknesses** cold iron 15
Curse of Boiling Blood (curse, fire, primal) When a creature slays the linnorm, it must succeed at a DC 48 Will save or gain weakness to fire 20 and slowed 1 from the agonizing pain it now endures at all times, with an unlimited duration. As long as a character continues to suffer this curse, its slowed condition can never be reduced below slowed 1.
Lava Affinity The linnorm can breathe and swim freely while submerged in lava and magma.
Reactive Strike ↷ Tail only.

Speed 35 feet, climb 35 feet, fly 100 feet, swim 60 feet; *unfettered movement*
Melee ❖ jaws +40 (reach 30 feet, magical), **Damage** 4d12+19 piercing plus tor linnorm venom
Melee ❖ claw +40 (reach 30 feet, agile, magical), **Damage** 4d8+19 slashing
Melee ❖ tail +40 (reach 30 feet, agile, magical), **Damage** 4d6+19 bludgeoning plus Improved Grab
Primal Innate Spells DC 44; **Constant (9th)** *unfettered movement*; **(8th)** *truesight*
Constrict ❖ 3d6+21 bludgeoning, DC 46

(Continued on card 361)

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(Linnorm, tor, continued from card 360)

Pyroclastic Breath ❖❖❖ (fire, primal) The tor linnorm expels a 60-foot cone of flame and ash dealing 20d6 fire damage to creatures within the area (DC 46 basic Reflex save). The linnorm can't use Pyroclastic Breath again for 1d4 rounds.

At the start of the tor linnorm's next turn, the area of the Pyroclastic Breath is covered in thick, scorching smoke that burns both the lungs and eyes, dealing an additional 10d6 fire damage to all creatures in the area (DC 46 basic Reflex save). A creature that spends an entire round in the smoke with open eyes must succeed at a DC 44 Fortitude save or be blinded for 1 minute. The smoke dissipates after 1 minute; in strong winds, the smoke dissipates in 5 rounds, and in more powerful winds, it may clear even more quickly.

Slashing Claws ❖ The tor linnorm makes four Strikes with their claws, each against a different target. These attacks count toward the tor linnorm's multiple attack penalty, but the multiple attack penalty doesn't increase until after the tor linnorm makes all their attacks.

Tor Linnorm Venom (fire, poison) **Saving Throw** DC 44 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 8d6 fire damage and drained 1 (1 round); **Stage 2** 12d6 fire damage and drained 2 (1 round)

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LIZARD, GIANT FRILLED CREATURE 5

LARGE ANIMAL

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 giant frilled 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.

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LIZARD, GIANT GECKO CREATURE 1

MEDIUM ANIMAL

Perception +7; low-light vision
Skills Acrobatics +8, Athletics +5 (+9 to Climb), Stealth +6
Str +2, **Dex** +3, **Con** +1, **Int** –4, **Wis** +2, **Cha** –2
Uncanny Climber A giant gecko's feet allow it to climb virtually any surface, no matter how slick or sheer. If a giant gecko attempts an Athletics check to climb and critically fails, it gets a failure instead.

AC 16; **Fort** +6, **Ref** +10, **Will** +5
HP 20

Speed 30 feet, climb 30 feet
Melee ❖ jaws +8, **Damage** 1d8+2 piercing

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LIZARD, GIANT MONITOR CREATURE 2

MEDIUM ANIMAL

Perception +7; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +6, Athletics +9, Stealth +6
Str +3, **Dex** +2, **Con** +3, **Int** –4, **Wis** +1, **Cha** –2

AC 16; **Fort** +9, **Ref** +8, **Will** +5
HP 36

Gnashing Grip ↷ **Trigger** A creature grabbed by the giant monitor lizard's jaws fails a check to Escape; **Effect** The giant monitor lizard's jaws deal 1d6 piercing damage and the triggering creature is exposed to monitor lizard venom.

Speed 30 feet, swim 30 feet
Melee ❖ jaws +11, **Damage** 1d10+3 piercing plus Grab and monitor lizard venom
Lurching Charge ❖❖ The giant monitor lizard Strides twice and then makes a jaws Strike. If the lizard moved at least 20 feet away from its starting position, it gains a +2 circumstance bonus to this attack roll.
Monitor Lizard Venom (poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** enfeebled 1 (1 round); **Stage 2** 1d6 poison damage and enfeebled 2 (1 round)

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LIZARDFOLK DEFENDER CREATURE 1

MEDIUM HUMANOID LIZARDFOLK

Perception +7
Languages Common, Draconic, Iruxi
Skills Acrobatics +5, Athletics +6, Survival +5
Str +3, **Dex** +2, **Con** +3, **Int** –1, **Wis** +2, **Cha** +0
Items flail, javelin (3), wooden shield (Hardness 3, HP 12, BT 6)
Deep Breath A lizardfolk defender can hold their breath for 15 minutes.

AC 16 (18 with shield raised); **Fort** +8, **Ref** +7, **Will** +5
HP 21
Reactive Strike ↻
Shield Block ↻

Speed 25 feet, swim 15 feet
Melee ◆ flail +8 (disarm, sweep, trip), **Damage** 1d6+3 bludgeoning
Melee ◆ jaws +8, **Damage** 1d6+3 piercing
Melee ◆ tail +8 (agile), **Damage** 1d4+3 bludgeoning
Ranged ◆ javelin +7 (thrown 30 feet), **Damage** 1d6+3 piercing
Terrain Advantage Non-lizardfolk creatures that are in difficult terrain or are in water and lack a swim Speed are off-guard to the lizardfolk defender.

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LIZARDFOLK SCOUT CREATURE 1

MEDIUM HUMANOID LIZARDFOLK

Perception +8
Languages Common, Draconic, Iruxi
Skills Acrobatics +6, Athletics +5, Diplomacy +4, Nature +6, Stealth +6, Survival +8
Str +2, **Dex** +3, **Con** +1, **Int** –1, **Wis** +3, **Cha** +1
Items blowgun (10 darts, 1 of which is coated with giant centipede venom)
Deep Breath A lizardfolk scout can hold their breath for 15 minutes.

AC 17; **Fort** +6, **Ref** +8, **Will** +6
HP 17

Speed 25 feet, swim 20 feet
Melee ❖ jaws +7, **Damage** 1d6+2 piercing
Melee ❖ tail +8 (agile, finesse), **Damage** 1d4+2 bludgeoning
Ranged ❖ blowgun +8 (agile, nonlethal, range increment 20 feet, reload 1), **Damage** 1 piercing plus giant centipede venom
Giant Centipede Venom (poison) **Saving Throw** DC 14 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d4 poison damage and off-guard (1 round); **Stage 3** 1d4 poison damage, clumsy 1, and fatigued (1 round)
Hidden Movement If the lizardfolk scout starts its turn hidden from or undetected by a creature, that creature is off-guard against the scout's attacks until the end of the turn.
Sneak Attack The lizardfolk scout deals an extra 1d6 precision damage to off-guard creatures.
Terrain Advantage Non-lizardfolk creatures that are in difficult terrain or are in water and lack a swim Speed are off-guard to the lizardfolk scout.

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LIZARDFOLK STARGAZER CREATURE 2

MEDIUM HUMANOID LIZARDFOLK

Perception +8
Languages Common, Draconic, Iruxi
Skills Diplomacy +4, Iruxi Lore +6, Nature +8, Stealth +6, Survival +8
Str +2, **Dex** +2, **Con** +1, **Int** +0, **Wis** +4, **Cha** +0
Items staff
Deep Breath A lizardfolk stargazer can hold their breath for 20 minutes.

AC 17; **Fort** +7, **Ref** +6, **Will** +10
HP 30

Speed 25 feet, swim 20 feet
Melee ❖ staff +8 (two-hand d8), **Damage** 1d6+2 bludgeoning
Melee ❖ jaws +8, **Damage** 1d6+2 piercing
Melee ❖ tail +8 (agile, finesse), **Damage** 1d4+2 bludgeoning
Primal Prepared Spells DC 18, attack +10; **1st** *charm*, *heal*, *runic body*, *pest form*, *summon animal*; **Cantrips (1st)** *guidance*, *ignition*, *know the way*, *light*, *stabilize*

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MANTICORE CREATURE 6

LARGE BEAST

Perception +14; darkvision, scent (imprecise) 30 feet
Languages Common
Skills Acrobatics +10, Athletics +15, Intimidation +11, Survival +12
Str +5, **Dex** +2, **Con** +4, **Int** –2, **Wis** +2, **Cha** –1

AC 23; **Fort** +16, **Ref** +12, **Will** +12
HP 90

Speed 25 feet, fly 40 feet
Melee ❖ jaws +17, **Damage** 2d8+8 piercing
Melee ❖ claw +17 (agile), **Damage** 2d6+8 slashing
Ranged ❖ spike +14 (propulsive, range increment 40 feet), **Damage** 1d10+5 piercing
Spike Volley ❖ The manticore flings up to two spikes from its tail, targeting either two different creatures or a single creature. If the manticore targets two different creatures, these creatures must be within 20 feet of one another, and the manticore makes a separate Strike against each; this counts as only one Strike for the manticore's multiple attack penalty, and the penalty doesn't increase until after both attacks. If the manticore flings both spikes at the same creature, it makes a single Strike. If the attack hits, it deals the damage of a single spike, but the target is pinned in place, rendering it immobilized. A creature can get free if it Forces Open the spike or Escapes; either option is DC 23.

A manticore can hurl no more than 12 spikes in 24 hours.

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MANTIS, DEADLY CREATURE 11

GARGANTUAN ANIMAL

Perception +20; darkvision
Skills Acrobatics +18, Athletics +25, Stealth +22
Str +8, **Dex** +3, **Con** +5, **Int** –5, **Wis** +3, **Cha** –2

AC 31; **Fort** +24, **Ref** +20, **Will** +18
HP 220

Speed 50 feet, climb 50 feet
Melee ❖ mandibles +25 (reach 10 feet), **Damage** 2d12+14 piercing
Melee ❖ leg +24 (agile, reach 20 feet), **Damage** 2d10+14 piercing plus Grab
Fling ❖ The deadly mantis flings a grabbed creature into the air, up to 30 feet overhead and up to 30 feet away from the mantis (the creature takes damage from the fall as normal). If the flung creature lands on another creature, the creature it lands on takes the same amount of bludgeoning damage with a DC 31 basic Reflex save.
Leaping Grab ❖❖ The mantis Leaps up to 40 feet vertically and 20 feet horizontally. At any point during the jump, it can make a leg Strike. If it hits, it automatically Grabs the target, bringing the creature along until the end of the jump.
Rending Mandibles ❖ The mantis makes a mandibles Strike against a creature it has grabbed. If that Strike hits and the creature is wearing armor with Hardness 12 or lower, the armor is broken. This Strike doesn't further damage armor that's already broken.
Sudden Strike On the first round of combat, creatures that haven't acted are off-guard to the deadly mantis.

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MANTIS, GIANT CREATURE 3

LARGE ANIMAL

Perception +9; darkvision
Skills Acrobatics +8, Athletics +10, Stealth +12
Str +5, **Dex** +3, **Con** +3, **Int** –5, **Wis** +2, **Cha** +0

AC 18; **Fort** +10, **Ref** +12, **Will** +7
HP 40

Speed 25 feet, climb 25 feet, fly 20 feet
Melee ◆ leg +12 (agile, reach 10 feet), **Damage** 1d10+5 piercing plus Capturing Grab
Melee ◆ mandibles + 12, **Damage** 1d12+5 piercing
Capturing Grab ◆ This ability functions as Grab, plus on a success, the mantis can choose to pull the creature adjacent to it, then makes a mandibles Strike against the creature. This extra benefit doesn't apply when the mantis maintains the Grab.
Lunging Strike ◆◆ The giant mantis lunges forward, making a leg Strike with an extended reach of 20 feet. If it hits, the mantis can use Capturing Grab after the Strike even if the creature is out of reach.
Sudden Strike On the first round of combat, creatures that haven't acted are off-guard to the giant mantis.

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MEDUSA CREATURE 7

MEDIUM HUMANOID

Perception +16; darkvision
Languages Common
Skills Deception +16, Diplomacy +14, Stealth +16
Str +2, **Dex** +5, **Con** +4, **Int** +2, **Wis** +1, **Cha** +2
Items *+1 composite shortbow* (60 arrows), shortsword

AC 25, all-around vision; **Fort** +15, **Ref** +16, **Will** +14
HP 105

Petrifying Gaze (arcane, aura, 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. The medusa can toggle this aura by using a single action, which has the concentrate trait.

Biting Snakes ↷ Trigger A creature ends its turn adjacent to the medusa; **Effect** The medusa 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 d10, magical, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+7 piercing plus serpent venom

Focus Gaze ❖ (arcane, concentrate, incapacitation, visual) The medusa 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 the medusa'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)

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MERFOLK WARRIOR CREATURE 1

MEDIUM | AMPHIBIOUS | HUMANOID | MERFOLK

Perception +6; low-light vision
Languages Common, Thalassic
Skills Athletics +5 (+7 to Swim), Medicine +4
Str +2, **Dex** +4, **Con** +1, **Int** +1, **Wis** +1, **Cha** +0
Items trident (2)

AC 18; **Fort** +6, **Ref** +9, **Will** +4
HP 19

Speed 5 feet, swim 30 feet
Melee ❖ trident +7, **Damage** 1d8+2 piercing
Ranged ❖ trident +9 (thrown 20 feet), **Damage** 1d8+2 piercing
Aquatic Dash ❖❖ The merfolk warrior swims and attacks in one of two patterns. They either Swim twice and Strike at the end of their movement, or Swim once and Strike at any point during their movement.

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MERFOLK WAVECALLER CREATURE 2

MEDIUM | AMPHIBIOUS | HUMANOID | MERFOLK

Perception +8; low-light vision
Languages Common, Thalassic
Skills Athletics +7 (+9 to Swim), Deception +6, Nature +8, Religion +8
Str +3, **Dex** +2, **Con** +0, **Int** +1, **Wis** +4, **Cha** +2
Items dagger

AC 17; **Fort** +6, **Ref** +6, **Will** +10
HP 30

Speed 5 feet, swim 30 feet
Melee ❖ dagger +9 (agile, versatile S), **Damage** 1d4+3 piercing
Ranged ❖ dagger +9 (agile, thrown 10 feet, versatile S), **Damage** 1d4+3 piercing
Primal Prepared Spells DC 18, attack +10; **1st** *charm*, *heal*, *hydraulic push*; **Cantrips (1st)** *detect magic*, *electric arc*, *frostbite*, *light*, *stabilize*
Hydraulic Asphyxiation ❖ (divine, water) **Requirements** The target is fully submerged in water, within 30 feet of the merfolk wavecaller, and holding its breath; **Effect** The merfolk wavecaller commands the tides to crush their foe's throat, rooting the target in place and forcing it to choke up precious air. The target must succeed at a DC 18 Fortitude save or become immobilized for 1 round and immediately lose 1d4 rounds' worth of air (or twice that on a critical failure).

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MINOTAUR HUNTER CREATURE 4

LARGE BEAST HUMANOID

Perception +12; darkvision
Languages Common, Jotun
Skills Athletics +14, Intimidation +9, Survival +12 (perfect orienteering)
Str +6, **Dex** +0, **Con** +3, **Int** –2, **Wis** +2, **Cha** –1
Items greataxe
Perfect Orienteering A minotaur automatically critically succeeds at Survival checks to Sense Direction or Track.

AC 20; **Fort** +13, **Ref** +8, **Will** +10
HP 70

Speed 25 feet
Melee ❖ greataxe +14 (reach 10 feet, sweep), **Damage** 1d12+8 slashing
Melee ❖ horn +14, **Damage** 1d8+8 piercing
Axe Swipe ❖❖ The minotaur swings their axe in a wide arc, making greataxe Strikes against any two foes who are adjacent to each other and within the minotaur's reach. The multiple attack penalty does not increase until after both attacks are resolved.
Hunted Fear ❖ The minotaur snorts and clomps as they hunt their prey, inspiring terror. The minotaur makes an Intimidation check to Demoralize all living creatures within 60 feet that can hear the minotaur but not see them. Roll once and apply the result to all creatures. If the targets are in a maze or similarly difficult-to-navigate structure, the minotaur gains a +4 circumstance bonus to this check. Creatures that become frightened as a result also take a –2 circumstance penalty to Survival checks to avoid getting lost for 1 minute. Each target is temporarily immune for 1 minute.
Powerful Charge ❖❖ The minotaur Strides twice, then makes a horn Strike. If they moved at least 20 feet from their starting position, the Strike's damage is increased to 2d8+10.

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MUKRADI CREATURE 15

GARGANTUAN BEAST

Perception +24; darkvision, tremorsense (imprecise) 60 feet
Skills Athletics +32
Str +9, **Dex** +0, **Con** +7, **Int** –3, **Wis** +3, **Cha** +0

AC 37, all-around vision; **Fort** +32, **Ref** +23, **Will** +26
HP 300; **Resistances** acid 20, electricity 20, fire 20

Partitioned Anatomy ◈ **Trigger** The mukradi would be confused, paralyzed, slowed, or stunned; **Effect** The mukradi confines the debilitating effect to a certain portion of its nervous system, ignoring the effect but causing a maw of its choice to go dormant for the effect's duration. That maw can't be used for a Strike or to Breathe Energy during that time. This ability can't be used if all the mukradi's heads are dormant.

Spitting Rage ↷ **Trigger** A creature scores a critical hit on the mukradi; **Effect** The mukradi's Breathe Energy recharges. It can use Breathe Energy immediately as part of this reaction. It can't use this reaction again until it recharges Breathe Energy naturally.

Speed 60 feet, burrow 60 feet, climb 60 feet

Melee ◆ acid maw +32 (magical, reach 20 feet), **Damage** 2d12+17 piercing plus 3d6 acid

Melee ◆ flame maw +32 (magical, reach 20 feet), **Damage** 2d12+17 piercing plus 3d6 fire

Melee ◆ shock maw +32 (magical, reach 20 feet), **Damage** 2d12+17 piercing plus 3d6 electricity

Melee ◆ leg +32 (agile, magical, reach 15 feet), **Damage** 2d10+17 piercing

Melee ◆ tail lash +32 (magical, reach 30 feet), **Damage** 3d10+17 slashing plus Knockdown

(Continued on card 376)

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(Mukradi, continued from card 375)

Breathe Energy ❖❖❖ (primal) The mukradi breathes a blast of energy from one of its three heads; each creature in the area must attempt a DC 36 basic Reflex save. The mukradi can't Breathe Energy again for 1d4 rounds.

- **Acid Maw** (acid) 10-foot-wide, 60-foot line of acid dealing 16d6 acid damage.
- **Flame Maw** (fire) 60-foot cone of fire dealing 16d6 fire damage.
- **Shock Maw** (electricity) 120-foot line of electricity dealing 16d6 electricity damage.

Pull Apart ❖❖ The mukradi makes two Strikes with different maws against the same target. If both hit, the target takes an extra 2d12+13 slashing damage, with a DC 36 basic Fortitude save. On a critical failure, the creature is torn to pieces and dies. The mukradi's multiple attack penalty increases only after all the attacks are made.

Thrash ❖❖ The mukradi Strikes once against each creature in its reach. It can make one of these Strikes with each of its maws, one with its tail lash, and the rest with its legs. Each attack takes a –2 circumstance penalty and counts toward the mukradi's multiple attack penalty, but the multiple attack penalty doesn't increase until after all the attacks are made.

Trample ❖❖❖ Huge or smaller, leg, DC 36

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MUMMY GUARDIAN CREATURE 6

MEDIUM MUMMY UNDEAD UNHOLY

Perception +16; darkvision
Languages Necril, plus any one language they knew while alive
Skills Athletics +15, Stealth +11
Str +4, **Dex** +0, **Con** +2, **Int** –2, **Wis** +4, **Cha** +2

AC 23; **Fort** +14, **Ref** +10, **Will** +16
HP 125, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious; **Weaknesses** alchemical 5 (see alchemical weakness), fire 5
Alchemical Weakness The guardian's weakness to alchemical items not only applies to damage from alchemical items, but the guardian also takes 5 damage when splashed with non-damaging alchemical items or dosed with alchemical poisons, even if they're immune to their other effects.
Blighted Consumption ↷ (curse, divine, poison) **Trigger** A creature within 30 feet eats or drinks (including an alchemical item or potion); **Effect** The food or drink burns like the caustic substances fed to the mummy before its death. If the creature fails a DC 24 Fortitude save, they become sickened 2 after they finish the consumption and can't reduce their sickened condition while within 30 feet of any mummy.

Speed 20 feet
Melee ❖ fist +16 (agile), **Damage** 2d10+7 bludgeoning plus Choking Pain
Choking Pain ❖ (divine, illusion, mental, void) **Requirements** The mummy's last action was a successful fist Strike; **Effect** The mummy shares the pain of its dying moments with the target of that Strike. That creature takes 3d8 void damage with a DC 24 basic Will save. If the creature critically fails the saving throw, it can't speak for 1 round, including to Cast a Spell.

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MUMMY PHARAOH CREATURE 9

RARE MEDIUM MUMMY UNDEAD UNHOLY

Perception +20; darkvision
Languages Necril, plus any two languages they knew while alive
Skills Deception +18, Intimidation +20, Occultism +15, Religion +20, Stealth +13
Str +5, **Dex** +2, **Con** +4, **Int** +0, **Wis** +5, **Cha** +5
Items *+1 striking longspear*
Rejuvenation (divine) When a mummy pharaoh is destroyed, necromantic energies rebuild its body in its tomb over 1d10 days. If the body is destroyed during that time, the process starts anew. A reforming mummy pharaoh is destroyed permanently if their tomb is consecrated (*Player Core* 392).

AC 27; **Fort** +19, **Ref** +15, **Will** +20; +1 status to all saves vs. vitality
HP 175, sacred wrappings, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious; **Weaknesses** fire 10, water 10
Undead Mastery (aura, divine) 100 feet. Commanded or allied undead in the aura that have a lower level than the mummy pharaoh gain a +1 circumstance bonus to attack rolls, damage rolls, AC, saves, and skill checks.
Reactive Strike ↻ The mummy pharaoh can use Reactive Strike when a creature within its reach uses a concentrate action, in addition to its normal trigger. It can disrupt triggering concentrate actions, and it disrupts actions on any hit, not just a critical hit.
Sacred Wrappings (divine) When a creature deals physical damage to the pharaoh or triggers one of the pharaoh's weaknesses, it must succeed at a DC 28 Will save or become doomed 1. Regardless of the results of the save, the creature is then immune to that mummy's sacred wrappings for 24 hours.

Speed 20 feet
Melee ❖ *longspear* +21 (magical, reach 10 feet), **Damage** 2d8+11 piercing plus 1d6 void
(Continued on card 379)

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(Mummy pharaoh, continued from card 378)

Melee ❖ fist +20 (agile), **Damage** 1d10+11 bludgeoning plus 1d6 void

Sandstorm Wrath ❖❖ (concentrate, divine, earth, fire) The mummy pharaoh exhales a 60-foot cone of superheated sand that deals 5d6 fire and 5d6 slashing damage (DC 28 basic Reflex save). The mummy pharaoh can't use Sandstorm Wrath again for 1d4 rounds.

Veil of Sand ❖ (aura, divine, earth) Sand whirls around the mummy pharaoh in a 5-foot emanation until the beginning of their next turn. Creatures inside the sand are concealed to those outside it and any living creature ending its turn within the sand takes 4d6 slashing damage with a DC 28 basic Fortitude save. Veil of Sand ends if the mummy takes damage from their water weakness.

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NAGA, SMARANAVA CREATURE 7

UNCOMMON LARGE BEAST

Perception +15; darkvision
Languages Common, Empyrean
Skills Acrobatics +17, Arcana +16, Athletics +13, Deception +16, Intimidation +16, Stealth +19
Str +2, **Dex** +6, **Con** +4, **Int** +3, **Wis** +2, **Cha** +3

AC 27; **Fort** +15, **Ref** +17, **Will** +15
HP 115

Speed 30 feet, swim 30 feet
Melee ❖ fangs +20 (finesse, magical), **Damage** 2d10+5 piercing plus smaranava venom
Melee ❖ tail +20 (agile, finesse, magical, reach 15 feet), **Damage** 2d8+5 bludgeoning plus coils of knowledge
Occult Innate Spells DC 25; **3rd** *dispel magic*, *lightning bolt*, *mind reading*; **Cantrips (4th)** *detect magic*, *read aura*, *telekinetic hand*
Coils of Knowledge (force, magical) The naga's grip is more spiritual than physical. A creature hit by a smaranava's tail must succeed at a DC 25 Will save or become grabbed by the tail until they Escape, the naga releases them with an Interact action, or the naga dies. A captive takes a –4 status penalty to Escape, but can choose to attempt an Occultism or Religion check to Escape instead of the usual options without taking this penalty.
Constrict ❖ 2d8+5 bludgeoning, DC 25
Smaranava Venom (incapacitation, mental, poison) When a holy creature succeeds at a saving throw against this poison, it is immediately cured; **Saving Throw** DC 25 Will; **Maximum Duration** 5 minutes; **Stage 1** slowed 1 (1 round); **Stage 2** slowed 2 (1 round); **Stage 3** unconscious with no Perception check to wake up (1 minute)

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NAGA, VICHARAMUNI

CREATURE 10

UNCOMMON | LARGE | BEAST | HOLY

Perception +22; darkvision

Languages Common, Empyrean

Skills Acrobatics +22, Athletics +21, Deception +18, Diplomacy +21, Heaven Lore +21, Stealth +20

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

AC 31; **Fort** +20, **Ref** +21, **Will** +22

HP 175

Speed 25 feet, swim 25 feet

Melee ❖ fangs +22 (finesse, holy, reach 10 feet), **Damage** 3d10+8 piercing plus vicharamuni venom

Melee ❖ tail +22 (agile, finesse, holy, reach 20 feet), **Damage** 3d8+8 bludgeoning plus coils of knowledge

Ranged ❖ spit +22 (agile, holy, poison, range increment 30 feet), **Effect** vicharamuni venom

Divine Spontaneous Spells DC 29, attack +21; **5th** (4 slots) *breath of life*, *dispel magic*, *divine immolation*; **4th** (4 slots) *cleanse affliction, lightning bolt*, *fly*; **3rd** (4 slots) *crisis of faith*, *holy light*, *mind reading*; **2nd** (4 slots) *calm, noise blast*, *see the unseen*; **1st** (4 slots) *heal*, *protection*, *spirit link*; **Cantrips (5th)** *daze*, *detect magic*, *frostbite*, *light*, *read aura*, *stabilize*, *telekinetic hand*

Coils of Knowledge (force, magical) The naga's grip is more spiritual than physical. A creature hit by a vicharamuni's tail must succeed at a DC 29 Will save or become grabbed by the tail until they Escape, the naga releases them with an Interact action, or the naga dies. A captive takes a –4 status penalty to Escape, but can choose to attempt an Occultism or Religion check to Escape instead of the usual options without taking this penalty.

Greater Constrict ❖ 3d8+5 bludgeoning, DC 29

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(Naga, vicharamuni, continued from card 381)

Spiritual Venom A vicharamuni can choose to negate any damage that its venom does to a creature. In addition, the naga can cast any of its divine spells on a creature that is affected by its venom, regardless of range or line of effect.

Vicharamuni Venom (divine, holy, mental, poison, spirit) **Saving Throw** DC 29 Will; **Maximum Duration** 6 rounds; **Stage 1** 3d6 spirit (1 round); **Stage 2** 3d6 spirit and drained 1 (1 round)

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NIGHTMARE CREATURE 6

LARGE BEAST FIEND UNHOLY

Perception +14; darkvision
Languages Chthonian, Daemonic, Diabolic
Skills Acrobatics +13, Athletics +16, Intimidation +14, Survival +12
Str +6, **Dex** +3, **Con** +3, **Int** +1, **Wis** +4, **Cha** +2

Smoke (aura) 15 feet. The nightmare continually exhales black smoke. Creatures within the aura are concealed to those outside it, and creatures outside the aura are concealed to creatures within it. Nightmares and their riders can see through this smoke.

A creature that begins its turn in the area must succeed at a DC 23 Fortitude save or be sickened 2. It's then temporarily immune to being sickened by the smoke for 1 minute. This is an inhaled poison, and the nightmare and its rider are immune to it.

AC 24; **Fort** +15, **Ref** +15, **Will** +12
HP 100; **Resistances** fire 10

Speed 40 feet, fly 90 feet

Melee ❖ jaws +16 (magical, unholy), **Damage** 2d10+8 piercing

Melee ❖ hoof +16 (agile, fire, magical, unholy), **Damage** 1d8+8 bludgeoning plus 1d6 fire

Divine Innate Spells DC 24; **7th** *interplanar teleport* (self and rider only)

Flaming Gallop ❖❖ (divine, fire, unholy) The nightmare Strides or Flies up to triple its Speed. Its hooves burst with intense flame, dealing 3d6 fire damage with a DC 24 basic Reflex save to each creature other than the nightmare's rider that the nightmare moves adjacent to during its gallop. Each creature can be affected only once during a single use of Flaming Gallop.

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NIGHTMARE, GREATER CREATURE 11

HUGE BEAST FIEND UNHOLY

Perception +22; darkvision
Languages Chthonian, Daemonic, Diabolic
Skills Acrobatics +23, Athletics +24, Intimidation +22, Survival +20
Str +7, **Dex** +4, **Con** +5, **Int** +2, **Wis** +5, **Cha** +3

Smoke (aura) 20 feet. The nightmare continually exhales black smoke. Creatures within the aura are concealed to those outside it, and creatures outside the aura are concealed to creatures within it. Nightmares and their riders can see through this smoke.

A creature that begins its turn in the area must succeed at a DC 28 Fortitude save or be sickened 2. It's then temporarily immune to being sickened by the smoke for 1 minute. This is an inhaled poison, and the nightmare and its rider are immune to it.

AC 31; **Fort** +25, **Ref** +24, **Will** +21
HP 200; **Resistances** fire 15

Speed 60 feet, fly 120 feet

Melee ❖ jaws +24 (magical, unholy), **Damage** 3d10+13 piercing

Melee ❖ hoof +24 (agile, fire, magical, unholy), **Damage** 2d8+10 bludgeoning plus 2d6 fire

Divine Innate Spells DC 30; **7th** *interplanar teleport* (self and rider only)

Flaming Gallop ❖❖ (divine, fire, unholy) The nightmare Strides or Flies up to triple its Speed. Its hooves burst with intense flame, dealing 6d6 fire damage with a DC 30 basic Reflex save to each creature other than the nightmare's rider that the nightmare moves adjacent to during its gallop. Each creature can be affected only once during a single use of Flaming Gallop.

Trample ❖❖❖ Large or smaller, hoof, DC 30

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NILITH CREATURE 10

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** *confusion*, *dream message*, *flicker*, *invisibility* (at will, self only), *nightmare*, *wave of despair*; **3rd** *mind reading* (at will); **Cantrips (5th)** *message*, *read aura*, *shield*, *telekinetic hand*
Mind Crush ❖ (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 with a DC 31 basic Will save. On a critical failure, the target is also affected as though by *never mind*, and it must attempt a second Will save against that effect.

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NORN CREATURE 20

RARE LARGE FEY

Perception +41; *detect magic*, greater darkvision, lifesense 120 feet, *truesight*

Languages Common, Fey, Jotun; *truespeech*

Skills Crafting +36, Deception +35, Intimidation +37, Lore (all) +28, Medicine +38, Occultism +34, Performance +31, Religion +34

Str +7, **Dex** +6, **Con** +6, **Int** +6, **Wis** +10, **Cha** +7

Items shears (see favored weapon)

Sense Fate (fortune) A norn automatically rolls a 20 when she rolls initiative.

Triumvirate This functions as the coven ability, except only norns can join a triumvirate, and it functions only as long as exactly three norns are part of the triumvirate. A triumvirate grants the following spells: *cataclysm*, *foresight*, *manifestation* (once per day), *pinpoint*, and *revival*.

AC 46; **Fort** +34, **Ref** +30, **Will** +38; +1 status to all saves vs. magic

HP 375, regeneration 20 (deactivated by cold iron); **Immunities** off-guard, void; **Weaknesses** cold iron 20

Speed 35 feet, fly 35 feet

Melee ❖ shears +38 (deadly 2d8, magical, reach 10 feet, versatile P), **Damage** 4d4+15 slashing plus 6d6 void and sever fate

Melee ❖ hand of fate +38 (agile, magical, reach 10 feet), **Damage** 4d10+15 void plus sever fate

Occult Innate Spells DC 42; **10th** *freeze time*; **9th** *execute*, *phantasmagoria*, *retrocognition*; **8th** *migration*, *quandary*; **7th** *dispel magic* (at will), *read omens* (at will), *spellwrack* (at will); **Constant (10th)** *detect magic*, *hidden mind*, *truesight*, *truespeech*

Rituals DC 42; *collective memories*, *geas*

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(Norn, continued from card 386)

Fated When a creature is subject to a fortune effect from a norn and a misfortune effect from any source other than a norn (or vice versa), the norn's effect automatically counteracts the other effect and then takes place normally, rather than the two effects canceling each other out. If both the fortune and misfortune effect are from a norn, then the two cancel each other out as normal. At the GM's discretion, powerful entities related to fate or luck, like Desna, Magdh, or Pharasma, can't have their effects negated by this ability.

Sever Fate (occult) When a norn deals void damage with a Strike, she regains 10 Hit Points. The target must succeed at a DC 39 Fortitude save or become drained 1 (drained 2 on a critical failure). Further void damage dealt by the norn increases the drained condition value by 1 on a failed save (or by 2 on a critical failure), to a maximum of drained 4.

Shift Fate ↻ (occult) **Trigger** A creature within 120 feet attempts a saving throw; **Effect** The creature rolls the saving throw twice, and then the norn decides which result applies. If the norn chooses the lower roll, this is a misfortune effect; if she chooses the higher roll, it's a fortune effect; if they're the same, she decides which trait to apply.

Snip Thread ◆◆ (death, manipulate, occult) **Frequency** three times per day; **Effect** The norn produces a golden thread linked to the fate of a creature within 100 feet of her, then snips it short with her shears. The target takes 100 void damage (DC 42 basic Fortitude save). If the target is reduced to 0 Hit Points from this damage, the thread is completely severed and the creature dies immediately. A creature slain by Snip Thread can't be restored to life except by a *wish* ritual or similarly powerful magic; or by divine intervention. Regardless of the outcome of their saving throw, a creature targeted by Snip Thread then becomes temporarily immune for 24 hours. The norn can't use Snip Thread again for 1d4 rounds.

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NOXIOUS NEEDLER CREATURE 9

UNCOMMON | LARGE | ALCHEMICAL | CONSTRUCT | MINDLESS

Perception +15; darkvision
Skills Athletics +22
Str +6, **Dex** +4, **Con** +3, **Int** –5, **Wis** +0, **Cha** –5

AC 27; **Fort** +20, **Ref** +19, **Will** +15
HP 150; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Resistances** physical 10 (except adamantine or bludgeoning), spells 10 (except sonic)

Alchemical Chambers A noxious needler's body contains six alchemical chambers filled with different substances. When a noxious needler's ability calls upon a randomly determined alchemical effect, roll 1d6 and consult the following (if you roll the result of a chamber that was shattered, there is no alchemical effect): **1** acid damage; **2** cold damage; **3** electricity damage; **4** fire damage; **5** poison damage; **6** sickness, with a DC 26 Fortitude save or sickened 1 (sickened 2 on a critical failure).

Alchemical Rupture When a noxious needler takes physical damage from a critical hit or is affected by a *shatter* spell, one glass chamber within its body shatters, spewing alchemical liquid in a 5-foot emanation. Roll on the alchemical chambers list (see above) to determine which one shatters—on a roll of 1–5, creatures in the area take 10d6 damage of the appropriate type (DC 28 basic Reflex). On a roll of 6, creatures must instead save against the sickness effect.

Speed 25 feet
Melee ❖ syringe +22 (magical, reach 10 feet), **Damage** 2d10+6 piercing plus alchemical injection
Ranged ❖ bomb +20 (magical, thrown 20 feet), **Damage** see Generate Bomb

(Continued on card 389)

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(Noxious needler, continued from card 388)

Alchemical Injection When a noxious needler hits a creature with a syringe Strike, roll 1d6 on the alchemical chambers list to determine the additional effect of the attack. The syringe deals an additional 2d6 damage of the appropriate type (or exposes the target to the sickness effect, as appropriate).

Generate Bomb ❖ (manipulate) The needler fills an empty vial from one of its alchemical chambers to create a bomb and then makes a bomb Strike. Roll 1d6 on the alchemical chambers list above. On a roll of 1–5, the bomb deals 3d10 damage and 3 splash damage, matching the damage type of the chamber; you can instead choose to create an alchemical bomb of 11th level or lower that deals the same damage type, such as an acid flask on a roll of 1. On a roll of 6, it creates a sickness bomb, which exposes the target and all creatures in the splash radius to the sickness effect; creatures hit by only the splash receive a +2 circumstance bonus to their Fortitude saves.

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NUCKELAVEE CREATURE 9

LARGE AMPHIBIOUS FEY

Perception +16; low-light vision
Languages Aklo, Common, Fey
Skills Athletics +19, Intimidation +19, Nature +16, Stealth +18, Survival +16
Str +6, **Dex** +3, **Con** +4, **Int** +1, **Wis** +3, **Cha** +4
Items *+1 striking bastard sword*

AC 28; **Fort** +19, **Ref** +16, **Will** +20
HP 190; **Immunities** disease, poison; **Weaknesses** cold iron 10
Frightful Presence (aura, emotion, fear, mental) 30 feet, DC 25
Purity Vulnerability Unpolluted fresh water burns a nuckelavee like acid, dealing 1d6 damage to it and causing it to be sickened 2. A nuckelavee can't heal from damage when it's in an area that isn't polluted (subject to GM discretion).
Reactive Strike ↻

Speed 40 feet, swim 40 feet
Melee ◆ *bastard sword* +21 (magical, reach 10 feet, two-hand d12), **Damage** 2d8+12 slashing plus 1d6 poison and mortasheen
Melee ◆ jaws +20 (agile), **Damage** 2d8+12 piercing plus 1d6 poison and mortasheen
Melee ◆ hoof +20, **Damage** 2d6+12 bludgeoning plus mortasheen
Primal Innate Spells DC 28; **5th** *control water*; **3rd** *toxic cloud*
Rituals DC 28; *blight*
Blight Breath ◆◆ (disease, poison, primal) The nuckelavee breathes a 30-foot cone of foulness, dealing 8d6 void damage to living creatures in the area with a DC 28 basic Fortitude save. A creature that fails also takes 2d6 persistent bleed damage. The nuckelavee can't use Blight Breath again for 1d4 rounds.

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(Nuckelavee, continued from card 390)

Mortasheen (disease) The target can't recover from the fatigued condition caused by mortasheen until the disease is cured. Mortasheen gains the virulent trait against animals and plants; **Saving Throw** DC 28 Fortitude; **Stage 1** Carrier with no ill effect (1 day); **Stage 2** drained 1 and fatigued (1 day); **Stage 3** drained 2 and fatigued (1 day); **Stage 4** dead

Trample ❖❖❖ Medium or smaller, hoof, DC 28

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NYMPH, DRYAD CREATURE 3

MEDIUM FEY NYMPH PLANT WOOD

Perception +10; low-light vision

Languages Common, Elven, Fey, Muan

Skills Acrobatics +9, Athletics +5, Crafting +7 (+9 woodworking), Diplomacy +9, Nature +13, Stealth +9, Survival +12

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

Nature Empathy The dryad can ask questions of, receive answers from, and use the Diplomacy skill with animals and plants.

AC 17; **Fort** +6, **Ref** +11, **Will** +10

HP 55; **Weaknesses** cold iron 5, fire 5

Tree Dependent A dryad is bonded to a single great tree. If she is more than 300 feet away from it for 24 hours or more, she gains the weak adjustments until she returns. She can perform a 24-hour ritual to bond herself to a new tree.

Speed 25 feet

Melee ❖ branch +12 (finesse, magical), **Damage** 1d12+2 bludgeoning

Primal Innate Spells DC 20, attack +12; **5th** *nature's pathway* (×2); **4th** *charm* (×3), *suggestion*; **2nd** *entangling flora* (at will), *one with plants* (at will; see Tree Meld); **Cantrips (2nd)** *tangle vine*

Tree Meld ❖❖ A *one with plants* spell cast by a dryad has an unlimited duration. In addition, if the dryad merges with her bonded tree, she can choose to instead enter an extradimensional living space within the tree, and can bring up to two adjacent, willing creatures with her; the spell gains the extradimensional trait. The dryad can still be expelled from this space.

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NYMPH, DRYAD QUEEN — CREATURE 13

UNCOMMON | MEDIUM | FEY | NYMPH | PLANT | WOOD

Perception +25; low-light vision

Languages Common, Elven, Fey, Muan

Skills Acrobatics +25, Athletics +19, Crafting +23 (+25 woodworking), Deception +30, Diplomacy +30, Intimidation +27, Nature +24, Performance +28, Stealth +25, Survival +24

Str +2, **Dex** +6, **Con** +6, **Int** +4, **Wis** +4, **Cha** +8

Nature Empathy The dryad queen can ask questions of, receive answers from, and use the Diplomacy skill with animals and plants.

Tied to the Land A dryad queen is intrinsically tied to a specific forest or other woodland. As long as the queen is healthy, the environment is resilient, allowing her to automatically attempt to counteract any spell that would harm the environment (such as the *blight* ritual), using her spell DC with a counteract rank of 8. When the queen becomes unhealthy, her domain eventually becomes unhealthy as well; restoring the queen swiftly heals the entire region.

AC 35; **Fort** +24, **Ref** +26, **Will** +24

HP 220; **Weaknesses** cold iron 10, fire 10

Nymph's Beauty (aura, emotion, incapacitation, mental, primal, visual) 30 feet. Creatures that start their turn in the area must succeed on a DC 30 Will save or be immobilized in awe for 1 minute.

Speed 30 feet

Melee ❖ branch +27 (finesse, magical), **Damage** 3d12+8 bludgeoning

Ranged ❖ leaves +27 (plant, primal, range increment 60 feet), **Damage** 3d8+6 slashing

Primal Prepared Spells DC 35, attack +25; **7th** *regenerate*, *summon plant or fungus*; **6th** *chain lightning*, *cursed metamorphosis*, *tangling creepers*; **5th** *banishment*, *heal, howling blizzard*; **4th** *fly*, *mountain resilience, resist energy*; **3rd** *earthbind*, *haste*, *wall of thorns*; **2nd** *animal messenger*, *remove fear*, *revealing light*; **1st** *fleet step*, *gust of wind*, *pest form*; **Cantrips (7th)** *detect magic*, *frostbite*, *guidance*, *light*, *stabilize*

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(Nymph, dryad queen, continued from card 393)

Primal Innate Spells DC 35, attack +25; **8th** *impaling briars* (*Pathfinder Core Rulebook* 400), **5th** *nature's pathway* (×3), *one with plants* (at will); **4th** *charm* (at will), *entangling flora* (at will); *shape wood* (at will), *suggestion* (at will); **Cantrips (5th)** *tangle vine*

Change Shape ❖ (polymorph, primal) A dryad queen can transform between her original form and any Small or Medium humanoid form, usually choosing a more humanoid-looking version of her natural form.

Focus Beauty ❖ (emotion, incapacitation, mental, primal, visual) The dryad queen focuses her beauty upon a target within her nymph's beauty aura, who must attempt another saving throw against the aura. On a failed save, if the target was already affected by the dryad queen's beauty, the target can't use hostile actions against the dryad queen for 1 hour. A dryad queen can Focus Beauty on a given creature only once per turn.

Inspiration ❖❖❖ (emotion, mental, primal) The dryad queen inspires a single intelligent creature by giving that creature a token of her favor, typically a lock of her hair, though it can be some other significant object as well. As long as the creature carries her token and remains in good standing, the creature gains a +1 status bonus to all Crafting checks, Performance checks, and Will saves. If the queen grants her token to a bard, and she's the bard's muse, the queen chooses one additional benefit granted by her token: a +1 status bonus to all Lore checks, a +2 status bonus to Performance checks when determining the effects of compositions, a +4 status bonus to untrained skill checks, or a +2 status bonus to Will saves against fey.

Tree Meld ❖❖ (primal) A *one with plants* spell cast by a dryad queen has an unlimited duration. In addition, if the dryad queen merges with any tree in her domain, she can choose to instead enter an extradimensional living space within the tree, and can bring up to eight adjacent, willing creatures with her; the spell gains the extradimensional trait. When the dryad queen leaves this extradimensional domain, she can exit from any tree in her domain. The dryad can still be expelled from this space.

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NYMPH, NAIAD CREATURE 1

MEDIUM | AMPHIBIOUS | FEY | NYMPH | WATER

Perception +6; low-light vision
Languages Common, Elven, Fey, Thalassic
Skills Acrobatics +6, Athletics +3, Diplomacy +7, Nature +6, Stealth +6, Survival +4
Str +0, **Dex** +3, **Con** +0, **Int** +1, **Wis** +1, **Cha** +4
Animal Empathy The naiad can ask questions of, receive answers from, and use the Diplomacy skill with animals.

AC 14; **Fort** +3, **Ref** +6, **Will** +8
HP 20; **Weaknesses** cold iron 3; **Resistances** fire 3
Water Dependent A naiad is bonded to a spring, pond, or similar-sized water feature. If she is more than 300 feet away from it for 24 hours or more, she gains the weak adjustments until she returns. She can perform a 24-hour ritual to bond herself to a new body of water.
Water Healing (healing, primal, vitality) For every 10 minutes a naiad spends soaking in her bonded body of water, she regains 7 Hit Points.

Speed 25 feet, swim 25 feet
Melee ❖ aqueous fist +8 (agile, finesse, magical, water), **Damage** 1d8 bludgeoning
Ranged ❖ water orb +8 (magical, range 60 feet, water), **Damage** 1d6 bludgeoning
Primal Innate Spells DC 17; **1st** *charm*, *create water*, *hydraulic push*, *tidal surge* (at will; *Player Core* 381)

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NYMPH, NAIAD QUEEN CREATURE 7

UNCOMMON | MEDIUM | AMPHIBIOUS | FEY | NYMPH | WATER

Perception +18; low-light vision

Languages Common, Elven, Fey, Thalassic

Skills Acrobatics +16, Athletics +9 (+13 to Swim), Diplomacy +20, Medicine +15, Nature +15, Performance +20, Stealth +14, Survival +15

Str +0, **Dex** +5, **Con** +4, **Int** +3, **Wis** +4, **Cha** +7

Animal Empathy The naiad queen can ask questions of, receive answers from, and use the Diplomacy skill with animals.

Tied to the Land A naiad queen is intrinsically tied to a specific body of water or area with a great deal of water features. As long as the queen is healthy, the environment is resilient, allowing her to automatically attempt to counteract any spell that would harm the environment (such as the *blight* ritual), using her spell DC with a counteract rank of 4. When the queen becomes unhealthy, her domain eventually becomes unhealthy as well; restoring the queen swiftly heals the entire region.

AC 26; **Fort** +15, **Ref** +18, **Will** +17

HP 100; **Weaknesses** cold iron 10; **Resistances** fire 10

Nymph's Beauty (aura, emotion, mental, primal, visual) 30 feet. Creatures that start their turn in the area must succeed on a DC 23 Will save or be stunned 1. They also become stunned 1 each time they starts their turn within the aura for the next 24 hours, even if they can't see the naiad queen.

Water Healing (healing, primal, vitality) For every 10 minutes a naiad queen spends soaking in any body of water in her domain, she regains 30 Hit Points.

Speed 25 feet, swim 25 feet

Melee ❖ aqueous fist +18 (agile, finesse, magical, water), **Damage** 2d8+6 bludgeoning

Ranged ❖ water orb +18 (magical, range 60 feet, water), **Damage** 4d6 bludgeoning

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(Nymph, naiad queen, continued from card 396)

Primal Prepared Spells DC 28, attack +18; **4th** *heal*, *summon animal*; **3rd** *aqueous orb*, *earthbind*, *heal*; **2nd** *animal messenger*, *one with plants*, *revealing light*; **1st** *air bubble*, *fleet step*, *gust of wind*; **Cantrips (4th)** *detect magic*, *frostbite*, *guidance*, *light*, *stabilize*

Primal Innate Spells DC 28; **4th** *charm*, *create water*, *hydraulic push*, *tidal surge* (at will; *Player Core* 381)

Change Shape ❖ (polymorph, primal) A naiad queen can transform between her original form and any Small or Medium humanoid form, usually choosing a more humanoid-looking version of her natural form.

Focus Beauty ❖ (emotion, incapacitation, mental, primal, visual) The naiad queen focuses her beauty upon a target within her nymph's beauty aura, who must attempt another saving throw against the aura. On a failed save, if the target was already affected by the naiad queen's beauty, the image of the queen sears into the creature's mind, effectively blinding the creature until its vision is restored with *sound body* or a similar effect. The naiad queen can Dismiss the effect. A naiad queen can Focus Beauty on a given creature only once per turn.

Inspiration ❖❖❖ (emotion, mental, primal) **Inspiration** ❖❖❖ (emotion, mental, primal) The naiad queen inspires a single intelligent creature by giving that creature a token of her favor, typically a lock of her hair, though it can be some other significant object as well. As long as the creature carries her token and remains in good standing, the creature gains a +1 status bonus to all Crafting checks, Performance checks, and Will saves. If the queen grants her token to a bard, and she's the bard's muse, the queen chooses one additional benefit granted by her token: a +1 status bonus to all Lore checks, a +2 status bonus to Performance checks when determining the effects of compositions, a +4 status bonus to untrained skill checks, or a +2 status bonus to Will saves against fey.

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OCTOPUS, GIANT CREATURE 8

HUGE ANIMAL AQUATIC

Perception +15; low-light vision
Skills Acrobatics +17, Athletics +20, Stealth +17
Str +6, **Dex** +3, **Con** +4, **Int** –4, **Wis** +3, **Cha** –2

AC 27; **Fort** +16, **Ref** +17, **Will** +15
HP 135; **Resistances** cold 10

Speed 15 feet, swim 40 feet; compression
Melee ❖ arm +20 (agile, reach 15 feet), **Damage** 2d8+9 bludgeoning plus Grab
Melee ❖ beak +20, **Damage** 2d8+9 piercing plus giant octopus venom
Compression A giant octopus can move through a gap at least 2 feet wide without Squeezing and can Squeeze through a gap at least 1 foot wide.
Constrict ❖ 1d8+9 bludgeoning, DC 26
Giant Octopus Venom (poison) **Saving Throw** DC 26 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and off-guard (1 round); **Stage 2** 2d6 poison damage, clumsy 1, and off-guard (1 round); **Stage 3** 2d6 poison damage, clumsy 2, and off-guard (1 round)
Ink Cloud ❖ The octopus emits a cloud of black ink in a 30-foot emanation. This cloud has no effect outside of water. Creatures inside the cloud are undetected and can't use their sense of smell. The cloud dissipates after 1 minute. The octopus can't use Ink Cloud again for 2d6 rounds.
Jet ❖❖ (move) The octopus moves up to 200 feet in a straight line through the water without triggering reactions.
Writhing Arms ❖❖ The giant octopus makes up to four Strikes with different arms, each against a different target. Each attack counts separately for the octopus's multiple attack penalty, but the penalty doesn't increase the until the octopus has made all the attacks. If the octopus subsequently uses the Grab action, it can Grab any number of creatures it hit with Writhing Arms.

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OFALTH CREATURE 10

LARGE ABERRATION

Perception +18; darkvision
Languages Common
Skills Athletics +23, Stealth +19 (+23 in trash)
Str +7, **Dex** +3, **Con** +6, **Int** –2, **Wis** +2, **Cha** –2
Refuse Pile When they're not in danger, an ofalth can spend 1 minute settling into a 10-foot pile that looks like a heap of garbage. Until the next time it takes an action, the ofalth gains a +2 circumstance bonus to AC. A creature that enters the area of the garbage heap or interacts with it must attempt a save against the ofalth's stench.

AC 31; **Fort** +22, **Ref** +17, **Will** +18
HP 170, filth wallow; **Immunities** disease, poison
Filth Wallow An ofalth gains fast healing 2 when in an area with a high concentration of debris or excrement, such as a refuse heap or sewer.
Stench (aura, olfactory) 30 feet, DC 28

Speed 30 feet
Melee ❖ fist +23 (reach 10 feet), **Damage** 2d12+13 bludgeoning plus wretched weeps
Ranged ❖ offal +19 (range increment 30 feet), **Damage** 2d10+9 bludgeoning plus wretched weeps
Wretched Weeps (disease) **Saving Throw** DC 26 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 2d4 persistent bleed every hour and enfeebled 1 (1 day); **Stage 3** 2d6 persistent bleed every hour and enfeebled 2 (1 day).

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OFALTH, LARVAL CREATURE 4

MEDIUM ABERRATION

Perception +9; darkvision
Languages Common
Skills Athletics +13, Stealth +9 (+13 in trash and rubbish)
Str +5, **Dex** +1, **Con** +3, **Int** –2, **Wis** +1, **Cha** –2
Hide in Filth A larval ofalth can hide in any pile of filth or trash that is its size or larger, allowing it to use Stealth for initiative. If it rolls Stealth for initiative, on the first round of combat, creatures that haven't acted yet are off-guard to it.

AC 20 (22 with trash shield raised); **Fort** +11, **Ref** +9, **Will** +9
HP 60; **Immunities** disease, poison
Stench (aura, olfactory) 30 feet, DC 19
Shield Block ↻ The larval ofalth's trash shield has a hardness of 5 and 20 Hit Points.

Speed 25 feet
Melee ❖ claw +13, **Damage** 2d8+5 slashing plus wretched weeps
Ranged ❖ leachate +11 (range 20 feet), **Damage** 3d8 acid plus wretched weeps
Wretched Weeps (disease) **Saving Throw** DC 19 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 2d4 persistent bleed every hour and enfeebled 1 (1 day); **Stage 3** 2d6 persistent bleed every hour and enfeebled 2 (1 day)

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OGRE BOSS CREATURE 7

LARGE GIANT HUMANOID

Perception +12; darkvision
Languages Common, Jotun
Skills Athletics +16, Intimidate +16, Stealth +11
Str +7, **Dex** +0, **Con** +4, **Int** +0, **Wis** +1, **Cha** +1
Items breastplate, javelin (6), *+1 ogre hook*

AC 25; **Fort** +17, **Ref** +12, **Will** +15
HP 130
Reactive Strike ↷

Speed 25 feet
Melee ❖ *ogre hook* +19 (deadly d10, reach 10 feet, trip), **Damage** 1d10+11 piercing
Ranged ❖ javelin +12 (thrown 30 feet), **Damage** 1d6+11 piercing
Bellowing Command ❖ (auditory, emotion, fear, linguistic, mental) The ogre boss issues a command to hasten their fellows. Each ogre ally who hears and understands this command becomes quickened until the end of that ally's next turn but can use the extra action only to Step or Stride.
Sweeping Hook ↷ **Trigger** The ogre boss successfully Trips a creature using an ogre hook; **Effect** The ogre boss makes an ogre hook Strike against the creature they tripped.

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OGRE GLUTTON CREATURE 4

LARGE GIANT HUMANOID

Perception +6; darkvision
Languages Jotun
Skills Athletics +12, Intimidate +10, Survival +6
Str +6, **Dex** –1, **Con** +4, **Int** –2, **Wis** +0, **Cha** –2
Items leather armor, greataxe

AC 18; **Fort** +14, **Ref** +7, **Will** +6
HP 70

Speed 30 feet
Melee ❖ greataxe +14 (reach 10 feet, sweep), **Damage** 1d12+8 slashing
Melee ❖ jaws +14, **Damage** 1d8+8 piercing plus Grab and glutton's feast
Glutton's Feast If the ogre glutton damages a living creature with their jaws Strike, they gain 1d4 temporary Hit Points for 1 minute.
Glutton's Rush ❖❖ The ogre glutton Strides twice and makes a jaws Strike. If they damage a living creature with this Strike, the temporary Hit Points they receive from glutton's feast is increased to 2d4.
Swallow Whole ❖ (attack) Small, 2d4+4 bludgeoning, Rupture 14

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OGRE WARRIOR CREATURE 3

LARGE GIANT HUMANOID

Perception +5; darkvision
Languages Jotun
Skills Athletics +12, Intimidate +9
Str +5, **Dex** –1, **Con** +4, **Int** –2, **Wis** +0, **Cha** –2
Items hide armor, javelins (6), ogre hook

AC 17; **Fort** +11, **Ref** +6, **Will** +5
HP 50

Speed 25 feet
Melee ❖ ogre hook +12 (deadly d10, reach 10 feet, trip), **Damage** 1d10+7 piercing
Ranged ❖ javelin +6 (thrown 30 feet), **Damage** 1d6+7 piercing

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ONI, CALDERA — CREATURE 14

LARGE | FIRE | GIANT | HUMANOID | ONI

Perception +26; greater darkvision
Languages Common
Skills Acrobatics +23, Athletics +27, Crafting +25, Deception +27, Intimidation +27
Str +8, **Dex** +6, **Con** +6, **Int** +0, **Wis** +6, **Cha** +8
Items *+2 striking katana*, *+1 resilient breastplate*

AC 35; **Fort** +28, **Ref** +25, **Will** +23
HP 315; **Immunities** fire; **Weaknesses** bean panic, spirit 15
Bean Panic Oni are curiously afraid of beans, especially as the seasons begin to change. If a creature Interacts to throw a handful of beans at the oni, the oni becomes frightened 2. While frightened this way, their weakness to spirit damage is increased by 5. The oni then becomes immune to bean panic for 24 hours.
Reactive Strike ↻
Stoke the Volcano When the caldera oni is critically hit, the flames of anger grow within them. They recharge their choice of Ash Form or Dance of Burning War.

Speed 40 feet, fly 40 feet
Melee ❖ *katana* +30 (deadly d8, magical, two-hand d10, versatile P), **Damage** 2d6+14 slashing plus 2d6 fire
Melee ❖ jaws +28 (magical, reach 10 feet), **Damage** 2d6+14 piercing plus 1d8 persistent bleed
Primal Innate Spells DC 34; **2nd** *invisibility* (at will, self only)
Change Shape ❖ (concentrate, polymorph, primal) The caldera oni can take on the appearance of any Medium or Large humanoid creature. This doesn't change their Speed or their attack and damage bonuses with their Strikes but might change the damage type their Strikes deal (typically to bludgeoning).

(Continued on card 405)

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(Oni, caldera, continued from card 404)

Ash Form ◆◆◆ (polymorph, primal) **Frequency** once per minute; **Effect** The caldera oni transforms into a cloud of sparking volcanic ash and then Flies. This movement doesn't trigger reactions, and the caldera oni can move through small gaps and spaces occupied by other creatures. The caldera oni then returns to its physical form, affected by a 4th-rank *enlarge* spell with a duration of 1d4 rounds.

Dance of Burning War ◆◆◆◆ **Frequency** once per minute; **Effect** The oni's heat becomes overwhelming, causing them to breathe out superheated ash and dance across the battlefield. The caldera oni Strides, then makes a melee Strike. If the Strike hits, the oni can Stride again and Strike again, repeating this until they have either missed with a Strike or made three Strikes total. The oni then finishes the dance by calling down volcanic lightning through the cloud of ash. Each creature hit by a Strike during the dance takes 3d6 fire damage and 3d6 electricity damage with a DC 34 basic Reflex save.

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ONI, ISLAND — CREATURE 17

HUGE | GIANT | HUMANOID | ONI | WATER

Perception +32; greater darkvision, mist vision
Languages Common
Skills Acrobatics +30, Athletics +33, Deception +32, Intimidation +32, Nature +29
Str +9, **Dex** +6, **Con** +6, **Int** +2, **Wis** +9, **Cha** +6
Items *+2 greater striking longspear*
Mist Vision The island oni ignores the concealed condition from fog and mist.

AC 38; **Fort** +26, **Ref** +28, **Will** +34; +1 status on all saves vs. water
HP 390; **Immunities** electricity; **Weaknesses** bean panic, spirit 20
Bean Panic Oni are curiously afraid of beans, especially as the seasons begin to change. If a creature Interacts to throw a handful of beans at the oni, the oni becomes frightened 2. While frightened this way, their weakness to spirit damage is increased by 5. The oni then becomes immune to bean panic for 24 hours.
Lost Oni Island (aura, primal) An island oni can claim an island of up to 1-mile radius in a process that takes 1 week, during which the oni must defeat any who come to challenge it. If successful, the oni can freely control the weather on its island and in a 1-mile radius from the shore, with the effect of a successful *control weather* ritual. This altered weather surrounds the island in thick fog, mirages, or other phenomena that increase the DC of checks to locate and navigate to the island (Such as Sailing Lore or Survival) to 40, though the oni can allow allies to pass freely. If the oni dies or leaves the island, the weather returns to normal.
Reactive Strike ↩

Speed 40 feet, fly 40 feet, swim 50 feet; *water walk*
Melee ❖ *longspear* +35 (magical, reach 20 feet), **Damage** 3d8+10 piercing plus 2d6 electricity
Melee ❖ jaws +33 (magical, reach 15 feet), **Damage** 3d6+10 piercing plus 2d6 persistent electricity and Improved Grab
(Continued on card 407)

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(Oni, island, continued from card 406)

Ranged ❖ thunderbolt +30 (electricity, magical, range increment 60 feet), **Damage** 3d12+12 electricity plus off-guard for 1 round

Primal Innate Spells DC 37 **2nd** *invisibility* (at will, self only); **Constant (9th)** *water walk*

Change Shape ❖ (concentrate, polymorph, primal) The island oni can take on the appearance of any Medium or Large humanoid creature. This doesn't change their Speed or their attack and damage bonuses with their Strikes but might change the damage type their Strikes deal (typically to bludgeoning).

Conductive Downpour ❖❖ (electricity, primal, water) The island oni fires a bolt of lightning into the air, which immediately roils with dark clouds. Rain falls in a 60-foot radius emanation, centered on the oni, for 1 minute, filling the air and pooling on the ground. Creatures in the aura gain weakness 10 to electricity, and the entire area is greater difficult terrain for Flying creatures, and difficult terrain for creatures on the ground or Climbing, unless they also have a swim Speed.

Electrifying Pierce ❖ (electricity, primal) **Requirements** The island oni's last action was a successful longspear Strike against a Medium or smaller target; **Effect** The island oni drives the spear through the target and calls lightning to strike the spear. The target takes 6d6 electricity damage with a DC 37 basic Fortitude save. On a failure, the creature is also impaled on the spear. It's grabbed, and if the oni moves, they bring the grabbed creature along with them. The island oni doesn't need to use additional actions to keep the creature grabbed; the creature remains grabbed as long as it's impaled. The grabbed creature can attempt to Escape as normal. The island oni can only have one creature impaled this way at a time.

Swallow Whole ❖ medium, 3d8+10 bludgeoning, Rupture 30

Tripping Tide ❖❖ (water) The island oni sweeps their spear in a full circle, releasing waves of seawater. All creatures in a 20-foot emanation must succeed a DC 37 Reflex Saving throw or fall prone.

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ONI, MOUNTAIN CREATURE 8

LARGE GIANT HUMANOID ONI

Perception +17; darkvision
Languages Common
Skills Athletics +16, Deception +18, Intimidation +18, Survival +17
Str +6, **Dex** +3, **Con** +4, **Int** +0, **Wis** +3, **Cha** +4
Items *+1 striking tetsubo* (see sidebar)

AC 26; **Fort** +18, **Ref** +15, **Will** +14
HP 165, **Weaknesses** bean panic, spirit 10

Bean Panic Oni are curiously afraid of beans, especially as the seasons begin to change. If a creature Interacts to throw a handful of beans at the oni, the oni becomes frightened 2. While frightened this way, their weakness to spirit damage is increased by 5. The oni then becomes immune to bean panic for 24 hours.

Reactive Strike ↩

Speed 30 feet

Melee ◆ *tetsubo* +21 (magical, razing, reach 10 feet, shove, sweep) **Damage** 2d10+9 bludgeoning

Melee ◆ jaws +20 (magical, reach 10 feet), **Damage** 2d6+9 piercing plus 1d6 persistent bleed

Primal Innate Spells DC 25; *invisibility* (at will, self only)

Change Shape ◆ (concentrate, polymorph, primal) The mountain oni can take on the appearance of any Medium or Large humanoid creature. This doesn't change their Speed or their attack and damage bonuses with their Strikes but might change the damage type their Strikes deal (typically to bludgeoning).

Thundering Iron ◆◆ The oni lifts their tetsubo and brings it down in a deafening peal. They make a tetsubo Strike. On a success, the target takes an additional 1d10 sonic damage. Each creature in a 10-foot emanation around the target, other than the oni, take this damage as well and is pushed 5 feet away from the target.

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ONI, SNOW — CREATURE 13

LARGE | COLD | GIANT | HUMANOID | ONI | UNHOLY

Perception +26; greater darkvision, snow vision
Languages Common
Skills Acrobatics +24, Athletics +25, Deception +27
Str +8, **Dex** +5, **Con** +5, **Int** +0, **Wis** +5, **Cha** +8
Snow Vision The snow oni ignores concealment from snowfall.

AC 33; **Fort** +23, **Ref** +25, **Will** +21
HP 290; **Immunities** cold; **Weaknesses** bean panic, spirit 15

Bean Panic Oni are curiously afraid of beans, especially as the seasons begin to change. If a creature Interacts to throw a handful of beans at the oni, the oni becomes frightened 2. While frightened this way, their weakness to spirit damage is increased by 5. The oni then becomes immune to bean panic for 24 hours.

Icy Deflection ↷ **Trigger** The oni is targeted by a ranged Strike or spell attack that doesn't have the fire trait; **Effect** The oni creates an ice shield, gaining a +4 circumstance bonus to AC against the triggering attack. If the attack misses, the snow oni redirects the attack to another creature within 20 feet. The attacker rerolls the attack against the new target.

Reactive Strike ↷

Speed 40 feet, fly 40 feet

Melee ❖ fist +27 (agile, magical, reach 10 feet), **Damage** 2d8+16 bludgeoning plus 2d6 cold

Melee ❖ jaws +27 (magical, reach 10 feet), **Damage** 2d6+16 piercing plus 1d6 persistent bleed

Ranged ❖ ice dart +25 (cold, magical, range increment 60 feet), **Damage** 3d10+4 cold plus 1d6 spirit

Primal Innate Spells DC 31; **2nd** *invisibility* (at will, self only)

Change Shape ❖ (concentrate, polymorph, primal) The oni can take on the appearance of any Medium or Large humanoid creature. This doesn't change their Speed or their attack and damage bonuses with their Strikes but might change their damage type (typically to bludgeoning).

(Continued on card 410)

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(Oni, snow, continued from card 409)

Chilling Combo ❖ (cold) The snow oni makes two fist Strikes targeting the same creature. If they both hit, the target becomes slowed 1 for 1 round.

Falling Frozen Lightning ❖❖ (cold, primal) The snow oni calls down a bolt of icy lightning, white as fallen snow. The bolt strikes a location within 60 feet, freezing the air into a cloud of snow that fills a 20-foot burst and lasts for 1 minute. All creatures within the snow become concealed, and all creatures outside the snow become concealed to creatures within it. A creature that enters the snow or begins its turn there takes 15 cold damage, with a DC 33 basic Fortitude save.

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OOZE, LIVING TAR CREATURE 7

HUGE MINDLESS OOZE

Perception +9; motion sense 60 (precise) feet, no vision
Skills Athletics +18
Str +7, **Dex** –5, **Con** +7, **Int** –5, **Wis** +0, **Cha** –5
Motion Sense A living tar can feel nearby motion through vibration and air movement.

AC 14; **Fort** +18, **Ref** +6, **Will** +11
HP 165; **Immunities** acid, bleed, bludgeoning, critical hits, mental, precision, unconscious, visual
Adhesive Mass A weapon that hits the living tar is stuck to the ooze. Removing it requires a successful DC 23 Athletics check to Break Open. The living tar can have any number of objects or creatures stuck to it at a time. It can release a stuck object with an Interact action, and the adhesive dissolves 1 minute after the ooze dies, releasing all stuck objects and creatures.

Speed 20 feet, climb 20 feet
Melee ❖ pseudopod +18 (reach 10 feet), **Damage** 2d8+7 bludgeoning plus 2d6 acid and Grab
Constrict ❖ 1d8+7 bludgeoning plus 1d6 acid, DC 26
Engulf ❖❖❖ DC 22, 4d6 acid, Escape DC 22, Rupture 15

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OOZE, SEWER CREATURE 1

MEDIUM | MINDLESS | OOZE

Perception +3; motion sense (precise) 60 feet, no vision
Skills Stealth +1 (+4 in sewers)
Str +2, **Dex** –5, **Con** +4, **Int** –5, **Wis** +0, **Cha** –5
Motion Sense A sewer ooze can feel nearby motion through vibration and air movement.

AC 8; **Fort** +9, **Ref** +1, **Will** +3
HP 40; **Immunities** acid, bleed, critical hits, mental, precision, unconscious, visual

Speed 10 feet
Melee ❖ pseudopod +9; **Damage** 1d6+1 bludgeoning plus 1d4 acid
Filth Wave ❖ **Frequency** once per minute; **Effect** The sewer ooze unleashes a wave of filth, covering all creatures in a 20-foot emanation. Each creature in the area must succeed at a DC 17 Reflex save or take 1d4 acid damage and take a –10-foot penalty to its Speeds for 1 minute (on a critical failure, the creature also falls prone). A creature can spend an Interact action to clean someone off, decreasing the Speed penalty by 5 feet with each action.

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OOZE, STRING SLIME CREATURE 3

LARGE MINDLESS OOZE

Perception +5; motion sense (precise) 60 feet, no vision
Skills Athletics +11 (+13 to Shove)
Str +4, **Dex** –5, **Con** +5, **Int** –5, **Wis** +0, **Cha** –5
Motion Sense A string slime can feel nearby motion through vibration and air movement.

AC 10; **Fort** +12, **Ref** +0, **Will** +5
HP 90; **Immunities** acid, bleed, critical hits, mental, precision, slashing, unconscious, visual
Split Whenever a string slime would take slashing damage (if it weren't immune) and has at least 10 HP, it splits into two identical slimes with half the original's HP. One string slime is in the same space as the original, and the other appears in an adjacent unoccupied space. If no adjacent space is unoccupied, move smaller creatures and objects out of the way to make a space or the split is canceled at the GM's discretion.

Speed 20 feet
Melee ◆ pseudopod +11, **Damage** 1d8+4 bludgeoning plus 1d6 acid
Tag Team ◆◆ **Requirements** another string slime is within 30 feet; **Effect** The slime arcs protoplasm to the other string slime. Creatures in that line take 3d6 acid damage with a DC 16 basic Reflex save. A creature that fails its save is also knocked prone.
Weak Acid A string slime's acid damages only organic material—not metal, stone, or other inorganic substances.

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OOZE, TOMB JELLY

CREATURE 5

LARGE | MINDLESS | OOZE

Perception +7; motion sense (precise) 60 feet, no vision
Skills Athletics +13
Str +6, **Dex** –5, **Con** +6, **Int** –5, **Wis** +0, **Cha** –5
Motion Sense A tomb jelly can feel nearby motion through vibration and air movement.

AC 12; **Fort** +15, **Ref** +4, **Will** +7
HP 150; **Immunities** acid, bleed, critical hits, mental, precision, slashing, unconscious, visual, void

Speed 15 feet, climb 10 feet
Melee ❖ pseudopod +15, **Damage** 1d8+6 bludgeoning plus 1d6 acid and tomb curse
Bound in Death ❖ (healing, void) The tomb jelly splatters some of its substance on a willing undead creature within its reach. The target regains 5 HP and its melee Strikes get the benefits of tomb curse until the end of its next turn.
Flesh-dissolving Acid A tomb jelly's acid damages only flesh.
Tomb Curse (curse, divine, void) A creature hit by a tomb jelly's pseudopod takes 1d6 persistent void damage. If the creature dies while it has this persistent damage, its corpse is affected by *peaceful rest*, except the tomb jelly can still dissolve its flesh.

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ORC, DROMAAR MOUNTAINEER CREATURE 2

MEDIUM | DROMAAR | HUMAN | HUMANOID | ORC

Perception +11; darkvision
Languages Common, Orcish
Skills Athletics +7, Acrobatics +7, Survival +8
Str +3, **Dex** +3, **Con** +1, **Int** +0, **Wis** +2, **Cha** +0
Items pick, hide armor, rope (50 feet), bola (6)

AC 19; **Fort** +7, **Ref** +9, **Will** +8
HP 28
Ferocity ↻

Speed 25 feet
Melee ❖ pick +9 (fatal d10), **Damage** 1d6+3 piercing
Melee ❖ fist +9 (agile, shove), **Damage** 1d4+3 bludgeoning
Ranged ❖ bola +9 (nonlethal, ranged trip, thrown 20 feet), **Damage** 1d6+3 bludgeoning
Tangle Prey ❖ The dromaar draws a bola and Strikes a target within 20 feet. On a success, the dromaar immediately rolls an Athletics check against the target's Fortitude DC to Trip them.

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ORC COMMANDER CREATURE 2

MEDIUM HUMANOID ORC

Perception +8; darkvision
Languages Common, Orcish
Skills Athletics +8, Intimidation +6, Survival +5
Str +4, **Dex** +2, **Con** +1, **Int** –1, **Wis** +1, **Cha** +2
Items greatclub, hide armor, javelin (6)

AC 19; **Fort** +7, **Ref** +6, **Will** +7
HP 32
Ferocity ↻
Reactive Strike ↻

Speed 25 feet
Melee ❖ greatclub +10 (backswing, shove), **Damage** 1d10+4 bludgeoning
Melee ❖ fist +10 (agile, shove), **Damage** 1d4+4 bludgeoning
Ranged ❖ javelin +8 (thrown 30 feet), **Damage** 1d6+4 piercing
Battle Cry ❖ (auditory, concentrate, emotion, mental) Bellowing mightily, the orc commander gives themself and all orc allies within 60 feet a +1 status bonus to attack and damage rolls until the start of the orc commander's next turn.

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ORC SCRAPPER

CREATURE 0

MEDIUM | HUMANOID | ORC

Perception +5; darkvision
Languages Common, Orcish
Skills Athletics +5, Intimidation +2
Str +3, **Dex** +2, **Con** +2, **Int** +0, **Wis** +1, **Cha** +0
Items shoddy breastplate, javelin (3), orc knuckle dagger (2)

AC 14; **Fort** +5, **Ref** +4, **Will** +2
HP 18
Ferocity ↻

Speed 25 feet
Melee ❖ orc knuckle dagger +7 (agile, disarm), **Damage** 1d6+3 piercing
Melee ❖ fist +7 (agile, nonlethal), **Damage** 1d4+3 bludgeoning
Ranged ❖ javelin +4 (thrown 30 feet), **Damage** 1d6+3 piercing

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ORC VETERAN CREATURE 1

MEDIUM HUMANOID ORC

Perception +6; darkvision
Languages Common, Orcish
Skills Athletics +7, Intimidation +4, Survival +4
Str +4, **Dex** +2, **Con** +3, **Int** –1, **Wis** +1, **Cha** +0
Items breastplate, javelin (4), orc necksplitter, shortsword (2)

AC 18; **Fort** +8, **Ref** +7, **Will** +4
HP 23
Ferocity ↻
Reactive Strike ↻

Speed 25 feet
Melee ❖ orc necksplitter +7 (forceful, sweep), **Damage** 1d8+4 slashing
Melee ❖ shortsword +7 (agile, versatile P), **Damage** 1d6+4 slashing
Melee ❖ fist +7 (agile, nonlethal), **Damage** 1d4+4 bludgeoning
Ranged ❖ javelin +5 (thrown 30 feet), **Damage** 1d6+4 piercing

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PALEOHEMOTH CREATURE 12

RARE HUGE CONSTRUCT MINDLESS

Perception +20; darkvision
Skills Athletics +20
Str +7, **Dex** +2, **Con** +6, **Int** –5, **Wis** +0, **Cha** –5

AC 33; **Fort** +26, **Ref** +20, **Will** +18
HP 195; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** cold 10, earth 10, water 10; **Resistances** physical 10 (except adamantine or bludgeoning), spells 10 (except cold, earth, or water)

Speed 25 feet
Melee ❖ jaws +26 (deadly 2d10, magical, reach 15 feet), **Damage** 3d10+13 piercing plus fossilization
Fossilization (arcane, incapacitation) The first time each round a creature takes damage from the paleohemoth's jaws, the target must attempt a DC 32 Fortitude save. If it fails and has not already been slowed by this ability, it becomes slowed 1 for 1 minute. If the creature was already slowed by this ability, a failed save causes it to be petrified permanently.
Reassemble ❖ The paleohemoth reorganizes its bones, increasing its reach to 25 feet and reducing its Speed to 15 feet. It can revert to its original form by taking this action again.

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PEGASUS CREATURE 3

LARGE BEAST

Perception +12; darkvision, scent (imprecise) 30 feet
Languages Common (can't speak any language)
Skills Acrobatics +11, Athletics +10
Str +3, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** +3

AC 18; **Fort** +9, **Ref** +11, **Will** +7
HP 55
Buck ↷ DC 19

Speed 40 feet, fly 80 feet
Melee ❖ hoof +10, **Damage** 1d8+5 bludgeoning
Melee ❖ wing +10 (agile), **Damage** 1d6+5 bludgeoning
Assisted Mount ❖ **Requirements** The pegasus is Flying without a rider; **Effect** The pegasus Flies. At any point during the movement, it can allow a willing adjacent creature to Mount it. That creature must use a reaction to do so.
Gallop ❖❖ The pegasus uses 2 move actions, each of which can be either Stride or Fly. It gains a +20-foot circumstance bonus to its Speeds during a Gallop.

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PHANTOM BEAST CREATURE 8

UNCOMMON | MEDIUM | ETHEREAL | INCORPOREAL | PHANTOM | SPIRIT

Perception +18; darkvision
Languages telepathy 100 feet
Skills Diplomacy +16, Intimidation +18, Occultism +14, Thievery +18
Str –5, **Dex** +6, **Con** +1, **Int** +0, **Wis** +4, **Cha** +6

Walk the Ethereal Line ❖❖ The phantom walks the thin line between the Ethereal Plane and the Universe in order to exist on both planes simultaneously. They can shift back to solely the Ethereal Plane by using this ability again.

AC 26; **Fort** +13, **Ref** +18, **Will** +16; –1 status penalty to all saves vs. death effects
HP 120; **Immunities** bleed, disease, paralyzed, poison, precision; **Resistances** all damage 8 (except force, *ghost touch*, or spirit; double resistance vs. non-magical)

Susceptible to Death Though phantoms aren't alive, neither are they undead, and they are uniquely vulnerable to the effects of death. A phantom whose Hit Points are reduced to 0 as a result of a death effect (such as from a spell like *execute*) is immediately whisked away to the River of Souls, where their soul resumes the usual path to the afterlife.

Speed fly 35 feet
Melee ❖ phantom horn +18 (agile, finesse, magical), **Damage** 2d8+8 piercing
Occult Innate Spells DC 28, attack +20; **4th** *phantom pain*, *sleep*, *spiritual armament*; **Cantrips (4th)** *daze*, *telekinetic projectile*
Grab Item ❖ The phantom beast attempts to Steal one item of up to 1 Bulk from a creature, even if the creature is in combat, though the object still must not be one that is actively in use. If they succeed, they carry the object along with them telekinetically.
Phantom Touch Each time they make a Strike, a phantom can choose to deal spirit damage instead of the normal physical damage type.

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PHANTOM KNIGHT CREATURE 4

UNCOMMON | MEDIUM | ETHEREAL | INCORPOREAL | PHANTOM | SPIRIT

Perception +13; darkvision
Languages Common
Skills Intimidation +12
Str –5, **Dex** +4, **Con** +0, **Int** +0, **Wis** +5, **Cha** +4

Walk the Ethereal Line ❖❖ The phantom walks the thin line between the Ethereal Plane and the Universe in order to exist on both planes simultaneously. They can shift back to solely the Ethereal Plane by using this ability again.

AC 21; **Fort** +8, **Ref** +12, **Will** +13; –1 status penalty to all saves vs. death effects
HP 45; **Immunities** bleed, disease, paralyzed, poison, precision; **Resistances** all damage 3 (except force, *ghost touch*, or spirit; double resistance vs. non-magical)

Susceptible to Death Though phantoms aren't alive, neither are they undead, and they are uniquely vulnerable to the effects of death. A phantom whose Hit Points are reduced to 0 as a result of a death effect (such as from a spell like *execute*) is immediately whisked away to the River of Souls, where their soul resumes the usual path to the afterlife.

Speed fly 25 feet
Melee ❖ phantom sword +14 (finesse, magical, versatile P), **Damage** 1d8+7 slashing
Ranged ❖ phantom bow +14 (deadly d10, magical, range increment 120 feet, volley 30 feet), **Damage** 1d8+5 piercing
Phantom Touch (spirit) Each time they make a Strike, a phantom can choose to deal spirit damage instead of the normal physical damage type.

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PHOENIX CREATURE 15

RARE GARGANTUAN BEAST FIRE

Perception +27; darkvision, *detect magic*, *see the unseen*
Languages Common, Empyrean, Pyric, Sussuran
Skills Acrobatics +30, Athletics +27, Diplomacy +31, Intimidation +27, Nature +25
Str +6, **Dex** +7, **Con** +5, **Int** +7, **Wis** +6, **Cha** +6

AC 36; **Fort** +27, **Ref** +31, **Will** +28; +1 status to all saves vs. magic
HP 300, regeneration 20 (deactivated by cold or unholy), self-resurrection; **Immunities** fire; **Weaknesses** cold 10, unholy 10
Shroud of Flame (aura, fire, primal) 20 feet. 4d6 fire, DC 37 basic Reflex save. While this aura is active, any adjacent creature that hits the phoenix with a melee attack or otherwise touches them takes 2d6 fire damage. The phoenix can activate or deactivate the aura with a single action, which has the concentrate trait.
Self-Resurrection (healing, primal) When a phoenix dies, they collapse into a pile of smoldering ashes before returning to life fully healed 1d4 rounds later, as if subject to a 7th-rank *resurrect* ritual. Self-resurrection happens only if there are some remains to resurrect; for instance, a phoenix killed by a *disintegrate* spell can't use this ability. A phoenix whose remains rest within an area devoted to an unholy deity by *consecrate* can't self-resurrect until their remains are no longer in that area. A phoenix can self-resurrect only once per year.

Speed 25 feet, fly 70 feet
Melee ❖ beak +30 (finesse, fire, magical, reach 20 feet), **Damage** 1d12+9 piercing plus 3d8 fire and 2d10 persistent fire
Melee ❖ talon +30 (agile, finesse, fire, magical, reach 20 feet), **Damage** 1d6+6 piercing plus 3d8 fire and 2d10 persistent fire
Ranged ❖ flame jet +30 (fire, range increment 40 feet), **Damage** 6d6 fire plus 2d10 persistent fire

(Continued on card 424)

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(Phoenix, continued from card 423)

Primal Innate Spells DC 39; **8th** *cleanse affliction*, *dispel magic* (×3), *divine immolation*, *everlight* (at will), *heal* (×3), *wall of fire* (×3); **7th** *dispel magic* (at will); **6th** *cleanse affliction* (×3); **Cantrips (8th)** *light*; **Constant (8th)** *detect magic*; **(6th)** *see the unseen*

Flaming Strafe ❖ (fire, primal) The phoenix blazes with superheated flame and Flies up to their Speed. They deal 6d6 fire damage to each creature within 20 feet of each square they move through (DC 37 basic Reflex save).

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PIPEFOX CREATURE 2

TINY BEAST

Perception +11; darkvision
Languages Common, Draconic; *translate*
Skills Acrobatics +8, Arcana +9, Athletics +7, Occultism +9, Society +9, Stealth +8
Str +3, **Dex** +4, **Con** +3, **Int** +4, **Wis** +1, **Cha** +3

AC 19; **Fort** +8, **Ref** +11, **Will** +7
HP 30

Speed 25 feet, climb 20 feet
Melee ❖ jaws +12 (finesse, reach 0 feet), **Damage** 1d6+4 piercing
Arcane Innate Spells DC 18, attack +8; **2nd** *invisibility* (at will, self only) **Cantrips (1st)** *read aura;* **Constant (2nd)** *translate*
Master of Tongues Even if the pipefox does not speak a creature's language, it can rapidly pick up on inflection, root words, and body language. If the pipefox interacts or observes a creature for at least 10 minutes and that creature can speak a language, it can communicate basic concepts to that creature.
Rapid Erudition ❖ (concentrate) **Requirements** The pipefox saw a cantrip cast within the last minute; **Effect** The pipefox can cast the cantrip it saw as an innate arcane spell for 1 minute.

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PLANAR SCION, DUSKWALKER GHOST HUNTER CREATURE 4

UNCOMMON | MEDIUM | DUSKWALKER | HUMAN | HUMANOID

Perception +10; darkvision
Languages Common, Necril
Skills Acrobatics +10, Athletics +8, Deception +6, Intimidation +6, Nature +8, Stealth +12, Survival +8
Str +2, **Dex** +4, **Con** +1, **Int** +0, **Wis** +2, **Cha** +0
Items composite longbow (20 arrows), hatchet (2), leather armor

AC 21 (22 against prey; see Spirit Hunter); **Fort** +9, **Ref** +12, **Will** +10; +1 status to all saves vs. death effects
HP 56; **Immunities** effects that would transform their body or soul to an undead; **Resistances** void 2
Ghost Dodge ↻ **Trigger** The duskwalker is targeted by a Strike or spell; **Effect** The duskwalker gains a +2 circumstance bonus to AC, resistance 5 to spirit damage, and increases their resistance to void damage to 5, all against the triggering attack.
Speed 25 feet

Melee ❖ hatchet +12 (agile, sweep), **Damage** 1d6+5 slashing
Ranged ❖ composite longbow +14 (deadly d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+4 piercing
Ranged ❖ hatchet +14 (agile, sweep, thrown 10 feet), **Damage** 1d6+5 slashing
Ghost Hunter The duskwalker's weapons have the benefits of the *ghost touch* property rune on attacks against incorporeal undead.
Spirit Hunter ❖ The duskwalker designates a single creature they can observe as their prey. The duskwalker gains a +2 circumstance bonus to Deception checks, Intimidation checks, and Stealth checks against their prey and to any check to Recall Knowledge about it, and deal an additional 2 spirit damage with all weapon Strikes against their prey. These effects last until the duskwalker uses Spirit Hunter again.

(Continued on card 427)

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(Planar scion, duskwalker ghost hunter, continued from card 426)
Spirit Shot ❖ **Frequency** once per round; **Requirements** The duskwalker has designated a creature as their prey using Spirit Hunter; **Effect** The duskwalker makes two ranged Strikes against their prey. If both Strikes hit, combine their damage for the purpose of resistances and weaknesses.

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PLANAR SCION, LAWBRINGER WARPRIEST CREATURE 5

UNCOMMON | MEDIUM | HUMAN | HUMANOID | NEPHILIM

Perception +11; darkvision
Languages Common, Empyrean
Skills Athletics +11, Diplomacy +11, Medicine +10, Religion +12, Society +7
Str +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +3, **Cha** +2
Items crossbow (10 bolts), greatsword, half plate

AC 23; **Fort** +12, **Ref** +8, **Will** +12
HP 64

Responsive Recovery ↷ **Trigger** One of the lawbringer's allies is reduced to 0 Hit Points; **Requirements** The lawbringer has a *heal* spell prepared; **Effect** Before the ally falls unconscious or dies, the lawbringer Strides toward them and casts a 2-action *heal* spell targeting the ally. The ally remains standing.

Speed 20 feet
Melee ◆ greatsword +13 (versatile P), **Damage** 1d12+7 slashing
Ranged ◆ crossbow +11 (range increment 120 feet, reload 1), **Damage** 1d8+3 piercing
Channel Smite ◆◆ **Requirements** The lawbringer has a *heal* or *harm* spell prepared; **Effect** The lawbringer makes a melee Strike and expends a *harm* or *heal* spell. On a hit, they cast the 1-action version of the spell to damage the target. The target automatically gets a failure on its save (or a critical failure if the lawbringer's Strike was a critical hit). The spell doesn't have the manipulate trait when cast this way.
Divine Prepared Spells DC 20, attack +12; **3rd** *blindness, haste*; **2nd** *enlarge, harm, heal*; **1st** *harm, heal, sure strike*; **Cantrips (3rd)** *daze, divine lance, forbidding ward, guidance, light*
Domain Spells 1 Focus Point, DC 20; **3rd** *athletic rush* (*Player Core* 377)

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PLANAR SCION, PITBORN ADEPT CREATURE 3

UNCOMMON | MEDIUM | HUMAN | HUMANOID | NEPHILIM

Perception +6; darkvision
Languages Chthonian, Common
Skills Acrobatics +7, Arcana +9, Deception +9, Intimidation +7, Occultism +9, Outer Rifts Lore +9, Religion +6, Society +9, Stealth +7
Str +0, **Dex** +2, **Con** +0, **Int** +4, **Wis** +1, **Cha** + 2
Items explorer's clothing, spellbook, staff

AC 17; **Fort** +5, **Ref** +7, **Will** +8
HP 29

Speed 25 feet
Melee ❖ staff +6 (two-handed 1d8), **Damage** 1d6 bludgeoning
Arcane Prepared Spells DC 21, attack +11; **2nd** *floating flame*, *invisibility*; **1st** *charm*, *enfeeble, force barrage*; **Cantrips (2nd)** *detect magic*, *shield*, *tangle vine*, *telekinetic hand*, *void warp*
Divine Innate Spells DC 17; **2nd** *darkness*
Drain Bonded Item ❖ **Frequency** once per day; **Requirements** The adept hasn't acted yet on this turn; **Effect** The adept expends the power stored in its staff. This gives the adept the ability to cast one prepared spell it had already previously cast today (choosing a different spell rank each time), without spending a spell slot. The adept must still Cast the Spell and meet the spell's other requirements.

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POLTERGEIST CREATURE 5

MEDIUM | INCORPOREAL | SPIRIT | UNDEAD | UNHOLY

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, void healing, rejuvenation; **Immunities** bleed, death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, *ghost touch*, spirit, or vitality; double resistance against non-magical)

Natural Invisibility A poltergeist is naturally invisible. It becomes visible only when it uses Frighten.

Rejuvenation (occult) When a poltergeist is destroyed, it reforms, 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 (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)** *telekinetic hand*

(Continued on card 431)

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(Poltergeist, continued from card 430)

Frighten ❖ (concentrate, emotion, fear, incapacitation, mental) **Requirements** 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, 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.

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PORACHA CREATURE 4

UNCOMMON MEDIUM BEAST

Perception +10; tremorsense (imprecise) 10 feet, darkvision
Languages Common, Fey
Skills Acrobatics +13, Athletics +9, Deception +11, Diplomacy +11, Stealth +13, Survival +10
Str +3, **Dex** +5, **Con** +3, **Int** +0, **Wis** +2, **Cha** +3

AC 23; **Fort** +9, **Ref** +13, **Will** +10
HP 50; **Weaknesses** sonic 5

Speed 40 feet
Melee ❖ jaws +13 (finesse, magical), **Damage** 2d6+7 piercing
Melee ❖ claw +13 (agile, finesse, magical), **Damage** 2d4+7 slashing
Jaunt ❖ (move, primal, teleportation) The poracha teleports up to 40 feet to a location it can see. It can't use Jaunt again for 1d4 rounds.
Object Meld ❖❖ (primal) The poracha touches an adjacent object of enough volume to contain it. It merges into the object indefinitely, and while it's inside, time moves exceptionally slowly for it and it has only limited perception of the outside world. The poracha can sense what's going on outside the object only using tremorsense. The poracha can use only mental actions or Jaunt; if it Jaunts, it leaves the object and appears where it chooses. If a creature Strikes the object, the poracha is expelled unharmed.

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PROTEAN, AZURETZI CREATURE 5

SMALL | MONITOR | PROTEAN

Perception +11; darkvision, entropy sense (imprecise) 30 feet
Languages Chthonian, Empyreal, Protean
Skills Acrobatics +11, Arcana +11, Athletics +13, Deception +13, Performance +13, Stealth +13, Survival +11, Thievery +13
Str +2, **Dex** +4, **Con** +4, **Int** +4, **Wis** +2, **Cha** +4

Entropy Sense (divine, prediction) An azuretzi can anticipate the most likely presence of a creature through a supernatural insight into chaotic probabilities and chance. This grants them the ability to sense creatures within the listed range. *Veil of privacy* prevents a creature from being detected via entropy sense automatically (without a counteract check).

AC 22; **Fort** +11, **Ref** +15, **Will** +11; +1 status to all saves vs. magic
HP 65, fast healing 2; **Resistances** precision 5, protean anatomy 8

Protean Anatomy (divine) An azuretzi's vital organs shift and change shape and position constantly. Immediately after the azuretzi takes acid, electricity, or sonic damage, they gain the listed amount of resistance to that damage type. This lasts for 1 hour or until the next time the protean takes damage of one of the other types (in which case their resistance changes to match that type), whichever comes first. The azuretzi is immune to polymorph effects unless they're a willing target. If blinded or deafened, the azuretzi automatically recovers at the end of their next turn as new sensory organs grow to replace the compromised ones.

Spell Pilfer ↷ **Trigger** A creature with an active spell effect within 30 feet of the azuretzi fails to resist another azuretzi's Mocking Touch; **Effect** The azuretzi attempts a Thievery check to counteract one spell affecting the target creature. On a success, the azuretzi transfers the spell effect to themself, keeping the same remaining duration. The target then becomes temporarily immune to Spell Pilfer for 24 hours.

(continued on card 434)

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(Protean, azuretzi, continued from card 433)

Speed 25 feet, fly 25 feet, swim 25 feet; *unfettered movement*

Melee ❖ jaws +15 (finesse, magical), **Damage** 2d10+5 piercing

Melee ❖ claw +15 (agile, finesse, magical), **Damage** 2d8+5 slashing

Melee ❖ tail +13 (magical, reach 15 feet), **Damage** 2d12+5 bludgeoning plus Grab

Divine Innate Spells DC 22; **4th** *translocate*; **3rd** *crisis of faith*, *dispel magic*, *shatter*; **2nd** *laughing fit*; **Constant (4th)** *unfettered movement*

Constrict ❖ 1d12+5 bludgeoning, DC 21

Mimic Form ❖❖ (concentrate, divine, polymorph) As Change Shape, but an azuretzi can assume the form of a Medium or smaller creature. They can mimic a specific creature they can see, but they must succeed at a DC 25 Perception check or the attempt is disrupted. The azuretzi can transform into the same creature again without a check but can retain the details of only one specific appearance at a time. The azuretzi can Dismiss the effect as a free action to return to their natural form.

Mocking Touch ❖❖ (divine) **Requirements** The azuretzi is not currently using Mocking Touch on a spell; **Effect** The azuretzi mocks a creature's magical ability with a touch. The azuretzi attempts a Thievery check against the target's Will DC.

Critical Success The azuretzi learns all spells of 3rd rank or lower the target has available to cast and chooses one. The azuretzi gains that spell as a mock divine innate spell and can cast it once as an innate divine spell using their own DC and spell attack modifier. The spell is lost if unused after 24 hours. The creature can't cast the mock spell until the azuretzi casts it first or the 24 hour period passes, whichever comes first.

Success As critical success, but the mock spell is lost after 1 hour, and the creature touched can cast the spell normally.

Failure As critical success, but the mock spell is lost at the end of the azuretzi's next turn, and the creature touched can cast the spell normally.

Critical Failure Mocking Touch has no effect.

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PROTEAN, KEKETAR

CREATURE 17

LARGE | MONITOR | PROTEAN

Perception +30; entropy sense (imprecise) 60 feet, darkvision

Languages Chthonian, Empyrean, Protean; telepathy 100 feet, *truespeech*

Skills Acrobatics +26, Athletics +33, Deception +32, Diplomacy +34, Intimidation +34, Religion +30, Stealth +30

Str +8, **Dex** +5, **Con** +7, **Int** +5, **Wis** +7, **Cha** +7

Entropy Sense (divine, prediction) A keketar can anticipate the most likely presence of a creature through a supernatural insight into chaotic probabilities and chance. This grants them the ability to sense creatures within the listed range. *Veil of privacy* prevents a creature from being detected via entropy sense automatically (without a counteract check).

AC 40; **Fort** +30, **Ref** +28, **Will** +34; +1 status to all saves vs. magic

HP 260, fast healing 10; **Resistances** precision 10, protean anatomy 25

Protean Anatomy (divine) A keketar's vital organs change shape and position constantly. Immediately after the keketar takes acid, electricity, or sonic damage, they gain the listed amount of resistance to that damage type. This lasts for 1 hour or until the next time the protean takes damage of one of the other types (in which case their resistance changes to match that type), whichever comes first. The keketar is immune to polymorph effects unless they're a willing target. If blinded or deafened, the keketar automatically recovers at the end of their next turn as new sensory organs grow.

Spatial Riptide (aura, divine) 30 feet. A creature using a teleportation ability within the aura or arriving in it via teleportation must succeed at a DC 38 Fortitude save or wink out of existence for 1d4 rounds before completing the teleport. The creature can't act, sense anything, or be targeted. On a successful save, the creature completes the teleport normally but is stunned 1. Keketars are immune to this effect.

Reactive Strike ↻

(Continued on card 436)

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(Protean, keketar, continued from card 435)

Speed 40 feet, fly 50 feet, swim 40 feet; *unfettered movement*

Melee ❖ jaws +33 (magical, reach 10 feet), **Damage** 3d12+16 piercing plus warpwave strike

Melee ❖ claw +33 (agile, magical, reach 10 feet), **Damage** 2d12+16 slashing plus warpwave strike

Melee ❖ tail +33 (reach 15 feet), **Damage** 2d12+16 bludgeoning plus Grab

Divine Innate Spells DC 42, attack +32; **9th** *divine wrath*, *unfathomable song*; **8th** *confusion, cursed metamorphosis*; **7th** *disintegrate*, *dispel magic* (at will), *shatter* (at will), *warp mind* (×3); **6th** *teleport* (at will, self only); **5th** *creation* (at will), *mirage* (×2; see reshape reality), *translocate*; **4th** *confusion* (at will), *translocate* (at will); **Constant (5th)** *truespeech*; **(4th)** *unfettered movement*

Change Shape ❖ (concentrate, divine, polymorph) The keketar can take the appearance of any Huge or smaller creature. This doesn't change their Speed or their attack and damage bonuses with their Strikes but might change the damage type their Strikes deal.

Constrict ❖ 1d10+15 bludgeoning, DC 42

Reshape Reality (concentrate, divine, polymorph) When the keketar casts *mirage*, they infuse the illusion with quasi-real substance. Creatures that do not disbelieve the illusion treat structures and terrain created through the spell as though they were real, ascending illusory stairs, becoming trapped by illusory quicksand, and so on.

Warpwave Strike (divine, polymorph) A creature struck by a keketar's jaws or claw Strike must succeed at a DC 36 Fortitude save or be subject to a warpwave.

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PROTEAN, VOIDWORM CREATURE 1

TINY | MONITOR | PROTEAN

Perception +4; entropy sense (imprecise) 30 feet, darkvision
Languages Chthonian, Protean
Skills Acrobatics +7, Deception +6, Religion +4, Stealth +7
Str –1, **Dex** +4, **Con** +0, **Int** –1, **Wis** –1, **Cha** +1

Entropy Sense (divine, prediction) A voidworm can anticipate the most likely presence of a creature through a supernatural insight into chaotic probabilities and chance. This grants them the ability to sense creatures within the listed range. *Veil of privacy* prevents a creature from being detected via entropy sense automatically (without a counteract check).

AC 17; **Fort** +5, **Ref** +9, **Will** +6
HP 16, fast healing 1; **Resistances** precision 3, protean anatomy 5

Protean Anatomy (divine) A voidworm's vital organs shift and change shape and position constantly. Immediately after the voidworm takes acid, electricity, or sonic damage, they gain the listed amount of resistance to that damage type. This lasts for 1 hour or until the next time the protean takes damage of one of the other types (in which case their resistance changes to match that type), whichever comes first.

The voidworm is immune to polymorph effects unless they're a willing target. If blinded or deafened, the voidworm automatically recovers at the end of their next turn as new sensory organs grow to replace the compromised ones.

Speed 20 feet, fly 40 feet; *unfettered movement*
Melee ❖ jaws +9 (finesse, magical, reach 0 feet), **Damage** 1d8+1 piercing
Melee ❖ tail +9 (finesse, magical, reach 0 feet), **Damage** 1d4+1 slashing plus confounding lash
Divine Innate Spells DC 16; **4th** *read omens*; **2nd** *blur* (self only), *mist*; **Cantrips (4th)** *figment*, *light*, *prestidigitation*; **Constant (4th)** *unfettered movement*

(Continued on card 438)

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(Protean, voidworm, continued from card 437)

Change Shape ❖ (concentration, divine, polymorph) The voidworm takes on the appearance of a Tiny animal. This doesn't change their Speed or their attack and damage bonuses with their Strikes but might change the damage type their Strikes deal.

Confounding Lash (divine, emotion, mental) A creature hit by the voidworm's tail Strike is stupefied 1 for 1 round (stupefied 2 on a critical hit). A successful DC 16 Will save negates this effect and grants temporary immunity to confounding lash for 1 minute.

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PSYCHOPOMP, MORRIGNA CREATURE 15

MEDIUM | MONITOR | PSYCHOPOMP

Perception +28; darkvision, lifesense 60 feet
Languages Chthonian, Diabolic, Empyrean, Necril, Requian; *speak with animals*, *truespeech*
Skills Athletics +27, Boneyard Lore +28, Diplomacy +27, Intimidation +29, Religion +29, Society +24, Stealth +27
Str +8, **Dex** +4, **Con** +4, **Int** +3, **Wis** +6, **Cha** +4
Items *+2 striking bo staff*

AC 38; **Fort** +25, **Ref** +27, **Will** +29; +1 status to all saves vs. magic
HP 240, regeneration 20 (deactivated by acid or fire); **Immunities** death effects, disease; **Resistances** poison 15, void 15
Wrappings Lash ↻ **Trigger** A creature within reach of the morrigna's web wrappings uses an action to Strike or attempt a skill check; **Effect** The morrigna makes a web wrappings Strike against the triggering creature. If the strike is a critical hit, the triggering action is disrupted.

Speed 30 feet, climb 30 feet
Melee ❖ *bo staff* +31 (magical, parry, reach 10 feet, trip), **Damage** 2d8+14 bludgeoning plus 4d6 shepherd's touch
Melee ❖ web wrappings +29 (magical, reach 10 feet), **Damage** 3d12+14 bludgeoning plus Grab and 4d6 shepherd's touch
Divine Spontaneous Spells DC 35, attack +30; **6th** (4 slots) *field of life*, *heal*, *spirit blast*; **5th** (4 slots) *dispel magic*, *scouting eye*, *sending*; **4th** (4 slots) *dispelling globe*, *read omens*, *unfettered movement*; **3rd** (4 slots) *blindness*, *crisis of faith*, *dream message*; **2nd** (4 slots) *calm*, *see the unseen*, *silence*; **1st** (4 slots) *bane*, *bless*, *enfeeble*; **Cantrips (8th)** *detect magic*, *read aura*, *stabilize*, *vitality lash*, *void warp*
Divine Innate Spells DC 37; **4th** *talking corpse*; **Constant (5th)** *truespeech*, **(2nd)** *speak with animals*
Rituals DC 37; *call spirit*

(continued on card 440)

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(Psychopomp, morrigna, continued from card 439)

Change Shape ❖ (concentrate, divine, polymorph) A morrigna can take the appearance of any Small or Medium animal or humanoid. This doesn't change their Speed or their attack and damage modifiers with their Strikes, but it might change the damage type their Strikes deal. Unless they choose to manifest their web wrappings in their new form, they cannot make web wrappings Strikes.

Shepherd's Touch A morrigna's Strikes have the benefit of a *ghost touch* property rune and deal an additional 4d6 void damage to living creatures or 4d6 vitality damage to undead.

Spider Minions ❖❖❖ (divine, summon) The morrigna summons a giant tarantula or spider swarm. These spiders have the summoned trait and remain for 10 minutes or until reduced to 0 Hit Points, whichever comes first. The morrigna does not need to Sustain the Spell to direct these summoned creatures, and the morrigna can have any number of summoned spiders in existence at once. The morrigna can see through the eyes of any of their summoned spiders at any time.

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PSYCHOPOMP, NOSOI CREATURE 1

TINY MONITOR PSYCHOPOMP

Perception +6; darkvision, lifesense 60 feet
Languages Chthonian, Diabolic, Empyrean, Requian
Skills Acrobatics +6, Boneyard Lore +8, Library Lore +8, Performance +6, Religion +6, Society +2, Stealth +6
Str –1, **Dex** +3, **Con** +1, **Int** +1, **Wis** +1, **Cha** +3

AC 16; **Fort** +4, **Ref** +8, **Will** +6
HP 18; **Immunities** death effects, disease; **Resistances** poison 3, void 3

Speed 15 feet, fly 40 feet
Melee ❖ beak +6 (finesse, magical, reach 0 feet), **Damage** 1d4–1 piercing plus 1d6 shepherd's touch
Divine Innate Spells DC 16; **4th** *read omens*, *talking corpse*; **2nd** *invisibility* (at will, self only), *noise blast*
Change Shape ❖ (concentrate, divine, polymorph) The nosoi takes the appearance of a raven or songbird. This doesn't change its Speed or its attack and damage modifiers with its Strikes.
Haunting Melody ❖ (auditory, concentrate, divine, incapacitation, mental) The nosoi croons an entrancing song. Each living or undead creature within a 60-foot emanation must attempt a DC 18 Will save. The effect lasts until the end of the nosoi's next turn, but the nosoi can Sustain it. A creature that succeeds at its save is temporarily immune for 24 hours. Despite being a mental effect, this ability affects mindless undead. Psychopomps are immune to this ability.
Failure The creature is fascinated with the nosoi.
Critical Failure The creature is fascinated with the nosoi and must spend each of its actions on its turn to move closer to the nosoi as expediently as possible while avoiding obvious dangers. If a fascinated creature is adjacent to the nosoi, it stays still and doesn't act. If the creature is attacked, the fascination ends.
Shepherd's Touch A nosoi's Strikes have the benefit of a *ghost touch* property rune and deal an additional 1d6 void damage to living creatures or 1d6 vitality damage to undead.

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PSYCHOPOMP, VANTH CREATURE 7

MEDIUM | MONITOR | PSYCHOPOMP

Perception +15; darkvision, lifesense 60 feet
Languages Chthonian, Diabolic, Empyrean, Requian
Skills Acrobatics +17, Athletics +17, Boneyard Lore +15, Intimidation +15, Occultism +13, Religion +13, Stealth +17
Str +6, **Dex** +4, **Con** +2, **Int** +2, **Wis** +4, **Cha** +2
Items *+1 scythe*

AC 27; **Fort** +15, **Ref** +13, **Will** +17; +1 status to all saves vs. magic
HP 105; **Immunities** death effects, disease; **Resistances** poison 10, void 10
Frightful Presence (aura, emotion, fear, mental) 20 feet, DC 22
Reactive Strike ↻

Speed 25 feet, fly 40 feet
Melee ❖ *scythe* +18 (deadly d10, magical, trip), **Damage** 1d10+8 slashing plus 2d6 shepherd's touch
Melee ❖ jaws +17 (agile), **Damage** 1d6+8 slashing plus 2d6 shepherd's touch
Divine Innate Spells DC 22; **5th** *translocate*; **4th** *translocate* (at will); **3rd** *holy light* (×3), *locate* (×3); **2nd** *invisibility* (at will, self only)
Infuse Weapon (divine) A vanth's scythe is its symbol of office and gains a measure of its personal power. This scythe becomes a *+1 scythe* and is treated as if it were adamantine while the vanth wields it. A vanth whose scythe is taken or destroyed can infuse a new one with an hour of work.
Shepherd's Touch A vanth's Strikes have the benefit of a *ghost touch* property rune and deal an additional 2d6 void damage to living creatures or 2d6 vitality damage to undead.

(continued on card 443)

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(Psychopomp, vanth, continued from card 442)

Vanth's Curse ❖❯❯ (curse, divine, misfortune) **Frequency** three times per day; **Effect** The vanth bestows a curse on a creature by touching it with its scythe. The creature must attempt a DC 25 Will save.

Critical Success The target is unaffected and is temporarily immune to Vanth's Curse for 24 hours.

Success The target feels a momentary shudder of doom and is stupefied 1 for 1 minute by the distracting sensation.

Failure The target becomes morose and glum as it accepts its own inevitable fate. For 1 hour, the target is stupefied 2. Each time the target gains the dying condition, the stupefied condition value increases by 1, to a maximum value of stupefied 4.

Critical Failure As failure, but the effect is permanent.

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PSYCHOPOMP, YAMARAJ CREATURE 20

UNCOMMON HUGE MONITOR PSYCHOPOMP

Perception +37; darkvision, lifesense 240 feet, *truesight*
Languages Chthonian, Diabolic, Empyrean, Requian; telepathy 120 feet, *truespeech*
Skills Acrobatics +33, Athletics +38, Boneyard Lore +40, Deception +34, Diplomacy +34, Intimidation +36, Legal Lore +40, Occultism +38, Religion +38, Society +38
Str +10, **Dex** +7, **Con** +7, **Int** +10, **Wis** +7, **Cha** +6

AC 45; **Fort** +33, **Ref** +31, **Will** +35; +1 status to all saves vs. magic
HP 375, fast healing 20, lightning drinker; **Immunities** death effects, disease, electricity (see lightning drinker); **Resistances** poison 20, void 20
Frightful Presence (aura, emotion, fear, mental) 60 feet, DC 39
Lightning Drinker Whenever a yamaraj would take electricity damage if not for its immunity, its fast healing increases to 40 on its next turn. During that turn, if it uses Beetle Breath, the beetles deal 2d12 additional electricity damage.

Speed 35 feet, fly 50 feet, swim 30 feet
Melee ❖ jaws +38 (magical, reach 15 feet), **Damage** 4d8+18 piercing plus Improved Grab and yamaraj venom and 3d6 shepherd's touch
Melee ❖ claw +38 (agile, magical, reach 15 feet), **Damage** 4d4+18 slashing plus 3d6 shepherd's touch
Melee ❖ tail +38 (magical, reach 20 feet), **Damage** 4d10+18 bludgeoning plus 3d6 shepherd's touch
Divine Innate Spells DC 44; **10th** *manifestation* (see final judgment), *revival*; **9th** *harm*, *heal*, *seize soul*, *spirit blast*, *wails of the damned*; **8th** *chain lightning* (×3), *dispel magic* (×3), *wall of force*; **5th** *translocate* (at will), *mind probe* (at will); **Constant (10th)** *truesight*
Rituals DC 44; *call spirit*, *resurrect*

(continued on card 445)

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(Psychopomp, yamaraj, continued from card 444)

Beetle Breath ❖❖ (divine) The yamaraj breathes a blast of beetles in a 50-foot cone that deals 14d8 slashing damage and 4d8 persistent slashing damage to creatures in the area with a DC 42 Reflex save. It can't use Beetle Breath again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature takes half damage and is sickened 1.

Failure The creature takes full damage and is sickened 2.

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

Final Judgment A yamaraj's *manifestation* spells are used only to pronounce judgment, typically either to restore a dead or destroyed creature to life, bind a creature to the Boneyard, or banish a creature from the Boneyard.

Shepherd's Touch A yamaraj's Strikes have the benefit of a *ghost touch* property rune and deal an additional 3d6 void damage to living creatures or 3d6 vitality damage to undead.

Yamaraj Venom (poison) While a creature is clumsy from this poison, it is doomed with the same value; **Saving Throw** DC 42 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 3d8 poison damage and clumsy 1 (1 round); **Stage 2** 5d8 poison damage and clumsy 2 (1 round); **Stage 3** 7d8 poison damage and clumsy 3 (1 round)

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PTEROSAUR, PTERANODON CREATURE 2

LARGE ANIMAL

Perception +8; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +10, Athletics +7
Str +3, **Dex** +4, **Con** +1, **Int** –4, **Wis** +2, **Cha** –1

AC 16; **Fort** +7, **Ref** +10, **Will** +6
HP 25

Speed 10 feet, fly 40 feet
Melee ❖ beak +10, **Damage** 1d10+3 piercing
Swoop ❖❖ The pteranodon Flies up to its Speed and makes one beak Strike at any point during that movement.

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PTEROSAUR, QUETZALCOATLUS CREATURE 7

HUGE ANIMAL

Perception +15; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +14, Athletics +17
Str +6, **Dex** +4, **Con** +3, **Int** –4, **Wis** +2, **Cha** –1

AC 25; **Fort** +16, **Ref** +17, **Will** +12
HP 110

Speed 15 feet, fly 50 feet
Melee ❖ beak +17 (deadly d10, reach 10 feet), **Damage** 2d10+10 piercing plus 1d8 persistent bleed
Melee ❖ talon +17, **Damage** 2d8+10 piercing plus Grab
Carry A quetzalcoatlus can Fly at half Speed while it has a single creature grabbed or restrained. Both its talons are occupied while it does this.
Swoop ❖❖ The quetzalcoatlus Flies up to its Speed and makes one beak or talon Strike at any point during that movement.

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PUKWUDGIE CREATURE 7

SMALL FEY

Perception +17; low-light vision
Languages Common, Elven, Fey, Gnomish
Skills Crafting +15, Deception +14, Medicine +15, Nature +17, Stealth +17, Thievery +15
Str +4, **Dex** +6, **Con** +3, **Int** +4, **Wis** +6, **Cha** +3
Items *+1 hatchet*, shortbow

AC 25; **Fort** +12, **Ref** +15, **Will** +17
HP 100; **Resistances** poison 5; **Weaknesses** cold iron 10
Defensive Quills A creature that hits a pukwudgie with an unarmed Strike or a non-reach melee Strike takes 3d8 piercing damage (basic Reflex save). On a critical failure, the creature also takes 1d6 persistent poison damage from the poisoned quills.

Speed 25 feet
Melee ❖ *hatchet* +17 (agile, magical, sweep), **Damage** 1d6+10 slashing plus pukwudgie poison
Ranged ❖ *hatchet* +19 (magical, thrown 10 feet), **Damage** 1d6+10 slashing plus pukwudgie poison
Ranged ❖ shortbow +18 (deadly d10, range increment 60 feet), **Damage** 1d6+6 piercing plus pukwudgie poison
Primal Innate Spells DC 25, attack +17; **4th** *mirage*, *unfettered movement*; **3rd** *wall of thorns*; **2nd** *invisibility* (at will, self only)
Change Shape ❖ (concentrate, polymorph, primal) The pukwudgie takes on the physical form of a giant porcupine or resumes their natural form. In porcupine form, their size changes to Medium, they lose their weapon Strikes, and they gain a quill Strike (+18 for 2d8+6 piercing plus 1d8 persistent poison).
Pukwudgie Poison (poison); **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and stupefied 1 (1 round); **Stage 2** 1d6 poison damage and stupefied 2 (1 round); **Stage 3** 1d6 poison damage, confused, and stupefied 2 (1 round)

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QLIPPOTH, AUGNAGAR CREATURE 14

UNCOMMON | HUGE | FIEND | QLIPPOTH | UNHOLY

Perception +27; darkvision, scent (imprecise) 30 feet, *truesight*
Languages Chthonian; telepathy 100 feet
Skills Acrobatics +27, Athletics +28, Intimidation +26
Str +8, **Dex** +5, **Con** +8, **Int** –2, **Wis** +5, **Cha** +4

AC 36; **Fort** +28, **Ref** +23, **Will** +25
HP 225; **Immunities** controlled, fear; **Resistances** mental 15, physical 15 (except cold iron)

Speed 40 feet, climb 40 feet, fly 40 feet
Melee ❖ jaws +28 (magical, reach 10 feet, unholy), **Damage** 3d12+14 piercing plus 3d6 persistent bleed and rotting curse
Melee ❖ sting +28 (agile, magical, finesse, reach 15 feet, unholy), **Damage** 3d8+14 slashing plus 3d6 persistent bleed
Occult Innate Spells DC 31; **5th** *translocate* (×3); **Constant (7th)** *truesight*
Confusing Display ❖❖ (concentrate, emotion, fear, incapacitation, mental, occult, visual) The augnagar's writhing limbs and flesh seethe and squirm in a disorienting and unsettling manner. Creatures in a 30-foot emanation must attempt a DC 34 Will save, after which they are temporarily immune to further Confusing Displays for 1 minute.
Critical Success The creature is unaffected.
Success The creature is stupefied 1 for 1 round.
Failure The creature is stupefied 1 and confused for 1 minute.
Critical Failure As failure, but the creature can't attempt a flat check to recover from confusion whenever it takes damage from an attack or spell.
Inhale Vitality ❖❖ (occult, void) **Frequency** once per day; **Effect** The augnagar inhales, drawing life force out of creatures in a 50-foot cone. Creatures in the area take 14d6 void damage with a DC 34 basic Fortitude save. A creature that fails its save is also fatigued. If any creatures take damage from this activity, the augnagar becomes quickened for 1 round, and it can use the extra action only to Stride or Strike.
(Continued on card 450)

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(Qlippoth, augnagar, continued from card 449)

Rotting Curse (curse, disease, occult) **Saving Throw** DC 32 Fortitude; **Stage 1** drained 1 (1 day); **Stage 2** drained 2 and the creature displays hideous, festering wounds exuding a horrific stench. When the victim takes piercing or slashing damage, creatures within 30 feet must succeed at a DC 32 Fortitude save or become sickened 1. The victim automatically fails this save (1 day).

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QLIPPOTH, CYTHNIGOT CREATURE 1

UNCOMMON | TINY | FIEND | QLIPPOTH | UNHOLY

Perception +5; darkvision
Languages Chthonian; telepathy (touch only)
Skills Acrobatics +6, Occultism +7, Stealth +6
Str +1, **Dex** +3, **Con** +4, **Int** +2, **Wis** +2, **Cha** +1

AC 16; **Fort** +9, **Ref** +6, **Will** +5
HP 14; **Immunities** controlled, fear; **Resistances** mental 3, physical 3 (except cold iron)

Speed 30 feet, fly 40 feet
Melee ❖ bite +8 (agile, finesse, magical, reach 0 feet, unholy), **Damage** 1d10+1 piercing plus and tangle spores
Occult Innate Spells DC 17; **4th** *read omens*; **2nd** *paranoia*; **1st** *phantom pain*; **Cantrips (1st)** *daze*, *detect magic*
Sickening Display ❖ (concentrate, emotion, fear, mental, occult, visual) The cythnigot presents its awful appearance, and creatures in a 10-foot emanation must attempt a DC 17 Will save. Once a creature attempts this save, it's temporarily immune to further Sickening Displays for 1 minute.
Critical Success The creature is unaffected.
Success The creature is off-guard until its next turn.
Failure The creature is sickened 1 and is off-guard for as long as it's sickened.
Critical Failure As failure but sickened 2.
Tangle Spores (disease) A creature bitten by a cythnigot becomes afflicted by fast-growing spores that swiftly grow into twitching spikes. These growths erupt from the bite wound and writhe and wrap around the creature's limbs. Plant creatures take a –2 circumstance penalty to save against tangle spores; **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** clumsy 1 (1 round); **Stage 2** clumsy 1 and off-guard (1 round); **Stage 3** clumsy 2, off-guard, and if you attempt a manipulate action, you must succeed at a DC 5 flat check or it's lost; roll the check after spending the action, but before any effects are applied (1 round).

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QLIPPOTH, GONGORINAN CREATURE 11

UNCOMMON | MEDIUM | FIEND | QLIPPOTH | UNHOLY

Perception +20; darkvision
Languages Chthonian; telepathy 100 feet
Skills Acrobatics +23, Athletics +23, Intimidation +21, Stealth +21
Str +6, **Dex** +6, **Con** +7, **Int** +1, **Wis** +3, **Cha** +4
Items *+1 striking club*

AC 31; **Fort** +24, **Ref** +21, **Will** +20
HP 205; **Immunities** controlled, fear; **Resistances** mental 10, physical 10 (except cold iron)

Speed 40 feet, climb 40 feet, fly 40 feet; *unfettered movement*
Melee ❖ *club* +24, **Damage** 2d6+9 bludgeoning plus reject tools
Melee ❖ pincer +23 (magical, unholy), **Damage** 2d10+9 slashing plus 2d6 mental and Grab
Melee ❖ tentacle +23 (agile, magical, reach 10 feet, unholy), **Damage** 2d6+9 bludgeoning plus 2d6 mental
Melee ❖ stinger +23 (magical, unholy), **Damage** 2d6+9 piercing plus gongorinan venom
Occult Innate Spells DC 30; **6th** *cursed metamorphosis*, *petrify*; **3rd** *one with stone* (at will); **Constant (4th)** *unfettered movement*
Disquieting Display ❖❖ (concentrate, mental, occult, visual) The gongorinan opens its maw to reveal the forms hidden there, making observers question their own bodies. Creatures in a 30-foot emanation must attempt a DC 30 Will save, after which they are temporarily immune to further Disquieting Displays for 1 minute.
Critical Success The creature is unaffected.
Success The creature is clumsy 1 for 1 round.
Failure The creature is clumsy 2 and slowed 1 for 1 round.
Critical Failure As failure, but for 1 minute.

(Continued on card 453)

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(Qlippoth, gongorinan, continued from card 452)

Gongorinan Venom (poison, polymorph) **Saving Throw** Fortitude DC 30; **Stage 1** stupefied 1 and cosmetic signs appear of turning into an animal, fungus, or plant (1 round); **Stage 2** stupefied 2 and clumsy 2 (1 round); **Stage 3** stupefied 4 and clumsy 4 (1 round); **Stage 4** paralyzed as changes completely overtake the body (1 round); **Stage 5** the victim permanently transforms into an animal, fungus, or plant in mind and body as a permanent curse, and the affliction ends

Painful Limbs ❖❖ The gongorinan makes up to four Strikes against different targets, each using a different limb. All four Strikes count toward its multiple attack penalty, but the penalty doesn't increase until after the gongorinan has made all the attacks.

Reject Tools (mental, occult) A creature hit by the gongorinan's club must succeed at a DC 30 Will save or Release any manufactured items it's holding.

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QLIPPOTH, THULGANT

CREATURE 18

UNCOMMON | LARGE | FIEND | QLIPPOTH | UNHOLY

Perception +30; darkvision, *truesight*
Languages Chthonian; telepathy 100 feet
Skills Acrobatics +32, Athletics +35, Occultism +33, Stealth +32
Str +9, **Dex** +6, **Con** +6, **Int** +5, **Wis** +6, **Cha** +9

AC 42; **Fort** +30, **Ref** +28, **Will** +32
HP 305, fast healing 10; **Immunities** controlled, fear; **Resistances** mental 15, physical 15 (except cold iron)

Speed 30 feet, climb 30 feet, fly 50 feet; *unfettered movement*
Melee ❖ stinger +35 (magical, reach 10 feet, unholy), **Damage** 3d12+17 piercing plus 4d6 mental and thulgant venom
Melee ❖ tentacle +35 (agile, magical, reach 10 feet, unholy), **Damage** 3d8+17 bludgeoning plus 3d6 acid and Grab
Occult Innate Spells DC 40; **9th** *petrify* (×3), *phantasmal calamity*; **8th** *dispel magic*, *divine decree*, *phantom pain* (×3), *quandary*; **7th** *interplanar teleport*; **Cantrips (9th)** *daze*, *detect magic*; **Constant (6th)** *truesight*; **(4th)** *unfettered movement*
Rituals DC 40; **9th** *imprisonment*
Demon Hunter ❖ (occult) The thulgant causes a demon within 30 feet to suffer the effect of its sinful vulnerability.
Greater Constrict ❖ 2d6+17 bludgeoning and 1d6 acid, DC 40
Mind-Rending Sting ❖ **Requirement** The thulgant hits the same enemy with two consecutive sting Strikes in the same round; **Effect** The thulgant deals 3d12+17 mental damage to the enemy. If the enemy is affected by thulgant venom, that poison gains the virulent trait.

(Continued on card 455)

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(Qlippoth, thulgant, continued from card 454)

Stunning Display ❖❖❖ (concentrate, emotion, fear, incapacitation, mental, occult, visual) The thulgant rises up on its twitching limbs and presents its numerous tentacles and stingers in a horrifying display of awfulness. Creatures in a 30-foot emanation must attempt a DC 40 Will save, after which they are temporarily immune to further Stunning Displays for 1 minute.

Critical Success The creature is unaffected.

Success The creature is stunned 1.

Failure The creature is stunned 4.

Critical Failure The creature is stunned 8.

Thulgant Venom (poison) **Saving Throw** Fortitude DC 40; **Maximum Duration** 6 rounds; **Stage 1** 3d6 poison damage and the victim gains one of the following at random: clumsy 1, enfeebled 1, or stupefied 1 (1 round); **Stage 2** 6d6 poison damage and the victim gains two of the following at random: clumsy 2, enfeebled 2, or stupefied 2 (1 round); **Stage 3** 9d6 poison damage and the victim gains all three of the following: clumsy 3, enfeebled 3, and stupefied 3 (1 round).

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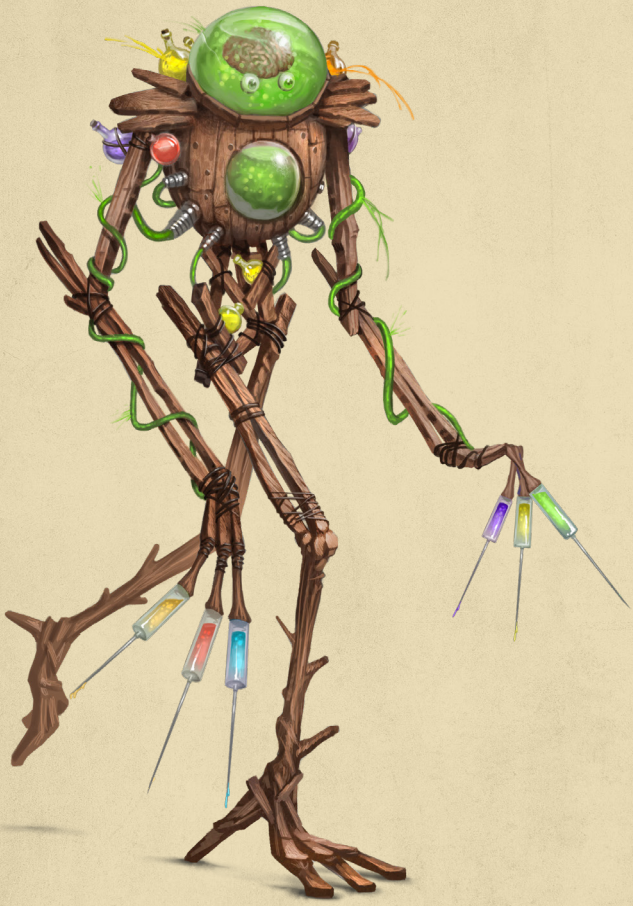

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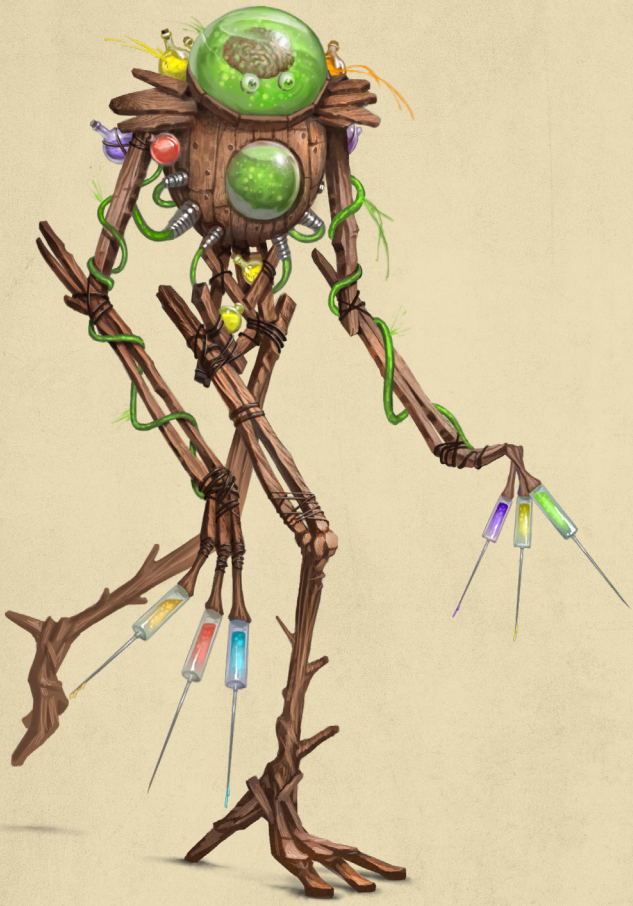

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QUAI DAU TO

CREATURE 13

HUGE BEAST

Perception +25; darkvision, mist vision, scent (imprecise) 120 feet
Skills Athletics +27, Stealth +25, Survival +24
Str +8, **Dex** +4, **Con** +8, **Int** –3, **Wis** +5, **Cha** –1
Mist Vision The quai dau to ignores the concealed condition from mist and fog.

AC 32; **Fort** +26, **Ref** +19, **Will** +21
HP 300; **Immunities** blinded, dazzled; **Weaknesses** sonic 15
Frightful Sight (aura, emotion, fear, mental, visual) 60 feet. This aura functions as a DC 32 frightful presence aura, but a creature doesn't attempt its save until it sees the quai dau to.
Reflective Scales ↻ **Trigger** A creature within 30 feet casts a spell with the light trait or uses an ability with the light trait; **Effect** The quai dau to adjusts its position to reflect the light off their scales in a blinding display. All creatures in a 30-foot emanation must succeed at a DC 33 Fortitude saving throw or become blinded for 1 round.

Speed 40 feet, swim 30 feet; Inflate
Melee jaws ❖ +27 (reach 10 feet), **Damage** 3d12+14 piercing
Melee tail ❖ +27 (reach 20 feet), **Damage** 3d8+14 bludgeoning
Melee foot ❖ +27 (agile), **Damage** 3d8+14 bludgeoning
Drain Water ❖ (manipulate) **Requirements** The quai dau to is within 10 feet of a body of water that's at least 10 feet deep and their water sac is empty; **Effect** The quai dau to sucks water through their trunk to fill their water sac, lowering the level in the body of water by 10 feet. All creatures in the water within a 30-foot emanation are off-guard until the start of the quai dau to's next turn.
Inflate ❖ The quai dau to inflates their body. They become Gargantuan, gain a fly Speed of 30 feet until the end of their next turn, and then Fly. They deflate if they fall unconscious or Dismiss this effect.

(Continued on card 457)

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(Quai dau to, continued from card 456)

Mist Breath ❖ (primal, water) **Requirements** The quai dau to's water sac is full; **Effect** The quai dau to empties their water sac to breathe out mist in a 10-foot emanation. All creatures within the mist become concealed, and all creatures outside the mist become concealed to creatures within it. The mist dissipates after 1 round.

Spout Water ❖❖ (primal, water) **Requirements** The quai dau to's water sac is full; **Effect** The quai dau to empties its water sac to blast water from its trunk, dealing 9d10 bludgeoning damage to all creatures in a 90-foot line, with a DC 33 basic Reflex save. A creature that fails is pushed 10 feet (or 20 feet on a critical failure).

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QUELAUNT CREATURE 15

LARGE ABERRATION

Perception +29; tremorsense (imprecise) 60 feet
Languages Aklo (can't speak any language); telepathy 100 feet
Skills Deception +30, Intimidation +30, Occultism +27
Str +6, **Dex** +5, **Con** +4, **Int** +5, **Wis** +6, **Cha** +8

AC 36; **Fort** +27, **Ref** +26, **Will** +31 (+33 vs. emotion)
HP 305; **Resistances** mental 15

Speed 40 feet; *fly*

Melee ❖ claw +30 (agile, magical, reach 10 feet), **Damage** 3d8+12 slashing

Occult Innate Spells DC 39; **7th** *wave of despair* (×3); **3rd** *fear* (at will); **2nd** *laughing fit*; **Constant (4th)** *fly*

Emotional Focus The quelaunt can cast the following cleric domain spells as 8th-rank occult innate spells at will without spending Focus Points: *captivating adoration* (*Player Core* 378), *delusional pride* (*Player Core* 373), and *ignite ambition* (*Player Core* 372).

Emotional Frenzy ❖❖❖ The quelaunt casts up to three spells chosen from its at-will innate spells and its emotional focus spells.

Feed on Emotion ❖ (emotion, incapacitation, mental) **Frequency** once per round; **Effect** The quelaunt feeds on the emotional unrest of a single creature within 30 feet that's under a harmful emotion effect. The target must succeed at a DC 37 Will save or take 4d10 mental damage and be stunned for 1 round. If the target fails its saving throw, the quelaunt regains the same number of Hit Points and regains the action it spent to Feed on Emotion. It can't use the regained action to Feed on Emotion again.

Rapid Strikes ❖❖ (attack) The quelaunt makes three melee Strikes, each against a different target within reach. The multiple attack penalty applies to each attack but increases only after all the attacks have been made.

(Continued on card 459)

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(Quelaunt, continued from card 458)

Spiral of Despair ◈ (emotion, mental) **Trigger** A creature fails a saving throw to resist one of the quelaunt's innate spells or emotional focus spells; **Effect** As the quelaunt invades the triggering creature's mind and plants the seeds of negative emotions, it also strips away the target's feelings of hope or positivity. The quelaunt can immediately end a single emotion effect from which the triggering creature is benefiting.

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RAKSHASA, RAJA-KRODHA CREATURE 10

MEDIUM | RAKSHASA | SPIRIT | UNHOLY

Perception +18; darkvision
Languages Chthonian, Common, Diabolic, Empyrean, Sakvroth
Skills Athletics +19, Deception +21, Diplomacy +21, Intimidation +21, Performance +19, Religion +18, Stealth +23
Str +6, **Dex** +6, **Con** +4, **Int** +2, **Wis** +2, **Cha** +5
Items *+1 striking taravari* (functions as a scimitar)

AC 30; **Fort** +18, **Ref** +20, **Will** +18; +2 status to all saves vs. magic
HP 180; **Weaknesses** holy 10, **Immunities** fear, fortune, misfortune
Knowledge of Delusion (divine) A creature that fails a Recall Knowledge check or a Perception check to Sense Motive on a rakshasa is off-guard until the end of its next turn.
Reassert Fate ↷ (divine) **Trigger** A creature within 30 feet uses a fortune or misfortune effect; **Effect** The raja-krodha reasserts the ebb and flow of fate, instilling a deep dread in those who would attempt to cheat their written role. They disrupt the triggering effect, and the triggering creature becomes frightened 2 and is off-guard to the raja-krodha until the end of its next turn.

Speed 35 feet
Melee ❖ *taravari* +23 (forceful, magical, sweep, unholy), **Damage** 2d6+12 slashing
Melee ❖ fangs +20 (agile, magical, unholy), **Damage** 2d6+12 piercing plus Grab
Melee ❖ claw +22 (agile, finesse, magical, unholy), **Damage** 2d4+12 slashing
Divine Innate Spells DC 29; **5th** *crisis of faith*, *hallucination, invoke spirits*; **4th** *clairvoyance, unfettered movement, vampiric feast*; **3rd** *clairaudience*, *haste*; **2nd** *invisibility*; **Cantrips (5th)** *detect magic, divine lance*
Cleric Domain Spells (2 Focus Points), DC 29; **5th** *ignite ambition* (*Player Core* 372), *savor the sting* (*Player Core* 378)
(Continued on card 461)

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(Rakshasa, raja-krodha, continued from card 460)

Change Shape ❖ (concentrate, divine, polymorph) The raja-krodha takes on the appearance of any Medium humanoid. This doesn't change the raja-krodha's Speed or their attack and damage modifiers with their Strikes but might change the damage type their Strikes deal (typically to bludgeoning). They lose their fangs Strike unless the humanoid form has fangs or a similar unarmed attack.

Cruel Majesty ❖ (emotion, mental, visual) **Requirements** The rakshasa is not in its true form; **Effect** The rakshasa Changes Shape into its true form in a display that is equal parts terrifying and majestic. Creatures within 30 feet of the rakshasa must succeed at a DC 29 Will save or be off-guard to the rakshasa until the beginning of the rakshasa's next turn as they are awestruck.

Sneak Attack The raja-krodha deals 2d6 extra precision damage to off-guard creatures.

Swallow Whole ❖ (attack) Medium, 2d12+6 bludgeoning, Rupture 15

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RAKSHASA, RAKTAVARNA CREATURE 1

TINY | RAKSHASA | SPIRIT | UNHOLY

Perception +6; darkvision
Languages Chthonian, Common, Diabolic, Empyrean, Sakvroth
Skills Athletics +6, Diplomacy +7, Deception +7, Stealth +7
Str +1, **Dex** +4, **Con** +2, **Int** +1, **Wis** +1, **Cha** +2

AC 16; **Fort** +5, **Ref** +9, **Will** +6; +2 status to all saves vs. divine magic
HP 20; **Weaknesses** holy 3
Knowledge of Delusion (divine) A creature that fails a Recall Knowledge check or a Perception check to Sense Motive on a rakshasa is off-guard until the end of its next turn.

Speed 20 feet, climb 20 feet, swim 20 feet
Melee ❖ fangs +9 (agile, finesse, reach 0 feet), **Damage** 1d6+1 piercing plus raktavarna venom
Divine Innate Spells DC 16; **4th** *read omens*; **1st** *charm*, *command*; **Cantrips (1st)** *detect magic*
Betraying Bite A raktavarna gains a +2 bonus to Strikes against any creature that is holding it.
Change Shape ❖ (concentrate, occult, polymorph) The raktavarna takes on the appearance of a Tiny inanimate object. If, while transformed, the raktavarna takes any action other than the purely mental (such as Recall Knowledge), they immediately revert to their original form. Until then, they can use Deception to Impersonate the object.

(Continued on card 463)

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(Rakshasa, raktavarna, continued from card 462)

Designate Master (divine, exploration) The raktavarna spends 10 minutes on an invocation alongside another creature. That creature becomes the raktavarna's master until the raktavarna dies or Dismisses the effect. The master gains the Master's Eyes activity as long as the bond lasts.

Master's Eyes ❖❯❯ (concentrate, divine, scrying) The master observes the world through the raktavarna's eyes instead of their own, using the raktavarna's Perception and darkvision. This lasts until the end of the master's next turn, but the master can Sustain the activity. This ability functions at any range, even on different planes of existence. If the raktavarna dies while their master is using this ability, the master is stunned 5.

Raktavarna Venom (poison); **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage and stupefied 1 (1 round); **Stage 2** 1d4 poison damage and stupefied 2 (1 round)

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RAT, GIANT CREATURE –1

SMALL ANIMAL

Perception +5; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +5, **Athletics** +2 (+4 to Climb or Swim), **Stealth** +5
Str +1, **Dex** +3, **Con** +2, **Int** –4, **Wis** +1, **Cha** –3

AC 15; **Fort** +6, **Ref** +7, **Will** +3
HP 8

Speed 30 feet, climb 10 feet
Melee ❖ jaws +7 (agile, finesse), **Damage** 1d6+1 piercing plus putrid plague
Putrid Plague (disease) The sickened and unconscious conditions from putrid plague can't end or be reduced until the disease is cured; **Saving Throw** DC 14 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours), **Stage 2** sickened 1 (1 day), **Stage 3** sickened 1 and slowed 1 (1 day), **Stage 4** unconscious (1 day), **Stage 5** dead

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RAT SWARM

CREATURE 1

LARGE ANIMAL SWARM

Perception +5; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +8, Athletics +4 (+6 to Climb or Swim), Stealth +6
Str –2, **Dex** +3, **Con** +1, **Int** –4, **Wis** +1, **Cha** –3

AC 14; **Fort** +2, **Ref** +7, **Will** +4
HP 14; **Immunities** grabbed, precision, prone, restrained, swarm mind; **Weaknesses** area damage 3, splash damage 3; **Resistances** physical 6 (except bludgeoning)

Speed 30 feet, climb 10 feet
Putrid Plague (disease) The sickened and unconscious conditions from putrid plague can't end or be reduced until the disease is cured; **Saving Throw** DC 14 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours), **Stage 2** sickened 1 (1 day), **Stage 3** sickened 1 and slowed 1 (1 day), **Stage 4** unconscious (1 day), **Stage 5** dead.
Swarming Bites ❖ Each enemy in the swarm's space takes 1d6 piercing damage and must attempt a DC 17 basic Reflex save. A creature that fails its save is exposed to putrid plague.

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RATFOLK GRENADIER CREATURE 4

SMALL HUMANOID RATFOLK

Perception +10; darkvision
Languages Common
Skills Acrobatics +9, Crafting +12, Deception +7, Society +10, Stealth +12, Thievery +9
Str +0, **Dex** +4, **Con** +2, **Int** +4, **Wis** +2, **Cha** +1
Items alchemist's toolkit, hand crossbow (20 bolts), studded leather armor
Alchemical Grenades The grenadier carries 6 alchemical grenades that deal either acid, cold, or fire damage plus 2 persistent damage and 2 splash damage of the same type (typically two of each). The grenadier replenishes these each day using scavenged materials.

AC 21; **Fort** +11, **Ref** +13, **Will** +9
HP 60

Speed 25 feet
Melee ❖ fangs +12 (agile, finesse), **Damage** 1d4 piercing
Ranged ❖ hand crossbow +12 (range increment 60 feet, reload 1), **Damage** 1d6 piercing
Ranged ❖ alchemical grenade +13 (range increment 20 feet, splash), **Damage** 2d6 acid, cold, or fire plus 2 persistent damage and 2 splash damage of the same type
Cheek Pouches A ratfolk grenadier has stretchy cheek pouches that can store up to 1 cubic foot of objects (though no more than 4 light items). The ratfolk can remove or store an item using the Interact action. As long as the ratfolk has at least one object in their cheek pouches, their speech is noticeably difficult to understand.
Quick Grenadier ❖ The ratfolk grenadier draws an alchemical grenade with an Interact action and throws it as a ranged Strike.
Quick Stow ◈ **Frequency** once per round; **Effect** The ratfolk grenadier stores one held item of light or negligible Bulk in their cheek pouches.
Swarming A ratfolk grenadier can end their movement in the same square as an ally that also has this ability. Only two such creatures can share the same space.

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REDCAP CREATURE 5

SMALL FEY

Perception +12; low-light vision
Languages Common, Fey
Skills Acrobatics +13, Athletics +15, Deception +11, Intimidation +13, Nature +10, Stealth +13
Str +4, **Dex** +4, **Con** +2, **Int** +1, **Wis** +1, **Cha** +2
Items halberd, iron boots, red cap, sickle
Red Cap (primal) A redcap's woolen hat is dyed with the blood of their victims. If the redcap loses their cap, they no longer benefit from fast healing and take a –4 status penalty to their damage rolls. They can create a new cap in 10 minutes, but that cap doesn't grant them powers until the redcap has turned it red with Blood Soak. A cap has no benefit for creatures other than the redcap who made it.

AC 21; **Fort** +11, **Ref** +15, **Will** +10
HP 60, fast healing 10; **Weaknesses** cold iron 5, divine revulsion
Divine Revulsion (emotion, fear, mental) If a redcap sees a creature brandish a religious symbol of a deity (which requires an Interact action by that creature) or cast a divine spell while wearing a religious symbol, the redcap must attempt a DC 19 Will save. They then become temporarily immune to all brandished religious symbols for 10 minutes.
Critical Success The redcap is unaffected.
Success The redcap is frightened 2.
Failure The redcap gains the fleeing condition for 1 round and is frightened 4.

Speed 50 feet
Melee ❖ halberd +15 (reach 10 feet, versatile S), **Damage** 1d10+10 slashing
Melee ❖ sickle +15 (agile, finesse, trip), **Damage** 1d4+10 slashing
Melee ❖ iron boot +13 (agile, versatile B), **Damage** 1d6+8 piercing

(Continued on card 468)

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(Redcap, continued from card 467)

Blood Soak ❖ (manipulate) The redcap dips their cap in the blood of a slain foe. The foe must have died in the last minute, and the redcap must have helped kill it. The redcap gains a +4 status bonus to damage rolls for 1 minute.

Deadly Cleave ↷ **Trigger** The redcap reduces a creature to 0 Hit Points with a sickle Strike; **Effect** The redcap makes another scythe Strike against a different creature, using the same multiple attack penalty as the sickle Strike that triggered this reaction. This counts toward their multiple attack penalty.

Stomp ❖ The redcap Strides up to half their Speed and makes a boot Strike at any point during that movement. If the boot Strike hits a prone creature, it deals an extra 2d6 persistent bleed damage.

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REEFCLAW CREATURE 1

SMALL ABERRATION AQUATIC

Perception +8; darkvision
Languages Common (can't speak any language)
Skills Acrobatics +7, Athletics +4 (+8 to Swim)
Str +1, **Dex** +4, **Con** +2, **Int** –3, **Wis** +1, **Cha** +1

AC 20; **Fort** +7, **Ref** +9, **Will** +4
HP 17
Death Frenzy ↻ **Trigger** The reefclaw is reduced to 0 Hit Points; **Effect** The reefclaw makes a claw Strike before dying.

Speed 5 feet, swim 30 feet
Melee ❖ claw +9 (finesse), **Damage** 1d6+1 slashing plus reefclaw venom and Grab
Constrict ❖ 1d6 bludgeoning, DC 17
Reefclaw Venom (poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d6 poison damage and enfeebled 1 (1 round), **Stage 2** 1d6 poison damage and enfeebled 2 (1 round)

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REVENANT CREATURE 6

MEDIUM UNDEAD

Perception +14; darkvision, sense murderer
Languages any one spoken in life by their murderer (typically Common)
Skills Athletics +15, Intimidation +14
Str +5, **Dex** +3, **Con** +4, **Int** +0, **Wis** +3, **Cha** +2
Sense Murderer (occult, scrying) A revenant knows the direction of their murderer (as long as both are on the same plane), but not the distance.

AC 23; **Fort** +14, **Ref** +13, **Will** +17
HP 115, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, sleep; **Resistances** physical 5 (except slashing)
Self-Loathing (emotion, mental, visual) If a revenant sees their own reflection or any object that was important to them in life, they must attempt a DC 25 Will save.
- **Critical Success** The revenant is unaffected and can no longer be affected by that reflection or object in this way.
- **Success** The revenant is distracted by self-loathing and becomes slowed 1 for 1 round.
- **Failure** The revenant becomes fascinated by the source that triggered their self-loathing and does everything they can to destroy it until the end of the revenant's next turn.
- **Critical Failure** The revenant becomes immobilized as long as the source of their self-loathing is apparent, until they're attacked, or until they see their murderer.

Undying Vendetta (emotion, occult) If the revenant's murderer dies, the revenant is immediately destroyed. A revenant that can't sense their murderer must attempt a DC 11 flat check once every 24 hours to avoid becoming immobilized and prone; they immediately rise again once they can sense their murderer. A murderer who becomes undead does not trigger the revenant's destruction until the murderer is finally destroyed. The revenant gains a +2 status bonus to checks and DCs against their murderer.

(Continued on card 471)

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(Revenant, continued from card 470)
Speed 25 feet
Melee ❖ claw +17 (agile), **Damage** 2d8+5 slashing plus Grab
Baleful Shriek ❖❖ (auditory, emotion, fear, incapacitation, mental) The revenant wails horribly. Each creature within a 60-foot burst must attempt a DC 23 Will save. Regardless of the outcome of their saving throw, affected creatures are then immune to Baleful Shriek for 1 hour. The revenant's murderer never improves their degree of success due to this ability's incapacitation trait. The revenant can't use Baleful Shriek again for 1d4 rounds.
Critical Success The creature is unaffected.
Success The creature is frightened 2.
Failure The creature is frightened 2 and paralyzed for 1 round.
Critical Failure The creature is frightened 3 and paralyzed for 1d4 rounds.
Constrict ❖ 2d6+5 bludgeoning, DC 24

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RHINOCEROS CREATURE 4

LARGE ANIMAL

Perception +9; scent (imprecise) 30 feet
Skills Athletics +12, Survival +10
Str +6, **Dex** +0, **Con** +4, **Int** –4, **Wis** +3, **Cha** –1

AC 22; **Fort** +14, **Ref** +8, **Will** +11
HP 70

Speed 35 feet
Melee ◆ horn +14, **Damage** 2d8+6 piercing
Melee ◆ foot +12, **Damage** 2d6+6 bludgeoning
Rhinoceros Charge ◆◆ The rhinoceros Strides twice, then makes a horn Strike. As long as the rhinoceros moved at least 20 feet, the Strike's damage increases to 3d8+6. A Medium or smaller creature struck by this attack must succeed at a DC 21 Reflex save or be automatically Shoved back 5 feet and knocked prone by the force of the blow.
Trample ◆◆ Medium or smaller, foot, DC 18

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RHINOCEROS, WOOLLY CREATURE 6

LARGE ANIMAL

Perception +11; scent (imprecise) 30 feet
Skills Athletics +16, Survival +13
Str +6, **Dex** +1, **Con** +5, **Int** –4, **Wis** +3, **Cha** –1

AC 25; **Fort** +17, **Ref** +11, **Will** +15; +2 status to all saves vs. cold
HP 100

Cold Adaptation The woolly rhinoceros treats environmental cold effects as if they were one step less severe.

Ferocity ↻

Speed 35 feet
Melee ◆ horn +16 (reach 10 feet), **Damage** 2d12+6 piercing
Melee ◆ foot +16, **Damage** 2d8+6 bludgeoning
Rhinoceros Charge ◆◆ The rhinoceros Strides twice, then makes a horn Strike. As long as the rhinoceros moved at least 20 feet, the Strike's damage increases to 3d12+6. A Medium or smaller creature struck by this attack must succeed at a DC 24 Reflex save or be automatically Shoved back 5 feet and knocked prone by the force of the blow.
Trample ◆◆◆ Medium or smaller, foot, DC 21

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ROC CREATURE 9

GARGANTUAN ANIMAL

Perception +18; low-light vision
Skills Acrobatics +15, Athletics +21
Str +8, **Dex** +2, **Con** +5, **Int** –4, **Wis** +1, **Cha** +0

AC 27; **Fort** +20, **Ref** +17, **Will** +16
HP 180

Wing Rebuff ↷ **Trigger** A creature moves from beyond the reach of the roc's wing to within the reach of the roc's wing; **Effect** The roc makes a wing Strike against the triggering creature. If the roc Pushes the creature, it disrupts the triggering move action.

Speed 20 feet, fly 60 feet
Melee ❖ beak +21 (reach 15 feet), **Damage** 2d10+12 piercing
Melee ❖ talon +21 (agile, reach 15 feet), **Damage** 2d8+12 slashing plus Improved Grab
Melee ❖ wing +21 (agile, reach 30 feet), **Damage** 2d6+10 bludgeoning plus Improved Push 10 feet
Carry A roc can Fly at half Speed while it has a creature grabbed or restrained in either or both of its talons, carrying that creature along with it.
Flying Strafe ❖❖ The roc Flies up to its Speed and makes two talon Strikes at any point during that movement. Each Strike must target a different creature. Each attack takes the normal multiple attack penalty.
Snack A roc gains a +2 circumstance bonus to hit with its beak Strike if the target is grabbed or restrained in its talon.

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SARGASSUM HEAP CREATURE 6

LARGE AMPHIBIOUS PLANT

Perception +10; wavesense (precise) 60 feet
Skills Athletics +17, Stealth +14
Str +5, **Dex** +4, **Con** +5, **Int** –4, **Wis** +2, **Cha** +0

AC 14; **Fort** +17, **Ref** +14, **Will** +10
HP 180; **Immunities** critical hits, precision, unconscious; **Weaknesses** slashing 5; **Resistances** cold 5
Mirage Spores (aura, incapacitation, mental) 120 feet. The sargassum heap constantly produces a field of hallucinogenic spores that causes those affected to see the monster as whatever they desire most. Each creature within the emanation must succeed a DC 22 Will save or become fascinated with the sargassum heap and compelled to move toward it on the creature's turn. Creatures fascinated this way are also off-guard. If the sargassum heap attacks, the fascinated condition ends only for the creature that is attacked. On a successful save, a creature is temporarily immune to mirage spores for 24 hours.

Speed 10 feet, climb 10 feet, swim 25 feet
Melee ❖ tendril +17 (reach 10 feet), **Damage** 2d8+8 bludgeoning plus Grab
Constrict ❖ 2d8+3 bludgeoning, DC 23

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SARGASSUM HEAP, DOLDRUMS HEAP CREATURE 9

HUGE AMPHIBIOUS PLANT

Perception +15; wavesense (precise) 120 feet
Skills Athletics +21, Stealth +18
Str +6, **Dex** +4, **Con** +5, **Int** –4, **Wis** +2, **Cha** +0

AC 16; **Fort** +21, **Ref** +18, **Will** +15
HP 300; **Immunities** critical hits, mental, precision, unconscious; **Weaknesses** slashing 10; **Resistances** cold 10
Mirage Spores (aura, incapacitation, mental) 300 feet. The sargassum heap constantly produces a field of hallucinogenic spores that causes those affected to see the monster as whatever they desire most. Each creature within the emanation must succeed a DC 27 Will save or become fascinated with the sargassum heap and compelled to move toward it on the creature's turn. Creatures fascinated this way are also off-guard. If the sargassum heap attacks, the fascinated condition ends only for the creature that is attacked. On a successful save, a creature is temporarily immune to mirage spores for 24 hours.

Speed 20 feet, climb 20 feet, swim 40 feet
Melee ❖ tendril +21 (reach 15 feet), **Damage** 2d12+10 bludgeoning plus Grab
Constrict ❖ 1d12+10 bludgeoning, DC 28
Draw In ❖❖ The doldrums heap attempts to Reposition up to three creatures it has grabbed or restrained. These attempts neither apply nor count toward the heap's multiple attack penalty. It can move them into its own space, dealing 1d12+10 bludgeoning damage.

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SATYR CREATURE 4

MEDIUM FEY

Perception +10; low-light vision
Languages Common, Fey
Skills Athletics +8, Deception +13, Diplomacy +13, Intimidation +11, Nature +9, Performance +13, Stealth +11, Survival +8
Str +3, **Dex** +4, **Con** +1, **Int** +1, **Wis** +2, **Cha** +5
Items dagger, panpipes, shortbow (20 arrows), wineskin
Sylvan Wine (emotion, mental, primal) A satyr's wineskin magically enchants any alcohol inside. With an Interact action, a living creature can imbibe the alcohol and gain a +1 item bonus to Will saves and a +3 item bonus to Will saves against fear effects for the following hour. When the wineskin is removed from a satyr's person, the magic remains only until the wine spoils. The wineskin holds up to eight drafts of wine.

AC 19; **Fort** +9, **Ref** +11, **Will** +12
HP 80; **Weaknesses** cold iron 5

Speed 35 feet
Melee ❖ dagger +14 (agile, finesse, versatile S), **Damage** 1d4+6 piercing
Ranged ❖ shortbow +14 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6+3 piercing
Ranged ❖ dagger +14 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing
Primal Innate Spells DC 21; **4th** *charm*, *fear*, *sleep*, *suggestion*; **Cantrips (2nd)** *courageous anthem* (*Pathfinder Player Core* 370), *figment*, *light*, *triple time* (*Player Core* 372), *uplifting overture* (*Player Core* 372)
Fleet Performer When the satyr Plays the Pipes to cast a spell, he can Step or Stride as part of the activity.

(Continued on card 478)

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(Satyr, continued from card 477)

Play the Pipes ◆◆◆ (auditory, primal) **Requirements** The satyr is holding a musical instrument; **Effect** The satyr plays a melody on his instrument to cast *charm*, *fear*, *sleep*, or *suggestion* without expending the spell slot. The spell gains the auditory trait and targets all creatures in a 60-foot emanation instead of its usual targets. A creature that succeeds at its Will save against any spell is then temporarily immune from spells played from that satyr's pipes for 1 minute. Satyrs are immune to this music.

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SCARECROW CREATURE 4

MEDIUM CONSTRUCT

Perception +11; darkvision
Skills Athletics +12
Str +5, **Dex** +2, **Con** +3, **Int** –4, **Wis** +3, **Cha** –2

AC 19; **Fort** +13, **Ref** +8, **Will** +11
HP 60; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, fear, healing, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** fire 5; **Resistances** physical 5 (except slashing)

Scarecrow's Leer (aura, emotion, fear, mental, occult, visual) 40 feet. The scarecrow's eyes flicker with an unnerving glow. A creature can't reduce its frightened condition below 1 as long as it's in the aura. When a creature enters or starts its turn in the aura, it must attempt a DC 18 Will save. Birds and other avian creatures take a –2 circumstance penalty to this save.

Critical Success The creature is unaffected and is then temporarily immune for 24 hours.

Success The creature is frightened 1.

Failure The creature is frightened 2 and is fascinated by the scarecrow until the end of its next turn.

Critical Failure As failure, but frightened 3.

Speed 20 feet

Melee ❖ claw +13 (versatile S), **Damage** 2d6+7 bludgeoning plus clawing fear

Baleful Glow ❖ (concentrate, mental, light, occult) The scarecrow's head bursts into ghostly, heatless flame that sheds bright light in a 20-foot emanation (and dim light to the next 20 feet). If the scarecrow uses this ability on the first round of combat, any creature that has not acted yet is startled, becoming off-guard against the scarecrow for 1 round. The scarecrow can suppress the light by using this action again.

(Continued on card 480)

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(Scarecrow, continued from card 479)

Clawing Fear The scarecrow's strikes deal an additional 1d6 mental damage to frightened creatures.

Mundane Appearance ❖ (concentrate) Until it acts, the scarecrow resembles an ordinary scarecrow. It has an automatic result of 32 on Deception checks and DCs to pass as an ordinary scarecrow.

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SCORPION, GIANT CREATURE 3

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 18; **Fort** +12, **Ref** +9, **Will** +7
HP 45
Reactive Strike ↷ 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)

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SCORPION SWARM CREATURE 4

LARGE ANIMAL SWARM

Perception +11; darkvision
Skills Acrobatics +11, Athletics +6, Stealth +11
Str +0, **Dex** +5, **Con** +2, **Int** –5, **Wis** +0, **Cha** –4

AC 21; **Fort** +10, **Ref** +13, **Will** +8
HP 55; **Immunities** grapple, precision, prone, restrained, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 3, piercing 7, slashing 7

Speed 25 feet
Scorpion Venom (poison) **Saving Throw** DC 18 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d6 poison damage and enfeebled 1 (1 round)
Swarming Stings ❖ Each enemy in the swarm's space takes 2d8 piercing damage (DC 21 basic Reflex save) and is exposed to scorpion venom.

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SEA SERPENT CREATURE 12

GARGANTUAN ANIMAL AQUATIC

Perception +22; darkvision
Skills Acrobatics +18, Athletics +26 (+28 to Swim), Stealth +28
Str +8, **Dex** +4, **Con** +6, **Int** –4, **Wis** +2, **Cha** +0
Undetectable (primal) A sea serpent automatically tries to counteract any detection, revelation, or scrying effect attempted against it, using its Stealth modifier for its counteract modifier.

AC 35; **Fort** +25, **Ref** +21, **Will** +21
HP 210

Speed 20 feet, swim 60 feet
Melee ❖ jaws +27 (reach 20 feet), **Damage** 3d10+14 piercing plus Grab
Melee ❖ tail +27 (agile, reach 30 feet), **Damage** 2d10+14 bludgeoning plus Grab
Ranged ❖ water spout +25 (brutal, range increment 100 feet, water), **Damage** 2d6+12 bludgeoning plus sea serpent algae
Capsize ❖ (attack) The sea serpent attempts to capsize an aquatic vessel of its size or smaller that it's adjacent to. It must succeed at an Athletics check with a DC of 35 (reduced by 5 for each size smaller than the sea serpent) or the pilot's Sailing Lore DC, whichever is higher.
Constrict ❖ 1d10+14 bludgeoning, DC 32
Sea Serpent Algae (incapacitation, poison) The water in the ballast organs around the sea serpent's neck is full of psychotropic algae. **Saving Throw** DC 34 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** confused and, if flying, spends its first action each turn to descend 20 feet (1 round); **Stage 2** confused and, if flying, descends until reaching the ground or water below (1 round)
Spine Rake ❖❖ (attack) The sea serpent extends the spines along its back and Swims or Strides. Each creature the serpent is adjacent to at any point during its movement takes 4d6+8 slashing damage with a DC 32 basic Reflex save.
Swallow Whole ❖ (attack) Huge, 2d10+6 bludgeoning, Rupture 20

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SEDACTHY MARAUDER CREATURE 4

MEDIUM | AMPHIBIOUS | HUMANOID | SEDACTHY

Perception +9; darkvision, wavesense 30 feet
Languages Thalassic; sea speech
Skills Athletics +14, Intimidation +13, Survival +9
Str +6, **Dex** +3, **Con** +4, **Int** +0, **Wis** +1, **Cha** +3
Items breastplate, spear (2)

Sea Speech A sedacthy speaking Thalassic can be understood by any animal that has a swim Speed or the amphibious or aquatic trait. By spending a week regularly interacting with such an animal, the sedacthy can make it permanently helpful.

AC 19; **Fort** +14, **Ref** +9, **Will** +9
HP 75

Vengeful Throw ↷ Trigger The marauder takes damage from a creature 20 feet or further away; **Effect** The marauder makes a ranged spear Strike against the triggering creature. This attack doesn't take a range increment penalty if the target is within the second range increment.

Speed 20 feet, swim 40 feet
Melee ❖ spear +14, **Damage** 1d6+10 piercing
Melee ❖ jaws +14, **Damage** 1d4+8 piercing plus 1d4 persistent bleed
Melee ❖ claw +14 (agile), **Damage** 2d4+8 slashing
Ranged ❖ spear +11 (thrown 20 feet), **Damage** 1d6+10 piercing

Challenging Shriek ❖ (auditory, emotion, fear, mental) The marauder looses a battle cry. Each enemy in a 30-foot emanation must attempt a DC 21 Will save. They are then temporarily immune for 1 minute.
Critical Success The creature is unaffected.
Success The creature is frightened 1.
Failure The creature is frightened 2.
Critical Failure The creature is immobilized for 1 round and frightened 3.

Shared Feast ❖❖ The sedacthy makes a jaws Strike. If it hits, an ally of their choice can spend a reaction to make a jaws Strike against the same target. Allies with beaks or similar attacks can use those instead of jaws.

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SEDACTHY SCOUT CREATURE 2

MEDIUM | AMPHIBIOUS | HUMANOID | SEDACTHY

Perception +9; darkvision, wavesense 30 feet
Languages Thalassic; sea speech
Skills Athletics +8, Intimidation +9, Stealth +8, Survival +7
Str +4, **Dex** +4, **Con** +1, **Int** +0, **Wis** +1, **Cha** +3
Items spear

Sea Speech A sedacthy speaking Thalassic can be understood by any animal that has a swim Speed or the amphibious or aquatic trait. By spending a week regularly interacting with such an animal, the sedacthy can make it permanently helpful.

AC 17; **Fort** +7, **Ref** +10, **Will** +7
HP 30

Speed 20 feet, swim 40 feet
Melee ❖ spear +10, **Damage** 1d6+6 piercing
Melee ❖ jaws +10, **Damage** 1d4+4 piercing plus 1d4 persistent bleed
Melee ❖ claw +10 (agile), **Damage** 1d6+4 slashing
Ranged ❖ spear +10 (thrown 20 feet), **Damage** 1d6+4 piercing

Shared Feast ❖❖ The sedacthy makes a jaws Strike. If it hits, an ally of their choice can spend a reaction to make a jaws Strike against the same target. Allies with beaks or similar attacks can use those instead of jaws.

Wriggling Rush ❖ **Frequency** once per round; **Effect** The scout takes a Stride action and a Swim action, in either order. They ignore difficult terrain from mud, quicksand, and similar terrain during this movement.

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SEDACTHY SPEAKER CREATURE 6

MEDIUM | AMPHIBIOUS | HUMANOID | SEDACTHY

Perception +15; darkvision, wavesense 30 feet
Languages Thalassic; sea speech
Skills Athletics +16, Crafting +14, Diplomacy +13, Intimidation +15, Nature +15
Str +6, **Dex** +3, **Con** +4, **Int** +2, **Wis** +3, **Cha** +5
Items *+1 trident*

Sea Speech A sedacthy speaking Thalassic can be understood by any animal that has a swim Speed or the amphibious or aquatic trait. By spending a week regularly interacting with such an animal, the sedacthy can make it permanently helpful.

AC 23; **Fort** +14, **Ref** +13, **Will** +15
HP 95

Speaker's Privilege ↷ **Trigger** The sedacthy speaker takes damage; **Requirements** The sedacthy speaker has cover from an animal ally; **Effect** The animal takes the damage instead.

Speed 20 feet, swim 40 feet
Melee ❖ *trident* +17 (magical), **Damage** 1d8+10 piercing
Melee ❖ jaws +16, **Damage** 1d6+8 piercing plus 1d4 persistent bleed
Melee ❖ claw +16 (agile), **Damage** 1d6+8 slashing
Ranged ❖ *trident* +14 (magical, thrown 20 feet), **Damage** 1d8+8 piercing

Animal Shield ❖ **Requirements** The sedacthy speaker is adjacent to a Large or larger animal ally; **Effect** The speaker gains cover until the start of their next turn or when they're no longer adjacent to the animal, whichever comes first.

Exploit Weakness The speaker's Strikes deal 1d6 additional damage to creatures that are frightened or sickened.

Painful Cry ❖❖ (mental, sonic) The sedacthy shrieks across a range of painfully high tones, dealing 3d6 sonic damage and 1d6 mental damage to all creatures in a 30-foot cone, with a DC 23 basic Fortitude save. A creature that fails its save is sickened 1.

(Continued on card 487)

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(Sedacthy speaker, continued from card 486)

Shared Feast ◆❯❯ The sedacthy makes a jaws Strike. If it hits, an ally of their choice can spend a reaction to make a jaws Strike against the same target. Allies with beaks or similar attacks can use those instead of jaws.

Swim Together ◆❯❯ **Requirements** The speaker is adjacent to an animal ally; **Effect** The speaker and the animal both Swim, ending their movement adjacent to one another.

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SERPENTFOLK, AAPOPH CREATURE 3

MEDIUM | HUMANOID | MUTANT | SERPENTFOLK

Perception +8; darkvision, scent (imprecise) 30 feet
Languages Aklo, Sakvroth; telepathy 100 feet
Skills Acrobatics +7, Athletics +11, Intimidation +6
Str +4, **Dex** +2, **Con** +3, **Int** –1, **Wis** +1, **Cha** –1
Items scimitar

AC 18; **Fort** +10, **Ref** +7, **Will** +6 (+2 status vs. mental)
HP 60; **Resistances** poison 5
Reactive Strike ↻

Speed 25 feet
Melee ❖ scimitar +11 (forceful, sweep), **Damage** 1d6+6 slashing
Melee ❖ fangs +11, **Damage** 1d8+6 piercing plus serpentfolk venom
Melee ❖ tail +11 (agile), **Damage** 1d6+6 bludgeoning plus Knockdown
Serpentfolk Venom (poison) **Saving Throw** DC 20 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage and enfeebled 1 (1 round); **Stage 2** 2d4 poison damage and enfeebled 1 (1 round).
Slithering Attack ❖ The aapoph serpentfolk makes one scimitar or fangs Strike and one tail Strike, each targeting a different creature. These attacks both count toward the aapoph's multiple attack penalty, but the penalty doesn't increase until after the aapoph makes both attacks.

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SERPENTFOLK, AAPOPH GRANITESCALE CREATURE 6

MEDIUM | HUMANOID | MUTANT | SERPENTFOLK

Perception +13; darkvision, scent (imprecise) 30 feet
Languages Aklo, Common, Sakvroth; telepathy 100 feet
Skills Acrobatics +14, Athletics +15, Intimidation +15
Str +5, **Dex** +4, **Con** +4, **Int** –1, **Wis** +1, **Cha** +1
Items javelin (5), longspear

AC 24 (22 with shed scales); **Fort** +16, **Ref** +14, **Will** +11 (+2 status vs. mental)
HP 120; **Resistances** poison 5

Chipping Scales ↷ **Frequency** once per day; **Trigger** The granitescale is about to take piercing or slashing damage; **Effect** The granitescale twists to take the blow on their hardest scales, which they shed to reduce the incoming force. The granitescale gains resistance 15 to the damage, but their AC is reduced by 2 for 1 day, when the shed scales regrow.

Reactive Strike ↷

Speed 25 feet

Melee ❖ longspear +17 (reach 10 feet), **Damage** 1d8+11 piercing

Melee ❖ fangs +17, **Damage** 1d8+11 piercing plus serpentfolk venom

Ranged ❖ javelin +16 (range increment 30 feet), **Damage** 1d6+11 piercing

Rattling Spear ❖ (auditory, emotion, mental) **Requirements** The granitescale's last action was a successful longspear Strike; **Effect** The granitescale rattles the base of their spear, attempting an Intimidation check to Demoralize all enemies within 30 feet (compare the check result to the targets' Will DCs individually).

Serpentfolk Venom (poison) **Saving Throw** DC 22 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage and enfeebled 1 (1 round); **Stage 2** 2d4 poison damage and enfeebled 1 (1 round).

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SERPENTFOLK, BONE PROPHET CREATURE 8

UNCOMMON MEDIUM HUMANOID SERPENTFOLK

Perception +15; darkvision, scent (imprecise) 30 feet
Languages Aklo, Common, Necril, Sakvroth; telepathy 100 feet
Skills Arcana +15, Deception +18, Intimidation +16, Occultism +17, Religion +19, Society +15, Stealth +13
Str +3, **Dex** +3, **Con** +2, **Int** +5, **Wis** +5, **Cha** +6
Items *invisibility potion*, religious symbol of Ydersius, *+1 striking staff*

AC 27; **Fort** +14, **Ref** +15, **Will** +19 (+4 status vs. mental); +1 status to all saves vs. magic
HP 115; **Resistances** poison 10
Thin of Blood Bone prophets recover slowly from injuries. When they take physical damage from a critical hit, they gain 2d4 persistent bleed damage. They take a –2 circumstance penalty to flat checks to recover from persistent damage and saving throws against afflictions.

Speed 25 feet
Melee ❖ *staff* +18 (magical, two-hand d8), **Damage** 2d4+9 bludgeoning
Melee ❖ fangs +17 (finesse), **Damage** 2d6+9 piercing plus serpentfolk venom
Divine Spontaneous Spells DC 28, attack +20; **4th** (3 slots) *fly*, *harm*, *read omens*, *talking corpse*; **3rd** (4 slots) *bind undead*, *blindness*, *chilling darkness*, *vampiric feast*; **2nd** (4 slots) *blood vendetta*, *darkness*, *resist energy*, *see the unseen*; **1st** (4 slots) *bane*, *command*, *fear*, *ventriloquism*; **Cantrips (4th)** *detect magic*, *guidance*, *light*, *read aura*, *void warp*
Occult Innate Spells DC 28; **6th** *dominate*; **5th** *illusory scene*, *suggestion*; **3rd** *illusory disguise* (at will); **2nd** *blur* (self only; at will); **1st** *ventriloquism* (at will)
Rituals DC 28; *create undead*

(Continued on card 491)

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(Serpentfolk, bone prophet, continued from card 490)

Raise Serpent ❖❖❖ (divine) **Frequency** once per day; **Effect** The bone prophet animates corpses of snakes, serpentfolk, or similar serpentine creatures within a 30-foot emanation. Any flesh on the bodies sloughs off, and they rise as skeletons. The bone prophet can raise one Large creature as a skeletal giant or up to three Medium creatures as skeletal champions; the equipment and attacks might be different depending on the corpses' possessions. These skeletons have the minion trait and are under the bone prophet's control; the bone prophet can give all these minions the same command with a single action that has the concentrate trait. Any skeletal minions that still remain after 10 minutes crumble to dust.

Serpentfolk Venom (poison) **Saving Throw** DC 26 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage and enfeebled 1 (1 round); **Stage 2** 2d4 poison damage and enfeebled 1 (1 round).

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SERPENTFOLK, COIL SPY — CREATURE 4

UNCOMMON | MEDIUM | HUMANOID | SERPENTFOLK

Perception +10; darkvision, scent (imprecise) 30 feet
Languages Aklo, Common, Dwarven, Gnomish, Sakvroth; telepathy 100 feet
Skills Acrobatics +10, Deception +13, Diplomacy +11, Intimidation +11, Occultism +10, Society +10, Stealth +12, Thievery +12
Str +2, **Dex** +4, **Con** +1, **Int** +4, **Wis** +2, **Cha** +5
Items hand crossbow (20 bolts), spider venom (2), shortsword, thieves' toolkit

AC 22; **Fort** +9, **Ref** +12, **Will** +10 (+4 status vs. mental); +1 status to all saves vs. magic
HP 48; **Resistances** poison 5
Thin of Blood Coil spies recover slowly from injuries. When they take physical damage from a critical hit, they gain 1d4 persistent bleed damage. They take a –2 circumstance penalty to flat checks to recover from persistent damage and saving throws against afflictions.

Speed 25 feet
Melee ❖ shortsword +14 (agile, finesse, versatile S), **Damage** 1d6+5 piercing plus serpentfolk venom
Melee ❖ fangs +14 (finesse), **Damage** 1d6+5 piercing plus serpentfolk venom
Ranged ❖ hand crossbow +10 (range increment 60 feet, reload 1), **Damage** 1d6+3 piercing plus serpentfolk venom or spider venom
Occult Innate Spells DC 21; **4th** *suggestion*; **3rd** *illusory disguise* (at will); **2nd** *blur* (self only; at will); **1st** *ventriloquism* (at will)
Deceptive Reposition ❖ The Coil spy Strides up to half their Speed and attempts a Feint, in either order.

(Continued on card 493)

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(Serpentfolk, coil spy, continued from card 492)

Maintain Disguise A Coil spy can maintain an ongoing *illusory disguise* as long as they are conscious without having to re-cast the spell; they need only Cast the Spell again to reassume their *illusory disguise* if they wish to change their appearance or if the active spell is dispelled. Coil spies typically seek privacy when they need to sleep, as an ongoing *illusory disguise* ends an hour after they fall unconscious.

Serpentfolk Venom (poison) **Saving Throw** DC 19 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage and enfeebled 1 (1 round); **Stage 2** 2d4 poison damage and enfeebled 1 (1 round).

Sneak Attack The Coil spy's Strikes deal an extra 2d6 precision damage to off-guard creatures.

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SERPENTFOLK, ZYSS CREATURE 2

UNCOMMON | MEDIUM | HUMANOID | SERPENTFOLK

Perception +8; darkvision, scent (imprecise) 30 feet
Languages Aklo, Common, Sakvroth; telepathy 100 feet
Skills Acrobatics +8, Arcana +8, Deception +9, Occultism +8, Society +8
Str –1, **Dex** +4, **Con** –2, **Int** +4, **Wis** +2, **Cha** +3
Items dagger, shortbow (30 arrows)

AC 18; **Fort** +4, **Ref** +8, **Will** +8 (+4 status vs. mental); +1 status to all saves vs. magic
HP 25; **Resistances** poison 5
Thin of Blood Zyss serpentfolk recover slowly from injuries. When they take physical damage from a critical hit, they gain 1d4 persistent bleed damage. They take a –2 circumstance penalty to flat checks to recover from persistent damage and saving throws against afflictions.

Speed 25 feet
Melee ❖ fangs +10 (finesse), **Damage** 1d6+1 piercing plus serpentfolk venom
Melee ❖ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+1 piercing plus serpentfolk venom
Ranged ❖ shortbow +10 (deadly d10, range increment 60 feet), **Damage** 1d6+2 piercing plus serpentfolk venom
Occult Innate Spells DC 18; **4th** *suggestion*; **2nd** *blur* (self only; at will); **1st** *illusory disguise* (at will), *ventriloquism* (at will)
Serpentfolk Venom (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage and enfeebled 1 (1 round); **Stage 2** 2d4 poison damage and enfeebled 1 (1 round)

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SHADOW CREATURE 4

MEDIUM | INCORPOREAL | UNDEAD | UNHOLY

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, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, precision, unconscious; **Weaknesses** light vulnerability; **Resistances** all 5 (except force, *ghost touch*, spirit, or vitality; double resistance against non-magical)
Light Vulnerability Attacks against the shadow are treated as magical if made by a creature who is in magical light or with an object that is in magical light (such as from the *light* spell).

Speed fly 30 feet
Melee ❖ shadow hand +15 (finesse, magical), **Damage** 2d6+3 void
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 fully independent. If the creature recovers from its enfeeblement, its shadow returns to it and the shadow spawn is extinguished.
Slink in Shadows The shadow can Hide or end its Sneak in a creature's or object's shadow.
Steal Shadow ❖ (divine) **Requirements** The shadow hit a living creature with a shadow hand Strike on its previous action; **Effect** The shadow 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). The enfeebled value from Steal Shadow decreases by 1 every hour.

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SHADOW, GREATER CREATURE 7

MEDIUM | INCORPOREAL | UNDEAD | UNHOLY

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, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, precision, unconscious; **Weaknesses** light vulnerability; **Resistances** all 10 (except force, *ghost touch*, spirit, or vitality; double resistance against non-magical)
Light Vulnerability Attacks against the shadow are treated as magical if made by a creature who is in magical light or with an object that is in magical light (such as from the *light* spell).

Speed fly 30 feet
Melee ❖ shadow hand +18 (finesse, magical), **Damage** 2d10+6 void
Divine Innate Spells DC 25; **2nd** *darkness* (at will)
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 shadow spawn becomes fully independent. If the creature recovers from its enfeeblement, its shadow returns to it and the shadow spawn is extinguished.
Slink in Shadows The shadow can Hide or end its Sneak in a creature's or object's shadow.
Steal Shadow ❖ (divine) **Requirements** The shadow hit a living creature with a shadow hand Strike on its previous action; **Effect** The shadow pulls at the target's shadow, making the creature enfeebled 2, or enfeebled 3 on a critical hit. 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). The enfeebled value from Steal Shadow decreases by 1 every hour.

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SHARK, GREAT WHITE CREATURE 4

HUGE ANIMAL AQUATIC

Perception +11; bloodscent, scent (imprecise) 100 feet
Skills Athletics +14, Stealth +12, Survival +9
Str +6, **Dex** +2, **Con** +4, **Int** –4, **Wis** +1, **Cha** –4
Blood Scent The shark can smell blood in the water from up to 1 mile away.

AC 21; **Fort** +12, **Ref** +10, **Will** +9
HP 60

Speed swim 40 feet
Melee ❖ jaws +14, **Damage** 1d12+8 piercing
Breach ❖❖ The shark Swims up to its swim Speed, then Leaps vertically out of the water up to 25 feet high, making a Strike against a creature at any point during the jump (this lets it attack a creature within 30 feet of the water's surface). After the Strike, the shark splashes back down into the water.
Savage ❖ **Requirements** The shark hit with a jaws Strike on its most recent action this turn; **Effect** The creature the shark hit takes 1d12 slashing damage.
Strafing Chomp ❖ The shark Swims up to half its swim Speed, makes a jaws Strike, and then Swims up to half its Speed further. The Strike deals half damage.

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SHARK, MEGALODON CREATURE 9

GARGANTUAN | ANIMAL | AQUATIC

Perception +20; blood scent, scent (imprecise) 100 feet
Skills Athletics +21, Stealth +19, Survival +16
Str +8, **Dex** +2, **Con** +5, **Int** –4, **Wis** +3, **Cha** –2
Blood Scent The shark can smell blood in the water from up to 1 mile away.

AC 27; **Fort** +21, **Ref** +16, **Will** +17
HP 180

Speed swim 80 feet
Melee ❖ jaws +22 (reach 10 feet), **Damage** 2d12+10 piercing plus Improved Grab
Melee ❖ tail +22 (agile, reach 15 feet), **Damage** 2d8+10 piercing plus Push 15 feet
Breach ❖ (attack, move) The shark Swims up to its swim Speed, then Leaps vertically out of the water up to 25 feet high, making a Strike against a creature at any point during the jump (this lets it attack a creature within 35 feet of the water's surface, or 40 feet with its tail). After the Strike, the shark splashes back down into the water.
Savage ❖ **Requirements** The shark hit with a jaws Strike on its most recent action this turn; **Effect** The creature the shark hit takes 2d12 slashing damage.
Swallow Whole ❖ (attack) Huge, 2d8+5 bludgeoning, Rupture 20

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SHINING CHILD CREATURE 12

MEDIUM ASTRAL

Perception +23; darkvision
Languages Aklo; telepathy 120 feet
Skills Arcana +18, Deception +23, Diplomacy +21, Intimidation +21, Occultism +18
Str +2, **Dex** +5, **Con** +6, **Int** +2, **Wis** +5, **Cha** +7
Radiance Dependence The shining child is off-guard while in areas of darkness.

AC 33; **Fort** +22, **Ref** +19, **Will** +19
HP 215; **Immunities** blinded, dazzled, fire
Blinding Aura (arcane, aura, incapacitation, light) 60 feet. The shining child sheds bright light. Any creature that starts its turn in the aura must succeed at a DC 29 Fortitude save. If it fails, it is blinded for 1 minute, and if it critically fails, it's permanently blinded. A creature that succeeds at its save is temporarily immune to this effect for 24 hours.
Overwhelming Light ↷ (light) **Trigger** The shining child enters an area of magical darkness or begins its turn in an area of magical darkness; **Effect** The shining child attempts to counteract the magical darkness (counteract rank 7, counteract modifier +23).

Speed 30 feet, fly 50 feet
Melee ❖ fist +25 (agile, finesse, magical), **Damage** 3d4+5 bludgeoning plus 4d6 fire and 2d4 persistent fire
Melee ❖ fire ray +25 (arcane, magical, range 100 feet), **Damage** 3d10+3 fire, plus 2d10 vitality damage if the target is undead
Occult Innate Spells DC 33; **7th** *spell riposte*, *sunburst*; **6th** *dispel magic*, *vibrant pattern*, *wall of force*; **5th** *false vision*, *mirage*, *translocate*; **4th** *translocate* (at will); **2nd** *illusory object* (at will); **Cantrips (6th)** *light*

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SHULN CREATURE 12

UNCOMMON 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 Strikes 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, as if 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 as though it were soil or loose rubble, leaving a tunnel 10 feet in diameter.

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SINSPAWN CREATURE 2

MEDIUM ABERRATION

Perception +10, darkvision, sin scent (imprecise) 30 feet
Languages Aklo
Skills Acrobatics +9, Athletics +8, Stealth +9, Survival +6
Str +4, **Dex** +3, **Con** +4, **Int** +0, **Wis** +2, **Cha** +1
Items one weapon determined by its sin

Sin A sinspawn gains an additional skill based on their sin, as well as a weapon that reflects the preferences of the ancient creators of sinspawn. The seven sins and the benefits they confer upon a sinspawn are noted in the Sinspawn Sins section (*Monster Core* 310).

Sin Scent A sinspawn can smell creatures that reflect its sin as the scent ability. The GM determines which creatures are appropriately sinful.

AC 16; **Fort** +10, **Ref** +9, **Will** +6; +1 status to saves vs. magic, +4 status to saves vs. mental
HP 30; **Immunities** controlled; **Resistances** mental 5
Reactive Strike ↻

Speed 30 feet
Melee ❖ jaws +10 (agile), **Damage** 1d8+4 piercing plus sinful bite
Melee ❖ claw +10, **Damage** 1d6+4 slashing

Sinful Bite (arcane, emotion, mental) A creature hit by the jaws of a sinspawn must attempt a DC 18 Will save as it is assailed by sinful thoughts.
- **Critical Success** The creature is unaffected.
- **Success** The creature is sickened 1.
- **Failure** The creature is sickened 2.
- **Critical Failure** The creature is sickened 2 and takes an additional effect determined by the sinspawn's sin.

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SKELETON, SKELETAL CHAMPION CREATURE 2

MEDIUM | SKELETON | UNDEAD | UNHOLY

Perception +8; darkvision
Languages Common, Necril
Skills Acrobatics +8, Athletics +8, Intimidation +7
Str +4, **Dex** +4, **Con** +1, **Int** –1, **Wis** +2, **Cha** +1
Items chain mail, lance, longsword, steel shield (Hardness 5, HP 20, BT 10)

AC 19 (21 with shield raised); **Fort** +5, **Ref** +10, **Will** +6
HP 25, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5
Reactive Strike ↻
Shield Block ↻

Speed 25 feet
Melee ❖ longsword +10 (versatile P), **Damage** 1d8+4 slashing
Melee ❖ claw +10 (agile), **Damage** 1d6+4 slashing
Melee ❖ lance +10 (deadly d8, jousting d6, reach 10 feet), **Damage** 1d8+4 piercing

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SKELETON, SKELETAL GIANT CREATURE 3

LARGE | MINDLESS | SKELETON | UNDEAD | UNHOLY

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** +8, **Ref** +8, **Will** +7
HP 50, void healing; **Immunities** bleed, 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. Both attacks count toward the giant's multiple attack penalty, but the penalty doesn't increase until after both attacks.
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.

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SKELETON, SKELETAL HORSE CREATURE 2

LARGE | MINDLESS | SKELETON | UNDEAD | UNHOLY

Perception +8; darkvision
Skills Acrobatics +7, Athletics +9
Str +5, **Dex** +3, **Con** +2, **Int** –5, **Wis** +2, **Cha** +0

AC 16; **Fort** +6, **Ref** +9, **Will** +8
HP 33, void healing; **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 40 feet
Melee ❖ hoof +9, **Damage** 1d8+5 bludgeoning
Gallop ❖❖ The horse Strides twice, with its Speed increased by 10 feet.
Undead Steed Undead and creatures allied with them can Command a skeletal horse without needing to attempt a skill check.

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SKELETON, SKELETAL HULK CREATURE 7

HUGE | MINDLESS | SKELETON | UNDEAD | UNHOLY

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, void healing; **Immunities** bleed, 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 claws against two adjacent foes, both of whom are within its reach. Both attacks count toward the giant's multiple attack penalty, but the penalty doesn't increase until after both attacks.
Massive Rush ◆◆ The hulk Strides and makes a claw Strike with a +4 circumstance bonus to damage. If the Strike hits, the hulk automatically pushes the target 10 feet.

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SKELETON GUARD CREATURE –1

MEDIUM | MINDLESS | SKELETON | UNDEAD | UNHOLY

Perception +2; darkvision
Skills Acrobatics +6, Athletics +3
Str +2, **Dex** +4, **Con** +0, **Int** –5, **Wis** +0, **Cha** +0
Items scimitar, shortbow (20 arrows)

AC 16; **Fort** +2, **Ref** +8, **Will** +2
HP 4, void healing; **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 25 feet
Melee ❖ scimitar +6 (forceful, sweep), **Damage** 1d6+2 slashing
Melee ❖ claw +6 (agile, finesse), **Damage** 1d4+2 slashing
Ranged ❖ shortbow +6 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

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SKULLTAKER CREATURE 18

UNCOMMON | HUGE | UNDEAD | UNHOLY

Perception +33; darkvision, *truesight*
Languages Necril; Skeletal Lore languages
Skills Acrobatics +34, Intimidation +35, Religion +30, Skeletal Lore +30, Stealth +32
Str +8, **Dex** +6, **Con** +6, **Int** +2, **Wis** +8, **Cha** +7
Skeletal Lore (divine) A skulltaker taps into the memories of the creatures whose bones make up its body. This gives it the Skeletal Lore skill, which it can use to Recall Knowledge of any kind. In addition, it can speak and understand all the languages known by the creatures whose bones make up its body (typically including Common and the regional language of the skulltaker's home region). The skulltaker can use Skeletal Lore as the primary skill check for the *collective memories* ritual (*Player Core* 391), and it can cast *collective memories* without secondary casters.

AC 42; **Fort** +31, **Ref** +33, **Will** +35; +1 status to all saves vs. vitality
HP 300, void healing; **Immunities** bleed, cold, death effects, disease, paralyzed, poison, unconscious; **Resistances** piercing 15, slashing 15
Shard Storm (air, aura, divine) 10 feet. A cloud of bone shards surrounds the skulltaker. When a creature moves into the emanation or begins its turn there, shard storm deals 4d6 slashing damage and 4d6 void damage to the creature, with a DC 40 basic Reflex save.

If the creature has resistance or immunity to void damage, or an effect that protects it against death effects, or an effect that protects it against the doomed or drained condition, the creature must first succeed at a DC 40 Will save or have all such benefits suppressed for 1 minute.

Speed 30 feet, fly 60 feet
Melee ❖ jaws +35 (deadly 2d12, magical, reach 10 feet), **Damage** 3d10+14 piercing plus 3d6 void and vitality drain
Melee ❖ claw +35 (agile, deadly 2d12, magical, reach 15 feet), **Damage** 3d6+14 slashing plus 3d6 void and vitality drain
(Continued on card 508)

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(Skulltaker, continued from card 507)

Ranged ❖ bone javelin +33 (magical, thrown 100 feet), **Damage** 3d8+6 piercing plus 3d6 void

Divine Innate Spells DC 40; **8th** *desiccate* (×2), *execute* (×2), *punishing winds* (×2); **Constant (6th)** *truesight*

Rituals DC 40; *collective memories* (see Skeletal Lore)

Bonetaker (divine) Whenever a creature dies within 60 feet of a skulltaker, the skulltaker draws a portion of the creature's bones into its shard storm. The creature must succeed at a DC 40 Will save or rise as a skeletal champion in 1d4 rounds. These skeletal champions are controlled by the skulltaker.

Splintered Ground ❖ (concentrate) The skulltaker causes splintered bones to erupt from all solid surfaces in a 100-foot emanation, except for surfaces of worked stone. A creature moving through the bones takes 10 piercing damage and 10 void damage for every 5 feet of movement. The first time each round a creature takes piercing damage from these splintered bones, it must succeed at a DC 40 Reflex save or take a –10-foot circumstance penalty to all Speeds for 10 minutes, or a –15-foot circumstance penalty for 24 hours on a critical failure. The bones remain in place until the skulltaker uses this action again or the bones are manually removed, which takes 10 minutes for each 5-foot square.

Vitality Drain (divine) When a skulltaker hits with a melee Strike, the target must succeed at a DC 40 Fortitude save or become drained 2 and doomed 1.

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SLURK CREATURE 2

MEDIUM ANIMAL

Perception +6; darkvision
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, Reposition, or Shove), **Ref** +6, **Will** +4
HP 35

Speed 30 feet, climb 30 feet
Melee ◆ tusks +11 (deadly d10), **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.

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SNAKE, GIANT ANACONDA CREATURE 8

HUGE ANIMAL

Perception +17; low-light vision, scent (imprecise) 60 feet
Skills Acrobatics +15, Athletics +21, Stealth +15, Survival +15
Str +7, **Dex** +3, **Con** +6, **Int** –4, **Wis** +3, **Cha** –2

AC 25; **Fort** +20, **Ref** +17, **Will** +15
HP 175

Tighten Coils ↻ **Trigger** A creature grabbed or restrained by the giant anaconda attempts to Escape; **Effect** The DC of the Escape check is increased by 2.

Speed 30 feet, climb 30 feet, swim 30 feet
Melee ❖ jaws +19 (reach 10 feet), **Damage** 2d10+7 piercing plus Grab
Melee ❖ tail +19 (agile, reach 15 feet), **Damage** 2d8+7 bludgeoning plus Push 10 feet
Greater Constrict ❖ 1d10+7 bludgeoning, DC 26
Slither ❖ The giant anaconda Strides, Climbs, or Swims up to half its Speed, pulling any creatures it has grabbed with it.
Swallow Whole ❖ (attack) Large, 1d10+7 bludgeoning, Rupture 21
Wrap in Coils ❖ **Requirements** A Large or smaller creature is grabbed or restrained in the giant anaconda's jaws; **Effect** The giant anaconda moves the creature into its coils, freeing its jaws to make attacks, then uses Greater Constrict against the creature. The giant anaconda's coils can hold as many creatures as will fit in its space.

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SNAKE, GIANT VIPER CREATURE 2

MEDIUM ANIMAL

Perception +7; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +9, Athletics +8, Stealth +8, Survival +6
Str +3, **Dex** +4, **Con** +3, **Int** –4, **Wis** +1, **Cha** –2

AC 17; **Fort** +8, **Ref** +11, **Will** +6
HP 26
Coiled Strike ↻ As Reactive Strike, but the snake can use this reaction only if it's Coiled.

Speed 20 feet, climb 20 feet, swim 20 feet
Melee ❖ fangs +11 (finesse), **Damage** 1d8+3 piercing plus giant viper venom
Coil ❖ The giant viper uses an action to coil itself. While Coiled, the reach of its fangs is 10 feet and it has the Reactive Strike reaction. After the giant viper Strikes with its fangs, it becomes uncoiled.
Giant Viper Venom (poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d6 poison damage and drained 1

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SNAKE, PYTHON CREATURE 1

MEDIUM ANIMAL

Perception +6; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +6, Athletics +6, Stealth +6, Survival +4
Str +3, **Dex** +3, **Con** +3, **Int** –4, **Wis** +1, **Cha** –2

AC 15; **Fort** +8, **Ref** +10, **Will** +4
HP 20

Tighten Coils ↷ **Trigger** A creature grabbed or restrained by the python attempts to Escape; **Effect** The DC of the Escape check is increased by 2.

Speed 20 feet, climb 20 feet, swim 20 feet
Melee ❖ jaws +8, **Damage** 1d8+3 piercing plus Grab
Constrict ❖ 1d8 bludgeoning, DC 17
Wrap in Coils ❖ **Requirements** A Medium or smaller creature is grabbed or restrained in the python's jaws; **Effect** The python moves the creature into its coils, freeing its jaws to make attacks, then uses Constrict against the creature. The python's coils can hold one creature.

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SNAKE, VIPER CREATURE -1

TINY ANIMAL

Perception +5; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +5, Athletics +1 (+4 to Climb), Stealth +5, Survival +3
Str –3, **Dex** +4, **Con** +0, **Int** –4, **Wis** +1, **Cha** –2

AC 14; **Fort** +2, **Ref** +7, **Will** +5
HP 8

Slink ↷ **Trigger** A creature ends its movement adjacent to the viper or within the viper's space; **Effect** The viper Strides, Climbs, or Swims up to 10 feet (or up to the relevant Speed, if that Speed is less than 10 feet). It must end its movement in a location that isn't within 5 feet of a foe. This movement doesn't trigger reactions.

Speed 20 feet, climb 20 feet, swim 20 feet
Melee ❖ fangs +6 (agile, finesse, reach 0 feet), **Damage** 1d8–3 piercing plus viper venom
Viper Venom (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d8 poison damage (1 round)

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SOULBOUND DOLL CREATURE 2

TINY CONSTRUCT SOULBOUND

Perception +8; darkvision
Languages one spoken by its creator (typically Common)
Skills Acrobatics +8, Occultism +4, Stealth +8
Str –2, **Dex** +4, **Con** +3, **Int** +0, **Wis** +2, **Cha** +0
Personality Fragments A soulbound doll shares fragments of its donor soul's personality, though none of that creature's memories. This causes a soulbound doll to match a strong personality trait of the donor soul (see sidebar). Because of its soul sliver, a soulbound doll is not immune to spirit as most constructs are.

AC 17; **Fort** +7, **Ref** +10, **Will** +6
HP 23; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, unconscious, vitality, void; **Resistances** bludgeoning 3, piercing 5, slashing 3

Speed 20 feet
Melee ❖ fist +10 (agile, finesse, magical, reach 0 feet), **Damage** 1d6+2 bludgeoning
Occult Innate Spells DC 18, attack +10; **3rd** *levitate*; **2nd** one spell based on donor soul's personality trait (Soulbound Personalities sidebar, *Monster Core* 318); **Cantrips (1st)** *light*, *prestidigitation*, *telekinetic hand*

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SPHINX CREATURE 8

LARGE BEAST HUMANOID

Perception +18, darkvision; *see the unseen*
Languages Common, Draconic, Sphinx; *truespeech*
Skills Arcana +17, Athletics +18, Bardic Lore +19, Deception +16, Diplomacy +16, Intimidation +18, Occultism +17
Str +6, **Dex** +1, **Con** +3, **Int** +5, **Wis** +4, **Cha** +4
Bardic Lore Sphinxes have Bardic Lore, a special Lore skill that can be used only to Recall Knowledge, but on any topic.

AC 27; **Fort** +16, **Ref** +14, **Will** +19
HP 135

Speed 35 feet, fly 40 feet
Melee ❖ claw +20 (agile), **Damage** 2d6+9 slashing
Occult Innate Spells DC 27; **4th** *clairaudience* (at will), *clairvoyance* (at will), *cleanse affliction*, *read omens*; **3rd** *dispel magic*, *locate*; **Cantrips (4th)** *detect magic*; **Constant (5th)** *truespeech*; **(2nd)** *see the unseen*
Claw Rake ❖❖❖ The sphinx rears back on their hind legs and makes two claw Strikes at the same target, using the same attack bonus as their highest melee attack. If both attacks deal damage, the target takes extra damage equal to one claw Strike.
Pounce ❖ The sphinx Strides and makes a Strike at the end of that movement. If the sphinx began this action hidden, they remain hidden until after the attack.
Riddler's Rune Once per week, a Sphinx can create a magical symbol as the *rune trap* ritual (*Player Core* 395). The sphinx usually shapes it to take the form of a written riddle and sets the password to the answer. A creature that gives the wrong answer or tries to pass without answering must succeed at a DC 26 Will save or be affected by one of the following spells, chosen by the sphinx when creating the symbol: *synaptic pulse* (5th), *charm* (4th), *fear* (4th), *phantom pain* (4th), *sleep* (4th). The sphinx learns the identity of any creature that answers the riddle and tends to be friendly to them if they answered correctly.

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SPIDER, GIANT TARANTULA CREATURE 6

LARGE ANIMAL

Perception +14; darkvision
Skills Acrobatics +9, Athletics +16, Stealth +11
Str +6, **Dex** +1, **Con** +5, **Int** –5, **Wis** +2, **Cha** –4

AC 21; **Fort** +15, **Ref** +13, **Will** +10
HP 135

Speed 30 feet, climb 30 feet
Melee ◆ fangs +17, **Damage** 2d8+8 piercing plus giant tarantula venom
Melee ◆ leg +17 (reach 10 feet), **Damage** 1d12+8 bludgeoning plus Knockdown
Giant Tarantula Venom (poison) **Saving Throw** DC 23 Fortitude; **Maximum Duration** 8 rounds; **Stage 1** 1d10 poison damage (1 round); **Stage 2** 1d12 poison damage, clumsy 1, and off-guard (1 round); **Stage 3** 2d6 poison damage, clumsy 2, and off-guard (1 round); **Stage 4** 2d6 poison damage and paralyzed (1 round)
Hair Barrage ◆◆ The tarantula flicks its legs, flinging spiky hairs in a 15-foot cone. This deals 4d6 piercing damage with a DC 25 basic Reflex save.

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SPIDER, GOLIATH CREATURE 11

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 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 ↷ **Requirements** Initiative has not yet been rolled; **Trigger** A creature touches the spider's web while the spider is on it; **Effect** The 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** DC 30 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 3d6 poison damage and slowed 1 (1 round); **Stage 2** 3d8 poison damage and slowed 2 (1 round); **Stage 3** 3d10 damage and 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 being moved 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.

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SPIDER, HUNTING CREATURE 1

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 ↷ **Requirements** 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** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage and off-guard (1 round); **Stage 2** 1d6 poison damage, clumsy 1, and off-guard (1 round); **Stage 3** 1d6 poison damage, clumsy 2, and off-guard (1 round)
Web Trap A creature hit by the hunting spider's web Strike is immobilized and stuck to the nearest surface until it Escapes (DC 17).

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SPIDER SWARM CREATURE 0

LARGE ANIMAL SWARM

Perception +4; darkvision, web sense
Skills Acrobatics +5, Athletics +2, Stealth +5
Str –2, **Dex** +3, **Con** +0, **Int** –5, **Wis** +0, **Cha** –4
Web Sense The spider swarm has imprecise tremorsense to detect the vibrations of creatures touching its web.

AC 15; **Fort** +4, **Ref** +7, **Will** +2
HP 12; **Immunities** grabbed, precision, prone, restrained, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 2, piercing 5, slashing 5

Speed 20 feet, climb 20 feet
Swarming Bites ❖ Each enemy in the spider swarm's space takes 1d4 piercing damage with a DC 14 basic Reflex save. A creature that fails its save is exposed to spider swarm venom.
Spider Swarm Venom (poison) **Saving Throw** DC 14 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1 poison damage and enfeebled 1 (1 round); **Stage 2** 1d4 poison damage and enfeebled 1 (1 round)

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SPRITE CREATURE –1

TINY FEY SPRITE

Perception +4; low-light vision
Languages Common, Fey
Skills Acrobatics +6, Stealth +6
Str –3, **Dex** +4, **Con** +0, **Int** –2, **Wis** +0, **Cha** +2
Items rapier

Luminous Fire (light, primal) A sprite naturally sheds light like a torch. The sprite can extinguish, rekindle, or change the color of this light by using an action with the concentrate trait. While this light is extinguished, the sprite's Strikes don't deal fire damage, and they can't use their luminous spark Strike.

AC 15; **Fort** +2, **Ref** +8, **Will** +4
HP 7; **Weaknesses** cold iron 3

Speed 10 feet, fly 40 feet

Melee ❖ rapier +8 (deadly d8, disarm, finesse, fire, magical, reach 0 feet), **Damage** 1d6–3 piercing plus 1 fire

Ranged ❖ luminous spark +8 (fire, light, range 20 feet), **Damage** 1d4 fire

Primal Innate Spells DC 16; **1st** *dizzying colors*; **Cantrips (1st)** *daze*, *detect magic*, *light*

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SPRITE, DRAXIE CREATURE 3

TINY FEY SPRITE

Perception +8; low-light vision
Languages Common, Fey; telepathy (touch)
Skills Acrobatics +9, Deception +10, Diplomacy +8, Nature +6, Stealth +11
Str –1, **Dex** +4, **Con** +1, **Int** +3, **Wis** +1, **Cha** +3

AC 19; **Fort** +6, **Ref** +11, **Will** +8
HP 45; **Weaknesses** cold iron 5

Speed 15 feet, fly 40 feet
Melee jaws +11 (agile, finesse, magical, reach 0 feet), **Damage** 1d8+3 piercing
Ranged euphoric spark +7 (magical, range 20 feet), **Damage** 2d4+3 mental
Primal Innate Spells DC 20; **2nd** *invisibility*, *revealing light*; **1st** *illusory disguise* (×3); **Cantrips (1st)** *light*, *figment*, *prestidigitation*
Draxie Dust (emotion, incapacitation, mental, primal) The draxie breathes magical dust in a 15-foot cone. Roll 1d4 to determine the effect. Each creature in the area must succeed at a DC 17 Will save or be affected. The draxie can't use Draxie Dust again for 1d4 rounds.
1 The target takes the effects of the *charm* spell.
2 The target loses its last 5 minutes of memory.
3 The target takes the effects of a *sleep* spell.
4 For 1 minute, the target is in a state of euphoria that makes it stupefied 2 and slowed 1.

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SPRITE, PIXIE CREATURE 4

SMALL FEY SPRITE

Perception +12; low-light vision
Languages Common, Fey
Skills Acrobatics +13, Deception +11, Nature +10, Stealth +11
Str –1, **Dex** +5, **Con** +1, **Int** +3, **Wis** +2, **Cha** +3
Items longbow (60 arrows), shortsword

AC 23; **Fort** +8, **Ref** +14, **Will** +12; +1 status to all saves vs. magic
HP 40; **Weaknesses** cold iron 5

Speed 15 feet, fly 45 feet
Melee ❖ shortsword +13 (agile, finesse, versatile S), **Damage** 1d6+4 piercing
Ranged ❖ longbow +13 (deadly d10, range increment 100 feet, reload 0, volley 20 feet), **Damage** 1d8+4 piercing
Primal Innate Spells DC 21; **4th** *invisibility* (at will, self only); **3rd** *dispel magic*; **2nd** *entangling flora*, *revealing light*; **1st** *illusory disguise*; **Cantrips (2nd)** *detect magic*, *figment*, *light*, *shield*
Sprinkle Pixie Dust ❖ (manipulate, primal) The pixie sprinkles pixie dust onto one of their arrows. If the pixie hits a creature with that arrow before the pixie's next turn, the arrow inflicts one of the following special effects of the pixie's choice instead of dealing damage. Each effect depends on the target's DC 21 Will save. On a critical hit, the target gets a result one degree worse than it rolled.

- **Charm** (emotion, incapacitation, mental) The arrow has the effect of a *charm* spell, except the target doesn't gain a bonus to its save if the only hostile act was the pixie firing its bow, and the pixie can choose to direct the target's adoration toward another creature rather than itself.
- **Memory Loss** (mental) On a failed Will save, the target loses the last 5 minutes of its memory.
- **Sleep** (incapacitation, mental, sleep) The target suffers the effects of a 3rd-rank *sleep* spell.
- **Subdual** (mental, nonlethal) The target takes 4d6 mental damage, depending on its basic Will save.

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STONE BULWARK CREATURE 11

UNCOMMON | LARGE | CONSTRUCT | MINDLESS

Perception +17; darkvision
Skills Athletics +26
Str +7, **Dex** –1, **Con** +4, **Int** –5, **Wis** +0, **Cha** –5

AC 30; **Fort** +24, **Ref** +18, **Will** +19
HP 175; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Resistances** physical 10 (except adamantine), spells 10 (except cold, earth, or water)
Statuary Aura (arcane, aura, earth) 20 feet. Rocks of marble magically arise from the ground in the aura. They protect the bulwark's allies, giving each of them standard cover. These stones can be used for Throw Rock. This aura automatically activates at the start of the stone bulwark's first turn in combat and deactivates at the end of combat.

Speed 20 feet
Melee ❖ fist +24 (magical, reach 10 feet), **Damage** 2d10+13 bludgeoning and binding stone
Ranged ❖ rock +22 (brutal, magical, range increment 120 feet), **Damage** 2d6+11 bludgeoning and binding stone
Binding Stone (arcane, earth) Any creature hit by the stone bulwark's fist or rock Strike is affected by a DC 30 *earthbind* spell.
Inexorable March ❖ The stone bulwark 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 34 Fortitude save. On a critical success, the resisting creature takes no damage; otherwise it is damaged as if hit by the construct's fist.
Throw Rock ❖

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TENGU SNEAK CREATURE 2

MEDIUM | HUMANOID | TENGU

Perception +6; low-light vision
Languages Common, Tengu, plus two others
Skills Acrobatics +8, Athletics +6, Deception +7, Diplomacy +5, Society +5, Stealth +8, Thievery +8
Str +2, **Dex** +4, **Con** +1, **Int** +1, **Wis** +0, **Cha** +1
Items shortbow (30 arrows), tengu feather fan (worth 0 gp), wakizashi

AC 19; **Fort** +7, **Ref** +10, **Will** +4
HP 27

Eat Fortune ↷ (divine, tengu, concentrate) **Frequency** once per day; **Trigger** A creature within 60 feet uses a fortune or misfortune effect; **Effect** The tengu negates the attempt to manipulate fate and fortune. Eat Fortune gains the opposing trait, and the triggering effect is disrupted.

Speed 25 feet
Melee ◆ wakizashi +10 (deadly d8, disarm, finesse, versatile P), **Damage** 1d4+2 slashing
Melee ◆ beak +10 (finesse), **Damage** 1d6+2 piercing
Ranged ◆ shortbow +10 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing
Sneak Attack The tengu deals an additional 1d6 precision damage to off-guard creatures.
Surprise Attacker On the first round of combat, creatures that haven't acted yet are off-guard to the tengu.
Feather Fan Dustup ◆◆ (air, divine) **Frequency** once per 10 minutes; **Effect** The tengu waves their feather fan, summoning a small magical breeze that kicks up dust in a 5-foot burst centered on a corner of their space, which lasts for 1d4 rounds. All creatures within that area are concealed, and all other creatures are concealed to them.

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TEROTRICUS CREATURE 19

RARE GARGANTUAN FUNGUS UNHOLY

Perception +31; darkvision, tremorsense (imprecise) 120 feet

Languages Chthonian, Elven, Fey

Skills Athletics +37, Deception +32, Intimidation +35, Nature +31, Survival +31

Str +10, **Dex** +5, **Con** +9, **Int** –1, **Wis** +6, **Cha** +5

AC 42; **Fort** +34, **Ref** +28, **Will** +33; +1 status to all saves vs. magic

HP 370, regeneration 25 (deactivated by cold); **Immunities** controlled, disease, paralyzed, sleep; **Weaknesses** cold 15, cold iron 15, holy 15, slashing 10; **Resistances** fire 15

Spore Cloud (aura, disease) 30 feet. A creature entering the aura or starting its turn there is exposed to spore blight.

Speed 35 feet; burrow 25 feet, climb 25 feet, swim 35 feet

Melee ❖ tentacle +37 (magical, reach 20 feet, unholy), **Damage** 4d10+18 bludgeoning plus 2d6 spirit and Improved Grab or Improved Push 20 feet

Ranged ❖ spores +37 (brutal, magical, range increment 80 feet, unholy), **Damage** 4d8+8 poison plus 2d6 spirit, spore blight, and sticky spores

Infest Environs ❖❖ (primal) **Frequency** once per day; **Requirements** The terotricus is in a swamp or forested area; **Effect** The terotricus drains nutrients from nearby trees and undergrowth while simultaneously infesting them with fungal growth. All non-magical plant life (though not plant creatures) within a 60-foot emanation withers and sprouts foul mold and slimy mushrooms, removing any cover and concealment provided by trees and undergrowth. In addition, the terotricus regains 200 Hit Points (this is a healing vitality effect).

Spore Blight (disease) Plants and fungi are immune; **Saving Throw** DC 40 Fortitude; **Stage 1** enfeebled 2 (1 day); **Stage 2** enfeebled 4 and slowed 1 (1 day); **Stage 3** controlled by the terotricus (as *dominate*; 5d8 days); **Stage 4** dead

Sticky Spores A creature hit by a terotricus's spores takes a –10-foot status penalty to all its Speeds for 1 minute. If the Strike was a critical hit, the creature is also immobilized until it Escapes (DC 40).

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TOOTH FAIRY CREATURE –1

TINY FEY

Perception +6; darkvision
Languages Fey
Skills Acrobatics +5, Stealth +5, Thievery +6
Str –2, **Dex** +3, **Con** +0, **Int** –1, **Wis** +2, **Cha** +1
Items pliers

AC 15; **Fort** +2, **Ref** +7, **Will** +4
HP 8; **Weaknesses** cold iron 2

Plaque Burst When killed, a tooth fairy bursts into sticky, foul-smelling white dust. Each creature in a 5-foot emanation must succeed at a DC 16 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

Speed 10 feet, fly 25 feet

Melee ❖ pliers +7 (disarm, finesse, reach 0 feet), **Damage** 1d6 bludgeoning plus Tooth Tug

Primal Innate Spells DC 13; **1st** *sleep*; **Cantrips (1st)** *telekinetic hand*

Tooth Tug (manipulate) ❖ **Requirements** The tooth fairy's last action was a successful pliers Strike against a creature with teeth; **Effect** The tooth fairy attempts a Thievery check against the creature's Fortitude DC, dealing 2 persistent bleed damage on any result but a critical failure. On a critical success, it also pulls out one of the target's teeth. If the creature loses a tooth, it takes a –1 status penalty to Charisma-based skill checks and must succeed at a DC 5 flat check to Cast a Spell unless that spell has the subtle trait. These effects last for 1 day, or until the stolen tooth is returned and the target regains at least 1 Hit Point.

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TOOTH FAIRY SWARM CREATURE 3

LARGE FEY SWARM

Perception +8; darkvision
Skills Acrobatics +10, Stealth +10, Thievery +12
Str –2, **Dex** +3, **Con** +0, **Int** –1, **Wis** +2, **Cha** +2
AC 18; **Fort** +5, **Ref** +10, **Will** +7

HP 28; **Immunities** precision, swarm mind; **Resistances** bludgeoning 2, piercing 5, slashing 5; **Weaknesses** area damage 5, cold iron 5, splash damage 5

Plaque Burst When killed, a tooth fairy swarm bursts into sticky, foul-smelling white dust. Each creature in a 15-foot emanation must succeed at a DC 20 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

Speed 10 feet, fly 40 feet

Pinch ❖ Tooth fairies pinch their victims' fingers, noses, ears, or similar protruding body parts. Each enemy in the swarm's space takes 2d6 bludgeoning damage (DC 20 basic Reflex save). Creatures that critically fail this save are sickened 1 from the pain.

Pry ❖❖❖ The tooth fairies try to pry out one of their target's teeth. One enemy in the swarm's space takes 4d6 bludgeoning damage with a DC 20 basic Reflex save. On a failed save, the target takes 2 persistent bleed damage and loses a tooth. The creature takes a –1 status penalty to Charisma-based skill checks and must succeed at a DC 5 flat check to Cast a Spell unless that spell has the subtle trait. These effects last for 1 day, or until the stolen tooth is returned and the target regains at least 1 Hit Point.

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TREERAZER CREATURE 25

UNIQUE | HUGE | AMPHIBIOUS | DEMON | FIEND | UNHOLY

Perception +46; darkvision, *truesight*
Languages Chthonian, Common, Elven, Fey, telepathy 300 feet
Skills Acrobatics +40, Arcana +38, Athletics +45, Intimidation +46, Nature +49, Occultism +38, Religion +45, Stealth +40
Str +12, **Dex** +9, **Con** +11, **Int** +7, **Wis** +8, **Cha** + 8
Items *Blackaxe*

AC 54; **Fort** +42, **Ref** +40, **Will** +43, +2 status to all saves vs. magic
HP 550, regeneration 50 (deactivated by holy); **Immunities** death effects, disease, mental, poison; **Weaknesses** holy 20, **Resistances** acid 20, cold 15, fire 15, physical 20 (except cold iron)
Aura of Corruption (aura, plant, primal) 120 feet. Plants near Treerazer twist, deform, and transform into thorny or fungoid parodies of their natural shapes. A living creature in this area must succeed at a DC 47 Fortitude save each round or become partially transformed into plantlike matter. Those who fail this saving throw are treated as if they were plants for the purposes of any effect that particularly harms or inconveniences plant creatures more than other creatures, but do not gain any benefits of being plant creatures. This effect lasts as long as the creature remains within the area of corruption and for 1 minute thereafter.
Reactive Strike ↻

Speed 60 feet, fly 60 feet, swim 40 feet; *unfettered movement*
Melee ❖ *Blackaxe* +47 (acid, magical, reach 15 feet, sweep, unholy), **Damage** 5d12+18 slashing plus 1d6 acid (plus an additional 2d6 slashing to plants)
Melee ❖ jaws +45 (agile, magical, reach 15 feet, unholy), **Damage** 5d10+20 slashing

(Continued on card 529)

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(Treerazer, continued from card 528)

Primal Innate Spells DC 49, attack +43; **10th** *desiccate*, *freeze time*, *wall of thorns*; **9th** *dispel magic* (at will); **6th** *tangling creepers* (at will); **3rd** *earthbind* (at will); **2nd** *telekinetic maneuver* (at will); **Cantrips (9th)** *telekinetic projectile*; **Constant (8th)** *truesight*; **(4th)** *unfettered movement*

Rituals DC 49; *demonic pact*, *planar servitor*

Defoliation ❖❖ (plant, primal, unholy) Treerazer exudes a pulse of sickly green light in a 30-foot-radius emanation. All plants in the area (including creatures under the effect of his aura of corruption) blacken and wither. Non-creature plants immediately wither and die. Plant and fungus creatures take 20d8 void damage with a DC 49 basic Fortitude save. A creature that fails its save is doomed 1 for 1 minute and sickened 3. Treerazer can choose to exclude any number of plants or fungi in the area from this effect, and generally does so to preserve twisted and corrupted plants or fungi, or plant and fungus creatures that are allied to his cause. Treerazer can't use Defoliation for 1d4 rounds.

Dispelling Strike ❖ (primal) **Frequency** once per round; **Trigger** Treerazer hits a creature, object, or spell effect with a weapon Strike or subjects one to Defoliation; **Effect** Treerazer casts his innate *dispel magic*, targeting the creature he hit with his Strike or one spell affecting that creature.

Staggering Strike When Treerazer scores a critical hit with a melee attack, the target is stunned 2.

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TROLL, FOREST

CREATURE 5

LARGE GIANT HUMANOID TROLL WOOD

Perception +11; darkvision
Languages Jotun
Skills Athletics +12, Intimidation +12
Str +5, **Dex** +2, **Con** +6, **Int** –2, **Wis** +0, **Cha** –2
Easily Misled The forest troll gets a –4 circumstance penalty to their Perception DC against Deception checks.

AC 20; **Fort** +17, **Ref** +11, **Will** +7
HP 125, regeneration 20 (deactivated by electricity or fire); **Weaknesses** electricity 10, fire 10
Furious Flailing ↻ **Trigger** The forest troll takes electricity or fire damage; **Effect** The troll makes a claw Strike against a random creature within its reach. If the troll has persistent fire damage, they attempt a DC 15 flat check to remove it.

Speed 30 feet
Melee ◆ jaws +14 (reach 10 feet), **Damage** 2d10+5 piercing
Melee ◆ claw +14 (agile, reach 10 feet), **Damage** 2d8+5 slashing
Chase Prey ◆◆ The forest troll rushes forward on all fours, Striding and then making two claw Strikes.
Rend ◆ claw

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TROLL WARLEADER CREATURE 10

LARGE GIANT HUMANOID TROLL WOOD

Perception +19; darkvision
Languages Jotun
Skills Athletics +21, Crafting +15, Intimidation +22, Nature +17, Survival +17
Str +7, **Dex** +3, **Con** +7, **Int** –1, **Wis** +1, **Cha** +4
Items *+1 striking battle axe* (2), half plate
Easily Misled The troll warleader gets a –4 circumstance penalty to their Perception DC against Deception checks.

AC 29 (26 plus all-around vision after Shed Armor); **Fort** +23, **Ref** +17, **Will** +15
HP 240, regeneration 20 (deactivated by electricity or fire); **Weaknesses** electricity 10, fire 10
Furious Roar ↻ **Trigger** The troll warleader takes electricity or fire damage; **Effect** The warleader uses their Primordial Roar and, if they're aware of the damage's source, can Stride toward it. If the warleader has persistent fire damage, they attempt a DC 15 flat check to remove it.
Reactive Strike ↻

Speed 30 feet
Melee ❖ jaws +23 (reach 10 feet), **Damage** 2d12+13 piercing
Melee ❖ *battle axe* +24 (magical, reach 10 feet, sweep), **Damage** 2d8+13 slashing
Melee ❖ claw +23 (agile, reach 10 feet), **Damage** 2d8+13 slashing
Primordial Roar ❖ (auditory, emotion, fear, mental) The troll warleader unleashes a bestial roar. Each non-troll creature in a 100-foot emanation must attempt a DC 29 Will save. The creature is then temporarily immune for 10 minutes.
Critical Success The creature is unaffected.
Success The creature is frightened 1.
Failure The creature is frightened 2.
Critical Failure The creature is frightened 3.

(Continued on card 531)

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(Troll warleader, continued from card 530)

Shed Armor ❖ (manipulate) The warleader cuts their armor loose from their flesh. They immediately heal 60 Hit Points in a surge of regeneration as they grow twisted limbs and malformed faces. Without their armor, the warleader's AC drops to 26 but they gain all-around vision from the new faces. Putting the armor back on takes 10 minutes, and this ability can't be used again until 1 hour has passed.

Sweeping Axes ❖❖❖ **Requirements** The troll warleader is wielding two battle axes; **Effect** The warleader makes a battle axe Strike against each creature in their reach and the bonus from sweep (*Player Core* 283) applies to each attack. These attacks count against their multiple attack penalty, but the multiple attack penalty doesn't increase until after all the attacks.

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TWIGJACK CREATURE 3

TINY FEY PLANT WOOD

Perception +9; darkvision
Languages Common, Fey
Skills Acrobatics +11, Athletics +9, Nature +7, Stealth +11
Str +2, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** +1

AC 19; **Fort** +9, **Ref** +11, **Will** +7
HP 50; **Weaknesses** axes 5, fire 5

Speed 25 feet
Melee ◆ claw +11 (agile, finesse, reach 0 feet), **Damage** 1d10+4 slashing
Ranged ◆ splinter +11 (deadly 1d6, range increment 30 feet), **Damage** 1d6+4 piercing
Bramble Jump ◆◆◆ (plant, primal, teleportation, wood) **Requirements** The twigjack is in undergrowth; **Effect** The twigjack scrambles into the undergrowth and instantly teleports to a square of undergrowth within 60 feet. This movement doesn't trigger reactions.
Splinter Spray ◆◆ The twigjack sprays a barrage of splinters and brambles from its body in a 15-foot cone, dealing 4d6 piercing damage (DC 20 basic Reflex save). It can't use Splinter Spray again for 1d4 rounds.

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TWIGJACK, SPRIGJACK CREATURE –1

TINY FEY PLANT WOOD

Perception +5; darkvision
Languages Common, Fey
Skills Acrobatics +5, Nature +3, Stealth +5
Str +1, **Dex** +3, **Con** +2, **Int** –1, **Wis** +1, **Cha** +1

AC 15; **Fort** +5, **Ref** +7, **Will** +3
HP 10; **Weaknesses** axes 2, fire 2

Speed 25 feet
Melee ◆ claw +7 (agile, finesse, reach 0 feet), **Damage** 1d4+1 slashing
Ranged ◆ splinter +7 (range increment 30 feet), **Damage** 1d4 piercing
Bramble Jump ◆◆◆ (plant, primal, teleportation, wood) **Requirements** The twigjack is in undergrowth; **Effect** The twigjack scrambles into the undergrowth and instantly teleports to a square of undergrowth within 60 feet. This movement doesn't trigger reactions.

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UNICORN CREATURE 3

LARGE BEAST FEY HOLY

Perception +13; darkvision, scent (imprecise) 30 feet
Languages Common, Fey
Skills Acrobatics +10, Diplomacy +11, Stealth +8, Survival +9
Str +4, **Dex** +3, **Con** +3, **Int** +0, **Wis** +4, **Cha** +4
Animal Empathy The unicorn has a connection to the creatures of the natural world that allows them to communicate with animals. They can ask questions of, receive answers from, and use the Diplomacy skill with animals.

AC 20; **Fort** +10, **Ref** +8, **Will** +11 (+2 vs. mental)
HP 45; **Immunities** poison

Speed 45 feet
Melee ❖ horn +12 (holy, magical), **Damage** 1d10+4 piercing plus 1d4 spirit and ghost touch
Melee ❖ hoof +12 (agile, magical), **Damage** 1d8+4 bludgeoning and ghost touch
Primal Innate Spells DC 21; **5th** *nature's pathway*; **3rd** *cleanse affliction*, *heal* (×2); **Cantrips (2nd)** *light*
Ghost Touch A unicorn's Strikes have the effects of a *ghost touch* property rune.
Powerful Charge ❖❖ The unicorn Strides up to double its Speed in a straight line and then makes a horn Strike. If the unicorn moved at least 20 feet, it deals an additional 2d6 damage on a hit.

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VAMPIRE COUNT CREATURE 6

UNCOMMON MEDIUM UNDEAD UNHOLY VAMPIRE

Perception +17; darkvision
Languages Common, Necril, plus one regional language
Skills Acrobatics +13, Athletics +13, Deception +14, Diplomacy +14, Intimidation +16, Society +14, Stealth +13
Str +5, **Dex** +3, **Con** +2, **Int** +2, **Wis** +4, **Cha** +4
Items leather armor, *+1 rapier*
Children of the Night (divine, mental) The vampire's presence brings forth rat swarms, bat swarms, wolves, and other creatures. The vampire can give telepathic orders to these creatures as long as they're within 100 feet, but they can't communicate back.

AC 24; **Fort** +11, **Ref** +14, **Will** +17
HP 65, coffin restoration, fast healing 7, void healing; **Immunities** death effects, disease, paralyzed, poison, sleep; **Resistances** physical 7 (except magical silver)
Vampire Vulnerabilities
Mist Escape ◆ **Trigger** The vampire is reduced to 0 HP; **Effect** The vampire uses Turn to Mist. They can take move actions to move toward their coffin even though they're at 0 HP. While at 0 HP in this form, the vampire is unaffected by further damage. They automatically return to their corporeal form, unconscious, if they reach their coffin or after 2 hours, whichever comes first.

Speed 25 feet, climb 25 feet
Melee ◆ *rapier* +17 (deadly d8, disarm +1), **Damage** 1d6+11 piercing
Melee ◆ claw +17 (agile), **Damage** 1d8+8 slashing plus Grab
Change Shape ◆ (concentrate, divine, polymorph) Giant bat with fangs +15 for 1d8+9 piercing.
Create Servitor (divine, downtime)

(Continued on card 537)

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(Vampire count, continued from card 536)

Dominate ❖❖ (divine, incapacitation, mental, visual) The vampire can cast *dominate* at will as a divine innate spell (DC 22). Casting it requires staring into the target's eyes, giving the spell the visual trait. A creature that succeeds is temporarily immune to that vampire's Dominate for 24 hours. Fully destroying the vampire ends the domination, but merely reducing the vampire to 0 HP is insufficient to break the spell.

Drink Blood ❖ (divine) **Requirements** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the vampire's reach; **Effect** The vampire sinks their fangs into that creature to drink their blood. This requires an Athletics check against the victim's Fortitude DC if the victim is grabbed and is automatic for any of the other conditions. The victim is drained 1 and the vampire regains 10 HP, gaining any excess HP as temporary HP. Drinking Blood from a creature that's already drained doesn't restore any HP to the vampire but increases the victim's drained value by 1, killing the victim when it reaches drained 5. A vampire can also consume blood that's been emptied into a vessel for sustenance, but they gain no HP from doing so.

Turn to Mist ❖ (air, concentrate, divine, polymorph) The vampire turns into a cloud of vapor, as the *vapor form* spell, or back to their normal form. The vampire loses fast healing while turned to mist. The vampire can remain in this form indefinitely.

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VAMPIRE MASTERMIND CREATURE 9

RARE MEDIUM UNDEAD UNHOLY VAMPIRE

Perception +20; darkvision

Languages Common, Necril, plus one regional language

Skills Acrobatics +17, Arcana +21, Athletics +18, Deception +20, Diplomacy +20, Intimidation +22, Society +19, Stealth +19

Str +3, **Dex** +4, **Con** +1, **Int** +6, **Wis** +4, **Cha** +5

Items signet ring

Children of the Night (divine, mental) The vampire brings forth rat swarms, bat swarms, wolves, and other creatures. The vampire can give telepathic orders to these creatures as long as they're within 100 feet, but they can't communicate back.

AC 27; **Fort** +15, **Ref** +18, **Will** +20

HP 115, coffin restoration, fast healing 10, void healing; **Immunities** death effects, disease, paralyzed, poison, sleep; **Resistances** physical 10 (except magical silver)

Vampire Vulnerabilities

Mist Escape ◆ **Trigger** The vampire is reduced to 0 HP; **Effect** The vampire uses Turn to Mist. They can move toward their coffin even though they're at 0 HP. While at 0 HP in this form, the vampire is unaffected by damage. They automatically return to their corporeal form, unconscious, if they reach their coffin or after 2 hours, whichever comes first.

Speed 25 feet, climb 25 feet

Melee ◆ claw +18 (agile), **Damage** 2d8+9 slashing plus Grab

Arcane Prepared Spells DC 29, attack +19; **4th** *fire shield*, *illusory disguise*, *vision of death*, *wall of fire*; **3rd** *dispel magic*, *fireball*, *haste*, *lightning bolt*; **2nd** *blur*, *floating flame*, *invisibility*, *stupefy*; **1st** *dizzying colors* (×2), *enfeeble*, *fleet step*; **Cantrips (4th)** *detect magic*, *frostbite*, *message*, *telekinetic hand*, *sigil*

Change Shape ◆ (concentrate, divine, polymorph) Giant bat with fangs +19 for 2d8+9 piercing.

Create Servitor (divine, downtime)

(Continued on card 539)

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(Vampire mastermind, continued from card 538)

Dominate ❖❖ (divine, incapacitation, mental, visual) The vampire can cast *dominate* at will as a divine innate spell (DC 26). Casting it requires staring into the target's eyes, giving the spell the visual trait. A creature that succeeds is temporarily immune to that vampire's Dominate for 24 hours. Fully destroying the vampire ends the domination, but merely reducing the vampire to 0 HP is insufficient to break the spell.

Drain Bonded Item ❖ (arcane) **Frequency** once per day; **Requirements** The vampire mastermind hasn't acted yet on this turn; **Effect** The vampire expends the power stored in their signet ring. This gives the vampire the ability to cast one prepared spell they had already previously cast today without spending a spell slot. The vampire must still Cast the Spell and meet the spell's other requirements.

Drink Blood ❖ (divine) **Requirements** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the vampire's reach; **Effect** The vampire sinks their fangs into that creature to drink their blood. This requires an Athletics check against the victim's Fortitude DC if the victim is grabbed and is automatic for any of the other conditions. The victim is drained 1 and the vampire regains 10 HP, gaining any excess HP as temporary HP. Drinking Blood from a creature that's already drained doesn't restore any HP to the vampire but increases the victim's drained value by 1, killing the victim when it reaches drained 5. A vampire can also consume blood that's been emptied into a vessel for sustenance, but they gain no HP from doing so.

Steady Spellcasting If another creature's reaction would disrupt the vampire mastermind's spellcasting action, the vampire attempts a DC 15 flat check. If the vampire succeeds, their action isn't disrupted.

Turn to Mist ❖ (air, concentrate, divine, polymorph) The vampire turns into a cloud of vapor, as the *vapor form* spell, or back to their normal form. The vampire loses fast healing while turned to mist. The vampire can remain in this form indefinitely.

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VAMPIRE SERVITOR CREATURE 4

MEDIUM UNDEAD UNHOLY VAMPIRE

Perception +12; darkvision
Languages Common, plus one regional language
Skills Acrobatics +11, Athletics +9, Intimidation +8, Society +5, Stealth +12
Str +3, **Dex** +5, **Con** +1, **Int** –1, **Wis** +3, **Cha** +2

AC 22; **Fort** +9, **Ref** +13, **Will** +11
HP 40, coffin restoration, fast healing 5, void healing; **Immunities** death effects, disease, paralyzed, poison, sleep; **Resistances** physical 5 (except silver)
Vampire Vulnerabilities

Speed 25 feet, climb 25 feet
Melee ❖ claw +14 (agile), **Damage** 1d8+6 slashing plus Grab
Drink Blood ❖ (divine) **Requirements** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the vampire's reach; **Effect** The vampire sinks their fangs into that creature to drink their blood. This requires an Athletics check against the victim's Fortitude DC if the victim is grabbed and is automatic for any of the other conditions. The victim is drained 1 and the vampire regains 5 HP, gaining any excess HP as temporary HP. Drinking Blood from a creature that's already drained doesn't restore any HP to the vampire but increases the victim's drained value by 1, killing the victim when it reaches drained 5. A vampire can also consume blood that's been emptied into a vessel for sustenance, but they gain no HP from doing so.
Sneak Attack The servitor deals 1d6 extra precision damage to off-guard creatures.

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VESCAVOR QUEEN CREATURE 9

LARGE FIEND UNHOLY

Perception +11; darkvision
Languages Chthonian
Skills Acrobatics +20, Athletics +18, Religion +16, Stealth +20, Survival +16
Str +6, **Dex** +5, **Con** +5, **Int** +1, **Wis** +3, **Cha** +2

AC 28; **Fort** +17, **Ref** +19, **Will** +15;
HP 150; **Resistances** acid 10; **Weaknesses** cold iron 10, holy 10

Speed 20 feet, fly 50 feet
Melee ❖ jaws +20 (magical, unholy), **Damage** 1d10+13 piercing plus 1d10 acid
Melee ❖ claw +20 (agile, magical, reach 10 feet, unholy), **Damage** 2d10+8 slashing plus Grab
Melee ❖ stinger +20 (magical, reach 15 feet, unholy), **Damage** 2d4 piercing plus 2d10 acid
Ranged ❖ spit +19 (acid, magical, range increment 30 feet), **Damage** 2d8 acid plus rage pheromones
Chaotic Spawning ❖❖❖ The vescavor queen strengthens her swarms. All vescavor swarms within 100 feet become Huge and quickened for 1 minute. Vescavor swarms can only use the extra action each round for the Ravenous Bites action.
Feeding Time ❖ The vescavor queen causes any number of vescavor swarms within 100 feet to immediately use their reaction to perform the Ravenous Bites action.
Opportune Snack ❖ The vescavor queen pulls a creature it has grabbed or restrained into a space adjacent to it and makes a jaws Strike with a +2 circumstance bonus.
Rage Pheromones If the vescavor queen's spit Strike damages a creature, it takes a –2 status penalty to all saving throws imposed by vescavor swarms for 1 minute.

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VESCAVOR SWARM CREATURE 5

LARGE FIEND SWARM UNHOLY

Perception +11; darkvision
Languages Chthonian
Skills Acrobatics +13, Athletics +10, Stealth +13
Str –2, **Dex** +5, **Con** +4, **Int** –3, **Wis** +1, **Cha** +1

AC 21; **Fort** +11, **Ref** +15, **Will** +9;
HP 60; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, cold iron 5, holy 5, splash damage 5; **Resistances** bludgeoning 5, piercing 5, slashing 2

Speed 20 feet, fly 40 feet
Devour All ❖❖ The swarm eat away the very earth beneath their feet. The swarms Strides. All squares they occupy during their movement becomes difficult terrain. Any creatures they move through must succeed a DC 21 Reflex save or fall prone.
Maddening Gibbers ❖ (auditory, mental) Each stupefied creature in the swarm's space must attempt a DC 21 Will saving throw as the swarm yammers the endless chorus of the Outer Rifts.
Critical Success The target is unaffected and is temporarily immune to Maddening Gibbers for 1 minute.
Success The target is unaffected and is immune to Maddening Gibbers for 1 round.
Failure The target becomes confused for 1 round.
Critical Failure The target becomes confused for 1 round and can't target demons while confused in this way.
Ravenous Bites ❖ Each enemy in the swarm's space takes 3d6 piercing damage (DC 20 basic Fortitude save). A creature that fails its save is also stupefied 1 for 1 round.

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VILDERAVN CREATURE 16

RARE MEDIUM FEY

Perception +28; greater darkvision, *truesight*
Languages Aklo, Common, Diabolic, Fey; *truespeech*
Skills Acrobatics +30, Athletics +32, Deception +29, Heraldry Lore +26, Society +24, Stealth +32, Warfare Lore +26
Str +8, **Dex** +6, **Con** +5, **Int** +4, **Wis** +4, **Cha** +7

AC 40; **Fort** +25, **Ref** +30, **Will** +28
HP 300; **Immunities** curse, death effects, drained, fear; **Weaknesses** cold iron 10
Aura of Disquietude (aura, emotion, fear, mental) 30 feet, DC 35. As frightful presence, plus a creature frightened by the aura becomes suspicious; it doesn't count any other creature as its ally and can't Aid or flank. On a critical failure, the creature also can't be a willing target for harmless or helpful magic.
Reactive Strike ↻

Speed 40 feet, fly 120 feet
Melee ❖ *greatsword* +34 (magical, versatile P), **Damage** 3d12+16 slashing plus bloodbird
Melee ❖ jaws +32 (magical), **Damage** 3d8+16 piercing plus bloodbird
Melee ❖ talon +32 (agile, magical), **Damage** 3d8+16 slashing plus bloodbird
Occult Innate Spells DC 37; **8th** *suggestion*; **5th** *outcast's curse* (at will) *rewrite memory*, *suggestion* (at will), *translocate*, *wave of despair* (at will); **Constant (6th)** *truesight*, *truespeech*
Bloodbird (curse, occult) A creature hit by a vilderavn's melee attack becomes cursed. It takes 2d6 persistent bleed damage that's difficult to stanch. The DC to stop the bleeding using Administer First Aid is 35, and healing the creature to full HP doesn't automatically end the bleeding. Removing the curse ends the bleeding.

(Continued on card 544)

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(Vilderavn, continued from card 543)

Change Shape ❖ (concentrate, occult, polymorph) The vilderavn takes on the appearance of a Small or Medium humanoid, wolf, dire wolf, or hybrid with both raven and wolf parts. The vilderavn can only use their jaws attack when in a form with a wolf's head, and their talon attack in a form with raven qualities. They can instead assume their raven knight form: a Medium humanoid in black full plate carrying a greatsword. They can use their jaws or talon Strikes only in a form that has that body part, and their greatsword only in knight form.

Souleater (occult) If the vilderavn kills a humanoid with a critical hit using their jaws Strike, they rip out and devour the target's heart and soul as part of the attack. While the target is dead, the vilderavn can Change Shape into the target's form, gaining a +4 status bonus to Deception checks to impersonate the target. If magic would resurrect the creature, the caster must succeed at a DC 34 counteract check to extract the target's soul from the vilderavn; otherwise, the spell fails.

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WARG CREATURE 2

MEDIUM BEAST

Perception +8; darkvision, scent (imprecise) 30 feet
Languages Common, Goblin, Orcish
Skills Acrobatics +7, Athletics +8, Deception +6, Intimidation +6, Stealth +7, Survival +8
Str +4, **Dex** +3, **Con** +3, **Int** –1, **Wis** +2, **Cha** +2

AC 17; **Fort** +11, **Ref** +9, **Will** +6
HP 36
Avenging Bite ↷ **Trigger** A creature within reach of the warg's jaws attacks one of the warg's allies; **Effect** The warg makes a jaws Strike against the triggering creature.

Speed 40 feet
Melee ❖ jaws +11, **Damage** 1d8+4 piercing plus Grab
Pack Attack The warg's Strikes deal 1d4 extra damage to creatures within the reach of at least two of the warg's allies.
Swallow Whole ❖ (attack) Small, 1d6+2 bludgeoning, Rupture 9

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WARG, WITCHWARG CREATURE 5

LARGE BEAST COLD

Perception +14; darkvision, scent (imprecise) 30 feet
Languages Common, Jotun
Skills Acrobatics +13, Athletics +13, Deception +11, Intimidation +11, Stealth +13 (+16 in snow), Survival +12
Str +6, **Dex** +4, **Con** +4, **Int** +2, **Wis** +3, **Cha** +2

AC 23; **Fort** +13, **Ref** +15, **Will** +10
HP 70; **Immunities** cold; **Weaknesses** fire 5
Buck ↷ DC 21
Avenging Bite ↷ **Trigger** A creature within reach of the witchwarg's jaws attacks one of the warg's allies; **Effect** The witchwarg makes a jaws Strike against the triggering creature.

Speed 40 feet
Melee ❖ jaws +15 (cold), **Damage** 1d10+6 piercing plus 1d6 cold and Knockdown
Winter Breath ❖❖ (cold, primal) The witchwarg breathes a cloud of frost in a 15-foot cone that deals 5d8 cold damage (DC 23 basic Reflex save). The witchwarg can't use Winter Breath again for 1d4 rounds.
Pack Attack The witchwarg's Strikes deal 1d6 extra damage to creatures within the reach of at least two of the witchwarg's allies.

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WARSWORN CREATURE 16

UNCOMMON | GARGANTUAN | UNDEAD | UNHOLY

Perception +27; darkvision
Languages Common (can't speak any language)
Skills Athletics +33
Str +9, **Dex** +5, **Con** +7, **Int** –1, **Wis** +5, **Cha** +5

AC 37; **Fort** +29, **Ref** +25, **Will** +27; +1 status to all saves vs. vitality
HP 350, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious
Animated Weapons (aura, divine) 100 feet. The warsworn automatically controls unattended weapons in the aura, which levitate around the warsworn. The warsworn can telekinetically wield these weapons to make melee Strikes with a reach of 100 feet. These strikes deal four of the weapon's damage dice +9 and use the weapon's damage type.
Frightful Presence (aura, emotion, fear, mental) 100 feet, DC 35
Reactive Strike ↻

Speed 30 feet
Melee ◆ corpse wave +32 (magical), **Damage** 4d12+9 bludgeoning plus energy drain
Melee ◆ animated weapon +30 (agile, magical, reach 100 feet), **Damage** see animated weapons
Ranged ◆ scrap ball +28 (magical, range increment 100 feet), **Damage** 4d12+9 bludgeoning plus plummet
Absorb ◈ (death, divine, void) **Trigger** The warsworn moves into a dying creature's space; **Effect** The warsworn absorbs the dying creature into itself, instantly killing the creature and healing the warsworn for a number of Hit Points equal to the creature's level. As long as the warsworn still exists, absorbed creatures can't be resurrected except by *wish* or a similarly powerful effect.

(Continued on card 548)

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(Warsworn, continued from card 547)

Energy Drain (divine, void) When a warsworn hits with a corpse wave Strike or damages a creature with Trample, the target must succeed at a DC 35 Fortitude save or become drained 2 and doomed 1. On a critical success, the target becomes temporarily immune to the warsworn's energy drain for 24 hours.

Plummet A creature hit by a warsworn's scrap ball Strike must attempt a DC 37 Reflex save. On a failure, the target falls prone; if the target was airborne, it falls up to 120 feet, taking damage from the fall and landing prone if the descent brings it to the ground. On a critical failure, the target is also held under a pile of scrap (Escape DC 37).

Trample ❖❯❯❯ Huge or smaller, corpse wave, DC 37

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WASP, GIANT CREATURE 3

LARGE ANIMAL

Perception +8; darkvision
Skills Acrobatics +11, Athletics +9
Str +4, **Dex** +4, **Con** +4, **Int** –5, **Wis** +1, **Cha** +1

AC 17; **Fort** +9, **Ref** +11, **Will** +6
HP 45

Speed 20 feet, fly 40 feet
Melee ❖ stinger +12 (poison), **Damage** 1d12+4 piercing plus giant wasp venom
Implant Eggs ❖ The giant wasp lays eggs in an adjacent creature that is paralyzed or unconscious, exposing it to wasp larva disease.
Giant Wasp Venom (incapacitation, poison) **Saving Throw** DC 19 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** no effect (1 round); **Stage 2** clumsy 2 (1 round); **Stage 3** paralyzed (1 round)
Wasp Larva (disease) **Saving Throw** DC 21 Fortitude; **Stage 1** carrier with no ill effect (1d6 days); **Stage 2** drained 1 (1d4 days); **Stage 3** 5d6 damage, larva emerges (disease ends)

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WASP SWARM CREATURE 4

LARGE ANIMAL SWARM

Perception +10; darkvision
Skills Acrobatics +12
Str –4, **Dex** +4, **Con** +2, **Int** –5, **Wis** +2, **Cha** –1

AC 18; **Fort** +10, **Ref** +12, **Will** +8
HP 45; **Immunities** grabbed, precision, prone, restrained, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 7, piercing 7, slashing 3

Speed 20 feet, fly 40 feet
Swarming Stings ❖ Each enemy in the swarm's space takes 2d8 piercing damage (DC 21 basic Reflex save). A creature that fails its save is also exposed to wasp venom.
Wasp Venom (poison) **Saving Throw** DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** 2d6 poison and clumsy 2 (2 rounds)

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WERECREATURE, WEREBEAR CREATURE 4

UNCOMMON | LARGE | BEAST | HUMAN | HUMANOID | WERECREATURE

Perception +11; low-light vision, scent (imprecise) 30 feet
Languages Common; bear empathy
Skills Athletics +12, Medicine +9, Nature +11, Stealth +11, Survival +11
Str +5, **Dex** +2, **Con** +4, **Int** +1, **Wis** +3, **Cha** –1
Items chain shirt, greataxe, hatchet (8)
Bear Empathy The werebear can communicate with ursine creatures.

AC 23; **Fort** +12, **Ref** +10, **Will** +10
HP 75; **Weaknesses** silver 5

Speed 25 feet
Melee ❖ claw +13 (agile, reach 10 feet), **Damage** 1d10+7 slashing plus Grab
Melee ❖ greataxe +13 (reach 10 feet, sweep), **Damage** 1d12+7 slashing
Melee ❖ hatchet +13 (agile, sweep), **Damage** 1d6+7 slashing
Melee ❖ jaws +13 (reach 10 feet), **Damage** 1d12+7 piercing plus curse of the werebear
Ranged ❖ hatchet +10 (agile, sweep, thrown 10 feet), **Damage** 1d6+7 slashing
Change Shape ❖ (concentrate, polymorph, primal) Medium human with fist +13 for 1d4+7 bludgeoning, or grizzly bear with Speed 35 feet.
Curse of the Werebear (curse, primal) **Saving Throw** DC 18 Fortitude
Hunt Prey ❖ (concentrate) The werebear designates a single creature they can see and hear, or one they're Tracking, as prey. The werebear gains a +2 circumstance bonus to Perception checks when they Seek their prey and Survival checks when they Track them. The first time the werebear hits their prey each round, they deal an additional 1d8 precision damage. These effects last until the werebear uses Hunt Prey again.
Mauler The werebear gains a +2 circumstance bonus to damage rolls against creatures it has grabbed.
Moon Frenzy (polymorph, primal) When a full moon appears in the night sky, the werecreature must enter hybrid form, can't Change Shape thereafter, becomes one size larger, increases its reach by 5 feet, and increases the damage of its jaws by 2. When the moon sets or the sun rises, the werecreature returns to humanoid form and is fatigued for 2d4 hours.

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WERECREATURE, WERERAT CREATURE 2

MEDIUM BEAST HUMAN HUMANOID WERECREATURE

Perception +8; low-light vision, scent (imprecise) 30 feet
Languages Common; rat empathy
Skills Acrobatics +8 Athletics +6 (+8 to Climb or Swim), Deception +5, Society +4, Stealth +8
Str +2, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** +1
Items hand crossbow (20 bolts), leather armor, shortsword
Rat Empathy The wererat can communicate with rodents.

AC 19; **Fort** +6, **Ref** +10, **Will** +8
HP 45; **Weaknesses** silver 5
Nimble Dodge ↷ **Trigger** A creature targets the wererat with an attack and the wererat can see the attacker; **Effect** The wererat gains a +2 circumstance bonus to AC against the triggering attack.

Speed 25 feet
Melee ❖ shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+4 piercing
Melee ❖ claw +10 (agile, finesse), **Damage** 1d6+2 slashing
Melee ❖ jaws +10 (finesse), **Damage** 1d8+2 piercing plus curse of the wererat
Ranged ❖ hand crossbow +10 (range increment 60 feet, reload 1), **Damage** 1d6 piercing
Change Shape ❖ (concentrate, polymorph, primal) Human with fist +10 for 1d4+2 bludgeoning, or Small rat with Speed 30 feet, climb 10 feet.
Curse of the Wererat (curse, primal) **Saving Throw** DC 15 Fortitude
Moon Frenzy (polymorph, primal) When a full moon appears in the night sky, the werecreature must enter hybrid form, can't Change Shape thereafter, becomes one size larger, increases its reach by 5 feet, and increases the damage of its jaws by 2. When the moon sets or the sun rises, the werecreature returns to humanoid form and is fatigued for 2d4 hours.
Sneak Attack The wererat deals 1d6 extra precision damage to off-guard creatures.

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WERECREATURE, WERETIGER CREATURE 4

LARGE BEAST HUMAN HUMANOID WERECREATURE

Perception +11; low-light vision, scent (imprecise) 30 feet
Languages Common; tiger empathy
Skills Acrobatics +11, Athletics +12, Deception +7, Society +10, Stealth +11
Str +4, **Dex** +3, **Con** +3, **Int** +0, **Wis** +3, **Cha** –1
Tiger Empathy The weretiger can communicate with felines.

AC 21; **Fort** +11, **Ref** +13, **Will** +9
HP 75; **Weaknesses** silver 5
Reactive Strike ↻

Speed 25 feet
Melee ❖ jaws +14, **Damage** 2d6+7 piercing plus curse of the weretiger and Grab
Melee ❖ claw +14 (agile), **Damage** 2d4+7 slashing
Change Shape ❖ (concentrate, polymorph, primal) Human with fist +14 for 1d4+7 bludgeoning, or tiger with Speed 30 feet and Wrestle.
Curse of the Weretiger (curse, primal); **Saving Throw** DC 21 Fortitude
Moon Frenzy (polymorph, primal) When a full moon appears in the night sky, the werecreature must enter hybrid form, can't Change Shape thereafter, becomes one size larger, increases its reach by 5 feet, and increases the damage of its jaws by 2. When the moon sets or the sun rises, the werecreature returns to humanoid form and is fatigued for 2d4 hours.
Pounce ❖ The weretiger Strides and makes a Strike at the end of that movement. If the weretiger began this action hidden, they remain hidden until after this ability's Strike.
Rend ❖ claw

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WERECREATURE, WEREWOLF CREATURE 3

MEDIUM BEAST HUMAN HUMANOID WERECREATURE

Perception +9; low-light vision, scent (imprecise) 30 feet
Languages Common; wolf empathy
Skills Acrobatics +7, Athletics +9, Survival +10
Str +4, **Dex** +2, **Con** +2, **Int** –1, **Wis** +2, **Cha** +1
Items battle axe, composite shortbow (20 arrows), studded leather armor
Wolf Empathy The werewolf can communicate with canine creatures.

AC 17; **Fort** +11, **Ref** +9, **Will** +7
HP 63; **Weaknesses** silver 5
Reactive Strike ↻

Speed 25 feet
Melee ❖ battle axe +11 (sweep), **Damage** 1d8+8 slashing
Melee ❖ claw +11 (agile), **Damage** 1d6+8 slashing
Melee ❖ jaws +11, **Damage** 1d8+8 piercing plus curse of the werewolf
Ranged ❖ composite shortbow +9 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6+4 piercing
Change Shape ❖ (concentrate, polymorph, primal) Human with fist +11 for 1d4+8 bludgeoning, or wolf with Speed 40 feet and jaws with Knockdown.
Curse of the Werewolf (curse, primal) **Saving Throw** DC 17 Fortitude
Moon Frenzy (polymorph, primal) When a full moon appears in the night sky, the werecreature must enter hybrid form, can't Change Shape thereafter, becomes one size larger, increases its reach by 5 feet, and increases the damage of its jaws by 2. When the moon sets or the sun rises, the werecreature returns to humanoid form and is fatigued for 2d4 hours.
Pack Attack The werewolf's Strikes deal 1d6 extra damage to creatures within reach of at least two of the werewolf's allies.

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WIGHT CREATURE 3

MEDIUM UNDEAD UNHOLY WIGHT

Perception +10; darkvision
Languages Common, Necril
Skills Athletics +10, Intimidation +9, Stealth +8
Str +4, **Dex** +1, **Con** +4, **Int** +0, **Wis** +3, **Cha** +2
Items dagger
Grave Weapon (divine) The wight is bound to a dagger it was buried with. Other wights can be bound to different weapons.

AC 18; **Fort** +11, **Ref** +6, **Will** +10
HP 40, fueled by spite, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious
Final Spite ↷ **Trigger** The wight is reduced to 0 Hit Points; **Effect** The wight makes a Strike before being destroyed. This Strike can inflict corrupting spite, but fueled by spite doesn't apply.
Fueled by Spite Each time a creature loses Hit Points due to a corrupting spite curse the wight inflicted, the wight gains 3 temporary Hit Points.

Speed 25 feet
Melee ❖ dagger +12 (agile, versatile S), **Damage** 1d4+6 slashing plus corrupting spite
Melee ❖ claw +12 (agile), **Damage** 1d4+6 slashing plus corrupting spite
Ranged ❖ dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 slashing plus corrupting spite

(Continued on card 556)

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(Wight, continued from card 555)

Corrupting Spite (curse, divine, void) The wight's unarmed attacks and bound weapons inflict a curse that makes a creature grow weak and spiteful. If a wight inflicts corrupting spite on a creature already afflicted by it, the victim attempts a new save, ignoring the result if it's better than a failure. A living humanoid that dies while under the curse rises as a wight after 1d4 rounds, controlled by the wight that killed it. The wight spawn can't inflict corrupting spite and is clumsy 2. If its creator dies or after roughly a month of existence, the new wight becomes autonomous and turns into a normal wight; **Saving Throw** DC 17 Fortitude; **Stage 1** drained 1 (1 round); **Stage 2** drained 2 and doesn't treat any creatures as allies (1 round); **Stage 3** As stage 2, except drained 3 (1 round); **Stage 4** As stage 2, except drained 4 (1 round).

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WILL-O'-WISP CREATURE 6

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 *force barrage*, *quandary*, and *revealing light*.

Speed fly 50 feet

Melee ❖ shock +17 (electricity, magical), **Damage** 2d8+4 electricity

Feed on Fear ❖ (concentrate) **Frequency** once per round; **Requirements** An enemy within 15 feet is under a fear effect or dying; **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.

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.

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WOLF CREATURE 1

MEDIUM ANIMAL

Perception +7; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +7, Athletics +6, Stealth +7, Survival +7
Str +2, **Dex** +4, **Con** +1, **Int** –4, **Wis** +2, **Cha** –2

AC 15; **Fort** +6, **Ref** +9, **Will** +5
HP 24

Speed 35 feet
Melee ❖ jaws +9, **Damage** 1d6+2 piercing plus Knockdown
Pack Attack The wolf's Strikes deal 1d4 extra damage to creatures within reach of at least two of the wolf's allies.

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WOLF, DIRE

CREATURE 3

LARGE ANIMAL

Perception +10; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +8, Athletics +10, Stealth +8, Survival +10
Str +5, **Dex** +3, **Con** +4, **Int** –4, **Wis** +3, **Cha** –2

AC 18; **Fort** +11, **Ref** +8, **Will** +8
HP 50
Buck ↷ DC 20

Speed 35 feet
Melee ❖ jaws +12 (reach 10 feet), **Damage** 1d10+5 piercing plus Grab or Knockdown
Pack Attack The dire wolf's Strikes deal 1d6 extra damage to creatures within reach of at least two of the wolf's allies.
Worry ❖ (attack) **Requirements** The dire wolf has a creature grabbed or restrained in its jaws; **Effect** The dire wolf fiercely shakes the creature with its teeth, dealing 1d10+2 damage with a DC 20 basic Fortitude save.

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WRAITH CREATURE 6

MEDIUM | INCORPOREAL | UNDEAD | UNHOLY | WRAITH

Perception +14; darkvision, lifesense 60 feet
Languages Common, Necril
Skills Acrobatics +12, Diplomacy +13, Intimidation +15, Stealth +16
Str –5, **Dex** +4, **Con** +0, **Int** +2, **Wis** +2, **Cha** +5

AC 24; **Fort** +8, **Ref** +14, **Will** +14
HP 80, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, *ghost touch*, spirit, or vitality; double resistance vs. non-magical)
Sunlight Powerlessness While in sunlight, a wraith is blinded and slowed 2.

Speed fly 40 feet
Melee ❖ wraith touch +17 (agile, divine, finesse, void), **Damage** 3d8 void
Grip of Fear ❖❖ (emotion, fear, mental, nonlethal) The wraith reaches into an adjacent creature's chest, gripping their heart. The target takes 6d6 mental damage with a DC 24 basic Will save. On a critical failure, the creature is also paralyzed until the start of the wraith's next turn.
Robes of Welcome ❖ (divine, void) **Frequency** once per round; **Effect** The wraith wraps its robes around an adjacent living creature, exposing it to void's embrace. If any creature is cursed by the wraith's void's embrace, the wraith can't impose void's embrace on another creature.

(Continued on card 561)

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(Wraith, continued from card 560)

Void's Embrace (curse, death, divine, void) If the victim succeeds at a saving throw against this curse while in sunlight, the curse ends. While you have this curse, you bypass the resistance of the wraith that cursed you; **Saving Throw** DC 24 Will; **Stage 1** the victim is dazzled in any light (1 hour); **Stage 2** the victim gains lifesense 30 feet but is blinded in any light (1 hour); **Stage 3** as stage 2, but the creature also has void healing (1 hour); **Stage 4** the victim becomes unconscious and can't awaken (1 day); **Stage 5** the creature dies and becomes a wraith, its body crumbling to ash

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XULGATH LEADER CREATURE 3

MEDIUM HUMANOID XULGATH

Perception +9; darkvision
Languages Draconic, Sakvroth
Skills Athletics +11, Intimidation +6, Stealth +6
Str +4, **Dex** +1, **Con** +2, **Int** –1, **Wis** +2, **Cha** +1
Items breastplate, greataxe, javelin (4)

AC 18; **Fort** +9, **Ref** +6, **Will** +9
HP 44
Stench (aura, olfactory) 30 feet, DC 19

Speed 25 feet
Melee ❖ greataxe +11 (sweep), **Damage** 1d10+6 slashing
Melee ❖ jaws +11, **Damage** 1d6+6 piercing plus weakening strike
Melee ❖ claw +11 (agile), **Damage** 1d4+6 slashing plus weakening strike
Ranged ❖ javelin +8 (thrown 30 feet), **Damage** 1d6+4 piercing
Weakening Strike A creature hit by a xulgath leader's jaws or claw Strike is enfeebled 1 (or enfeebled 2 on a critical hit) for 1 round.

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XULGATH SKULKER CREATURE 2

MEDIUM | HUMANOID | XULGATH

Perception +7; darkvision
Languages Draconic, Sakvroth
Skills Acrobatics +8, Stealth +8, Thievery +8
Str +3, **Dex** +4, **Con** +2, **Int** –1, **Wis** +1, **Cha** +0
Items dagger (4)

AC 17; **Fort** +8, **Ref** +10, **Will** +5
HP 28
Stench (aura, olfactory) 30 feet, DC 16

Speed 25 feet
Melee ❖ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+3 piercing
Melee ❖ jaws +9, **Damage** 1d6+3 piercing
Melee ❖ claw +10 (agile, finesse), **Damage** 1d4+3 slashing
Ranged ❖ dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4+3 piercing
Hidden Movement If a xulgath skulker starts their turn undetected by a creature or merely hidden from it, that creature is off-guard against the skulker's attacks until the end of the skulker's turn.
Mask Stench ❖ The stalker masks their stench with curated herbs, suppressing their stench aura. The skulker can resume their stench aura as a free action.
Sneak Attack A xulgath skulker deals an additional 1d6 precision damage to off-guard creatures.

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XULGATH WARRIOR CREATURE 1

MEDIUM HUMANOID XULGATH

Perception +6; darkvision
Languages Draconic, Sakvroth
Skills Athletics +7, Stealth +5
Str +4, **Dex** +2, **Con** +3, **Int** –1, **Wis** +1, **Cha** +0
Items club, javelin (3)

AC 14; **Fort** +8, **Ref** +7, **Will** +4
HP 21
Stench (aura, olfactory) 30 feet, DC 16

Speed 25 feet
Melee ❖ club +9, **Damage** 1d6+4 bludgeoning
Melee ❖ jaws +9, **Damage** 1d6+4 piercing
Melee ❖ claw +9 (agile), **Damage** 1d4+4 slashing
Ranged ❖ club +7 (thrown 10 feet), **Damage** 1d6+4 bludgeoning
Ranged ❖ javelin +7 (thrown 30 feet), **Damage** 1d6+4 piercing

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YETI CREATURE 5

UNCOMMON LARGE HUMANOID

Perception +15; darkvision, scent (imprecise) 30 feet
Languages Aklo
Skills Athletics +14, Stealth +12 (+15 in snow), Survival +11
Str +5, **Dex** +2, **Con** +4, **Int** –1, **Wis** +4, **Cha** –1
Snowblind When Hiding, the yeti is concealed by any snowfall, even if it's not thick enough to make other creatures concealed.

AC 21; **Fort** +15, **Ref** +11, **Will** +13; +4 status to all saves vs. fear and dreams
HP 115; **Immunities** cold; **Weaknesses** fire 10
Nightmare Guardian Yetis gain a +4 status bonus to saves against fear and against spells and abilities that affect dreams. A yeti who falls prey to a supernatural nightmare loses this ability and becomes permanently enraged, gaining a +1 status bonus to attack and damage rolls and a –1 status penalty to AC.
Vanish ↷ Trigger The yeti is hidden or undetected while not in combat, and a creature would observe it; **Effect** The yeti Strides or Climbs up to half its Speed to a location where it can Hide, then Hides. If its new Stealth check result meets or exceeds the triggering creature's Perception DC, the yeti remains hidden.

Speed 35 feet, climb 20 feet; arctic passage
Melee ❖ claw +15, **Damage** 2d10+5 slashing
Arctic Passage The yeti ignores difficult terrain caused by ice or snow.
Grisly Arrival ❖ (emotion, fear, mental) **Trigger** The yeti hits a creature in the first round of combat and the yeti was hidden from that creature at the start of combat; **Effect** Each enemy within 30 feet that witnesses the attack (including the target of the attack) must attempt a DC 23 Will save. On a failure, the creature is frightened 2; on a critical failure, it's frightened 4.
Rend ❖ claw

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ZECUI CREATURE 6

UNCOMMON MEDIUM ABERRATION

Perception +14; darkvision
Languages Aklo
Skills Acrobatics +17, Athletics +15, Crafting +12, Medicine +14, Stealth +17
Str +3, **Dex** +5, **Con** +2, **Int** +0, **Wis** +2, **Cha** +0
Items shortsword (2)

AC 23; **Fort** +14, **Ref** +17, **Will** +12
HP 110

Preserve Prey ↷ (healing, manipulate, occult, vitality) **Trigger** A living creature within 30 feet is reduced to 0 Hit Points; **Effect** The zecui channels corrupt vitality into the triggering creature, which still goes unconscious but does not gain the dying condition. While that creature is unconscious, the residual energy attempts to counteract any vitality spell healing that creature with a +15 counteract modifier.

Speed 30 feet, burrow 20 feet, climb 20 feet
Melee ❖ mandibles +15, **Damage** 2d8+7 piercing
Melee ❖ shortsword +17 (agile, finesse, versatile S), **Damage** 2d6+7 piercing
Melee ❖ claws +17 (agile, finesse), **Damage** 2d4+7 slashing plus Grab
Ranged ❖ spit +17 (range 30 feet), **Effect** spit mucus
Dual Stab ❖ **Frequency** once per round; **Effect** The zecui makes two shortsword Strikes against an immobilized or off-guard target. These strikes count towards the zecui's multiple attack penalty, but it doesn't increase until after the second attack.
Harden Chitin ❖ The zecui fuses much of their chitin into a black metallic shell. They gain resistance 5 to all damage (except mental and spirit) until they next take a move action.

(Continued on card 567)

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(Zecui, continued from card 566)

Spit Mucus A creature hit by the zecui's spit attack is immobilized by the larva-infested mucus and stuck to the nearest surface until it Escapes (DC 25). While that creature is immobilized, it is exposed to zecui larvae at the end of each of its turns.

Zecui Larvae (disease) **Saving Throw** DC 25 Fortitude; **Stage 1** visible lumps as the larvae move but no ill effect (1 day); **Stage 2** drained 1 (1 day); **Stage 3** drained 2 (1 day); **Stage 4** drained 3 and controlled by the zecui larva (1 day); **Stage 5** the creature dies and the adult zecui can emerge from the corpse as an Interact action

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ZOMBIE, PLAGUE CREATURE 1

MEDIUM | MINDLESS | UNDEAD | UNHOLY | ZOMBIE

Perception +3; darkvision
Skills Athletics +9
Str +4, **Dex** –2, **Con** +3, **Int** –5, **Wis** +0, **Cha** –2
Slow A zombie is permanently slowed 1 and can't use reactions.

AC 13; **Fort** +6, **Ref** +3, **Will** +4
HP 50, void healing; **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

Speed 25 feet
Melee ❖ fist +9, **Damage** 1d8+4 bludgeoning plus Grab and zombie rot
Zombie Bite ❖ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +9 that deals 1d12+4 piercing damage and exposes the creature to zombie rot.
Zombie Rot (disease, divine, void) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately

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ZOMBIE BRUTE CREATURE 2

LARGE | MINDLESS | UNDEAD | UNHOLY | ZOMBIE

Perception +4; darkvision
Skills Athletics +11
Str +5, **Dex** –3, **Con** +4, **Int** –5, **Wis** +0, **Cha** –2
Slow A zombie is permanently slowed 1 and can't use reactions.

AC 15; **Fort** +10, **Ref** +3, **Will** +6
HP 70, void healing; **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

Speed 25 feet
Melee ❖ fist +11 (reach 10 feet), **Damage** 1d12+5 bludgeoning plus Improved Push 5 feet

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ZOMBIE HULK

CREATURE 6

HUGE | MINDLESS | UNDEAD | UNHOLY | ZOMBIE

Perception +8; darkvision
Skills Athletics +18
Str +7, **Dex** –1, **Con** +4, **Int** –5, **Wis** +0, **Cha** –2
Slow A zombie is permanently slowed 1 and can't use reactions.

AC 21; **Fort** +16, **Ref** +9, **Will** +12
HP 160, void healing; **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

Speed 25 feet
Melee ❖ hunk of meat +17 (reach 15 feet), **Damage** 2d10+9 bludgeoning
Ranged ❖ corpse +17 (brutal, range increment 30 feet), **Damage** 2d6+9 bludgeoning
Corpse Throwing A zombie hulk can throw Medium or smaller corpses at foes. They can also throw Medium or smaller zombies for this purpose, who take just as much damage as the target they hit. A zombie that survives being thrown falls prone.
Wide Swing ❖ The zombie hulk makes two hunk of meat Strikes against different targets within its reach.

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ZOMBIE SHAMBLER CREATURE –1

MEDIUM | MINDLESS | UNDEAD | UNHOLY | ZOMBIE

Perception +0; darkvision
Skills Athletics +7
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, void healing; **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 5, vitality 5

Speed 25 feet
Melee ❖ fist +7, **Damage** 1d6+3 bludgeoning plus Grab
Zombie Bite ❖ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +7 that deals 1d8+3 piercing damage.

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