ABBOT OF ABADAR CREATURE 1

MEDIUM HUMAN HUMANOID

Perception +7

Languages Common, Empyrean, Utopian

Skills Deception +6, Diplomacy +8 (+10 with members of own faith), Religion +21, Society +7

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

Items crossbow (10 bolts), griffon cane (functions as a staff), religious symbol of Abadar

Religious Specialist For encounters involving religious debates or conflicts of doctrine, the abbot is a 9th-level challenge.

True Faith The abbot uses lessons from scripture to foil others trying to deceive them. They can use their Religion modifier to Sense Motive instead of Perception, and their Religion DC instead of their Perception DC against attempts to Lie to them.

AC 14; **Fort** +3, **Ref** +4, **Will** +11

HP 15

Speed 25 feet

Melee ❖ griffon cane +6 (two-hand d8), **Damage** 1d4+3 bludgeoning

Melee ❖ fist +6 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Melee ❖ crossbow +6 (range increment 120 feet, reload 1), **Damage** 1d8+2 piercing

Divine Protection ❖❖ (concentrate) **Frequency** once per day; **Effect** The abbot beseeches their deity to protect someone in their charge, attempting a DC 25 Religion check. If it succeeds, a divine *sanctuary* spell affects one of the abbot's allies within 60 feet. The Will DC is 17.

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ACCUSER AGENT CREATURE 9

MEDIUM HUMAN HUMANOID

Perception +19 (+21 to Sense Motive)

Languages Common, up to 3 additional languages

Skills Deception +20, Diplomacy +18, Intimidation +18, Legal Lore +20, Stealth +17, Society +18, Thievery +19

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

Items *+1 striking dagger,* scholarly journal, *+1 striking sword cane*, writing set

Insightful When the accuser agent succeeds at a Perception check, they critically succeed instead.

AC 28; **Fort** +15, **Ref** +19, **Will** +19

HP 115

Objection! ↷ (auditory, linguistic) **Trigger** A creature within 30 feet takes an action with the linguistic trait; **Effect** The triggering creature must succeed a DC 28 Will saving throw or their action is disrupted.

Speed 25 feet

Melee ❖ *dagger* +20 (agile, deadly d6, finesse, magical, versatile S), **Damage** 2d4+8 piercing

Melee ❖ *sword cane* +20 (agile, concealable, finesse, magical), **Damage** 2d8+8 piercing

Melee ❖ fist +20 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Ranged ❖ *dagger* +20 (agile, deadly d6, finesse, magical, thrown 20 feet, versatile S), **Damage** 2d4+8 piercing

Debilitating Sneak Attack The accuser agent's Strikes deal an extra 3d6 precision damage to off-guard creatures. A target who takes this additional precision damage also either becomes enfeebled 1 or takes a –10-foot status penalty to its Speeds until the end of the agent's next turn.

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ACOLYTE OF IOMEDAE CREATURE 1

MEDIUM HUMAN HUMANOID

Perception +7

Languages Common

Skills Diplomacy +5, Intimidation +5, Religion +7, Society +4

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

Items crossbow (10 bolts), longsword, religious symbol of Iomedae, religious text of Iomedae

AC 15; **Fort** +2, **Ref** +5, **Will** +9

HP 15

Speed 25 feet

Melee ❖ longsword +6 (versatile P), **Damage** 1d8+1 slashing

Melee ❖ fist +7 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+1 bludgeoning

Ranged ❖ crossbow +7 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

Divine Prepared Spells DC 17, attack +9; **1st** *heal* (×4), *sanctuary*, *sure strike*; **Cantrips (1st)** *detect magic*, *light*, *read aura*, *shield, void warp*

Cleric Domain Spells 1 Focus Point, DC 17; **1st** *weapon surge* (*Player Core* 381)

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ACROBAT CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +6

Languages Common

Skills Acrobatics +15, Athletics +8, Circus Lore +5, Deception +5, Performance +9, Stealth +8

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

Items climbing kit, dagger (5), rope (50 feet)

Acrobatic Specialist For encounters involving contests of acrobatics and similar activities, the acrobat is a 5th-level challenge.

Steady Balance When the acrobat rolls a success on an Acrobatics check, they get a critical success instead. They aren't off-guard when attempting to Balance and can attempt an Acrobatics check instead of a Reflex save to Grab an Edge.

AC 18; **Fort** +8, **Ref** +11, **Will** +4

HP 30

Cat Fall The acrobat treats all falls as 25 feet shorter.

Nimble Dodge ↷ **Trigger** The acrobat is targeted with a melee or ranged attack by an attacker they can see; **Effect** The acrobat gains a +2 circumstance bonus to AC against the triggering attack.

Speed 30 feet

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

Melee ❖ foot +10 (agile, finesse, nonlethal), **Damage** 1d4+4 bludgeoning

Ranged ❖ dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing

Sneak Attack The acrobat deals an extra 1d6 precision damage to off-guard creatures.

Swinging Strike ❖❖ The acrobat swings on a rope or trapeze, moving up to double their Speed. At any point during the swing, they can make a melee Strike.

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ADEPT CREATURE –1

MEDIUM HUMAN HUMANOID

Perception +4

Languages Common

Skills Arcana +5, Diplomacy +3, Occultism +5, Scribing Lore +5, Society +5

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

Items journal, robes, scroll case, writing set

AC 14; **Fort** +2, **Ref** +4, **Will** +6

HP 8

Speed 25 feet

Melee ❖ fist +6 (agile, nonlethal), **Damage** 1d4 bludgeoning

Ranged ❖ journal +6 (nonlethal, thrown 10 feet), **Damage** 1d6 bludgeoning

Occult Spells Known DC 15; **Cantrips (1st)** *daze*, *detect magic*, *telekinetic hand*

Focused Thinker ❖ (concentrate) The adept concentrates to muster knowledge and wisdom. While focusing, they gain a +2 status bonus to checks to Recall Knowledge, but take a –2 penalty to Perception. They can Dismiss this focused state.

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ADVISOR CREATURE 5

MEDIUM HUMAN HUMANOID

Perception +14

Languages Common

Skills Deception +14, Diplomacy +14, Legal Lore +12, Occultism +10, Performance +12, Society +12

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

Items dagger (2), fine clothes, *minor healing potion*, small harp (handheld musical instrument), whip

Placate An advisor is well versed in soothing agitated nobles. Their calming voice gives them a +2 circumstance bonus to Deception and Diplomacy checks when dealing with members of the nobility.

AC 21; **Fort** +8, **Ref** +11, **Will** +14

HP 60

Speed 25 feet

Melee ❖ whip +11 (disarm, finesse, nonlethal, reach 10 feet, trip), **Damage** 1d4+4 slashing

Melee ❖ fist +11 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ❖ dagger +11 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing

Occult Spontaneous Spells DC 22, attack +14; **3rd** (2 slots) *mind reading*, *soothe*, *ring of truth*; **2nd** (3 slots) *augury*, *cleanse affliction*, *soothe*, *stupefy*; **1st** (3 slots) *command*, *force barrage*, *protection*, *soothe*; **Cantrips (3rd)** *daze*, *light*, *prestidigitation*, *shield*, *void warp*

Bard Composition Spells 1 Focus Point, DC 22; **3rd** *counter performance*, **Cantrips (3rd)** *courageous anthem* (*Player Core* 370), *rallying anthem* (*Player Core* 371), *uplifting overture* (*Player Core* 372)

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APOTHECARY CREATURE –1

MEDIUM HUMAN HUMANOID

Perception +5

Languages Common

Skills Crafting +5 (+8 for alchemy and medication), Medicine +10, Nature +8

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

Items lesser acid flask (2), dagger, minor elixir of life (2), healer's toolkit, leather apron (functions as padded armor), mortar and pestle

Medical Specialist For encounters involving making medicine or alchemical contests, the apothecary is a 3rd-level challenge.

Medical Wisdom The apothecary can identify the effect of any alchemical composition or medical ingredient using only their senses. This typically takes 1 minute.

AC 14; **Fort** +8, **Ref** +3, **Will** +5; +1 circumstance to all saves vs. poisons

HP 8; **Resistances** poison 2

Speed 25 feet

Melee ❖ stone pestle +4, **Damage** 1d6 bludgeoning

Melee ❖ fist +5 (agile, finesse, nonlethal, unarmed), **Damage** 1d4 bludgeoning

Ranged ❖ acid flask +5 (range increment 20 feet, splash), **Damage** 1 acid plus 1d6 persistent acid and 1 splash acid

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APPRENTICE CREATURE -1

MEDIUM HUMAN HUMANOID

Perception +2

Languages Common

Skills Athletics +3, Crafting +5, Geography Lore +5

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

Items artisan's toolkit, assorted maps, dagger, rugged clothes with tool belt (functions as padded armor)

AC 14; **Fort** +5, **Ref** +6, **Will** +2

HP 8

Speed 25 feet

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

Melee ❖ fist +4 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+1 bludgeoning

Ranged ❖ dagger +4 (agile, thrown 10 feet, versatile S), **Damage** 1d4+1 piercing

Apprentice's Ambition ◈ **Frequency** once per day; **Requirements** A direct superior is supervising the apprentice; **Effect** The apprentice gains a +2 circumstance bonus to attack rolls, damage rolls, saving throws, and skill checks until the end of their next turn.

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ARCHER SENTRY CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +11

Languages Common

Skills Acrobatics +8, Athletics +6, Intimidation +4, Legal Lore +4

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

Items composite longbow (100 arrows), leather armor, shortsword, signal whistle

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

HP 30

Speed 25 feet

Melee ❖ shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+4 piercing

Melee ❖ fist +10 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ❖ composite longbow +10 (deadly d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+3 piercing

Sentry's Aim ❖❖ (concentrate) The archer sentry aims carefully and fires. They make a ranged weapon Strike with a +1 circumstance bonus. The Strike ignores the concealed condition, lesser cover, and standard cover, and reduces greater cover to standard cover.

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ARMS DEALER CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +9 (+11 to Sense Motive)

Languages Common

Skills Crafting +7 (+14 for firearms), Deception +7, Diplomacy +7, Firearm Lore +14, Intimidation +9, Society + 9, Underworld Lore +9

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

Items flintlock musket (20 rounds), hand cannon (20 rounds), sword cane

Arms Dealing Specialist For encounters involving the purchase of weapons, the arms dealer is a 5th-level challenge.

AC 17; **Fort** +6, **Ref** +7, **Will** +9

HP 28

You Call That a Gun? The arms dealer seems unaffected by your attempts to threaten them. The arms dealer gains a +2 circumstance bonus to their Will DC against Intimidation checks while they're holding a firearm.

Speed 25 feet

Melee ❖ sword cane +9 (agile, concealable, finesse), **Damage** 1d6+2 piercing

Melee ❖ fist +9 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Ranged ❖ flintlock musket +11 (concussive, fatal d10, range increment 70 feet, reload 1), **Damage** 1d6+3 piercing

Ranged ❖ hand cannon +11 (modular B, P, or S; range increment 30 feet; reload 1), **Damage** 1d6+3 modular

Take Stock ❖ (auditory, concentrate, linguistic, mental) The arms dealer advises an ally on how to properly use a firearm. The arms dealer chooses an ally within 30 feet wielding a firearm. That ally can use a reaction to Interact to reload their firearm.

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ARRESTER SQUADRON CREATURE 8

GARGANTUAN HUMAN HUMANOID TROOP

Perception +17

Languages Common

Skills Athletics +18, Intimidation +16, Settlement Lore +14

Str +6, **Dex** +1, **Con** +4, **Int** +0, **Wis** +3, **Cha** +2

AC 27; **Fort** +18, **Ref** +13, **Will** +17

HP 135 (4 segments); **Thresholds** 90 (3 segments), 45 (2 segments); **Weaknesses** area damage 10, splash damage 10

Troop Defenses

Speed 25 feet; troop movement

Coordinated Step ❖ The arrester squadron Steps twice.

Fire Longbows! ❖❖ The arrester squadron fire a coordinated volley with their longbows against each enemy in a 10-foot burst within 150 feet that deals 3d8 piercing damage with a DC 23 basic Reflex save. When the arresters are reduced to 2 or fewer segments, this area decreases to a 5-foot burst.

Seize Them! ❖ to ❖❖❖ (nonlethal) The arresters attack with saps and tackle foes. Each enemy in a 5-foot emanation must attempt a DC 23 basic Reflex save. The damage and additional effects depend on the number of actions. The DC to Escape any of the following conditions is 26.

- ❖ 1d6+3 bludgeoning damage (plus grabbed for 1 round on a critical failure)
- ❖❖ 3d6+6 bludgeoning damage (plus grabbed for 1 round on a failure or restrained for 1 round on a critical failure)
- ❖❖❖ 4d6+9 bludgeoning damage (plus grabbed for 1 round on a failure or restrained for 1 round on a critical failure)

Sweep the Area ❖ The arresters Seek in a 40-foot burst or 80-foot cone and Point Out up to four targets.

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ARTILLERIST CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +8 (+10 if the artillerist is crewing a siege weapon)

Languages Common

Skills Crafting +9 (+11 for siege weapons), Diplomacy +9, Engineering Lore +11 (+13 for siege weapons), Explosive Lore +9 (+11 for siege weapons), Society +9, Thievery +8

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

Items artisan's toolkit (siege weaponry), dueling pistol (20 rounds), light hammer, repair toolkit

Siege Acumen The artillerist is permanently quickened. They can use this extra action only to Aim, Load, or Launch a siege weapon.

AC 18; **Fort** +8, **Ref** +12, **Will** +6

HP 45

Siege Shield While adjacent to a siege weapon, the artillerist gains a +1 circumstance bonus to AC.

Speed 25 feet

Melee ❖ light hammer +10 (agile), **Damage** 1d6+5 bludgeoning

Melee ❖ fist +10 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Ranged ❖ dueling pistol +10 (concealable, concussive, fatal d10, range increment 60 feet, reload 1), **Damage** 1d6+3 piercing

Ranged ❖ light hammer +10 (agile, thrown 20 feet), **Damage** 1d6+5 bludgeoning

Bombard ❖❖ (manipulate) The artillerist activates a shoulder-mounted artillery piece to launch an explosive shell up to 120 feet away that explodes in 10-foot burst. Creatures within the burst take 2d6 piercing damage and 2d6 fire damage with a DC 19 basic Reflex save. A creature that fails its save is also knocked prone. The artillerist can't use Bombard again until they reload the artillery with 2 Interact actions; these actions don't have to be consecutive.

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ASSASSIN CREATURE 8

MEDIUM HUMAN HUMANOID

Perception +16

Languages Common

Skills Acrobatics +17, Athletics +13, Deception +12, Diplomacy +10, Intimidation +10, Medicine +14, Society +12, Stealth +19, Thievery +15, Underworld Lore +14

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

Items *+1 striking composite shortbow* (20 arrows), lesser darkvision elixir, giant centipede venom (4), *invisibility potion*, leather armor, lethargy poison (3), *+1 rapier*

AC 26; **Fort** +12, **Ref** +19, **Will** +14

HP 130

Deny Advantage The assassin isn't off-guard to creatures of 8th level or lower that are hidden, undetected, flanking, or using surprise attack.

Nimble Dodge ↷ **Trigger** The assassin is targeted with a melee or ranged attack by an attacker it can see; **Effect** The assassin gains a +2 circumstance bonus to AC against the triggering attack

Speed 25 feet, swift sneak

Melee ❖ *rapier* +20 (deadly d8, disarm, finesse, magical), **Damage** 1d6+9 piercing

Melee ❖ fist +19 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+9 bludgeoning

Ranged ❖ *composite shortbow* +20 (deadly 2d10, magical, propulsive, range increment 60 feet, reload 0), **Damage** 2d6+7 piercing

Assassin's Poison ❖ (manipulate) **Requirements** The assassin is wielding a piercing or slashing weapon and has a free hand; **Effect** The assassin applies a poison to the weapon. That poison's DC is increased to 24 if it was lower.

(Continued on card 14)

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(Assassin continued from card 13)

Quick Draw ❖ The assassin Interacts to draw a weapon, then Strikes with that weapon.

Sneak Attack The assassin deals an extra 2d6 precision damage to off-guard creatures.

Surprise Attack On the first round of combat, creatures that haven't acted yet are off-guard to the assassin.

Swift Sneak The assassin can move their full Speed when Sneaking.

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ASTRONOMER CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +10

Languages Common

Skills Arcana +8, Astronomy Lore +12, Occultism +8

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

Items astrolabe, spellbook, staff

Living Sextant If the astronomer is able to see the night sky, they can Sense Direction using Astronomy Lore.

AC 15; **Fort** +6, **Ref** +5, **Will** +9

HP 23

Reject Myth ↻ **Trigger** A creature within 30 feet Casts a Spell or uses an ability with the fortune or misfortune trait; **Effect** The astronomer's rejection of such fantasy becomes manifest. The astronomer attempts to counteract the triggering effect with a counteract modifier of +9 and a counteract rank of 1.

Speed 25 feet

Melee ❖ fist +8 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Melee ❖ staff +7 (two-hand d8), **Damage** 1d4+4 bludgeoning

Arcane Prepared Spells DC 17, attack +9; **1st** *alarm*, *gentle landing*, *phantasmal minion*, *sleep;* **Cantrips (1st)** *detect magic*, *read aura*, *sigil*, *telekinetic hand*, *telekinetic projectile*

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AVUNCULAR PROFESSOR CREATURE 5

MEDIUM HUMAN HUMANOID

Perception +12

Languages Common, up to 4 additional languages, including at least one obscure or long-dead language that the avuncular professor likes to quote

Skills Academia Lore +16, Deception +18, Diplomacy +18, Occultism +12, Performance +18, Society +16, one additional Lore +18

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

Items copy of a book that they wrote, fine clothes, sword cane, writing kit

Academic Politics Specialist When it comes to wining and dining or other social situations, the avuncular professor is an 8th-level challenge.

Duelist of Wits The avuncular professor may cultivate the appearance of an unworldly academic, but they know how to stick the rhetorical knife in. Once per hour, if the avuncular professor succeeds at a Deception or Diplomacy check, they can choose to roll a Society or Academia Lore check at the same DC—if they succeed on the second check, the initial success is upgraded to a critical success, though if they fail the second check, their initial success also turns into a failure.

AC 21; **Fort** +12, **Ref** +11, **Will** +15

HP 75

Speed 25 feet

Melee ❖ sword cane +11 (agile, concealable), **Damage** 1d6+6 piercing

Melee ❖ fist +11 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Occult Spontaneous Spells DC 22, attack +14; **3rd** (2 slots) *enthrall, hypnotize;* **2nd** (3 slots) *calm, laughing fit, translate*; **1st** (3 slots) *command, fear, ventriloquism;* **Cantrips (3rd)** *detect magic, figment, light, prestidigitation*, *sigil*

Bard Composition Spells 1 Focus Point, DC 22; **Cantrips (3rd)** *uplifting overture* (*Player Core* 372)

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BANDIT CREATURE 2

MEDIUM | HUMAN | HUMANOID

Perception +6

Languages Common

Skills Athletics +6, Deception +5, Forest Lore +4, Intimidation +6, Stealth +8, Survival +6, Thievery +8

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

Items dagger, machete, sling (10 bullets), studded leather

Bandit's Ambush When the bandit rolls initiative using Deception or Stealth, they can attempt to Demoralize one creature as a free action.

AC 19; **Fort** +7, **Ref** +9, **Will** +6

HP 30

Speed 25 feet; forest passage

Melee ❖ machete +9 (deadly d8, sweep), **Damage** 1d6+5 slashing

Melee ❖ dagger +9 (agile, versatile S), **Damage** 1d4+5 piercing

Melee ❖ fist +9 (agile, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Ranged ❖ sling +9 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+3 bludgeoning

Ranged ❖ dagger +9 (agile, thrown 10 feet, versatile S), **Damage** 1d4+5 piercing

Dread Striker Frightened creatures are off-guard to the bandit.

Forest Passage The bandit ignores any difficult terrain caused by plants, such as bushes, vines, and undergrowth.

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BANDIT GANG CREATURE 7

GARGANTUAN HUMAN HUMANOID TROOP

Perception +15

Languages Common

Skills Athletics +16, Deception +14, Intimidation +16, Stealth +17, Survival +11, Thievery +16

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

Lie in Wait (exploration) The troop can spend 10 minutes preparing the ground before combat to gain a +2 circumstance bonus to their initiative roll.

Sudden Ambush When the troop rolls initiative using Deception or Stealth, they can use Stand and Deliver! as a free action.

AC 24; **Fort** +15, **Ref** +16, **Will** +13

HP 120 (4 segments); **Thresholds** 80 (3 segments), 40 (2 segments); **Weaknesses** area damage 8, splash damage 8

Troop Defenses

Speed 25 feet; forest passage, troop movement

Chop 'em Down! ❖ to ❖❖❖ **Frequency** once per round; **Effect** The bandits make a coordinated attack with their axes against each enemy in a 5-foot emanation with a DC 22 basic Reflex save. The damage depends on the number of actions.

❖ 1d6+3 slashing damage

❖❖ 2d6+9 slashing damage

❖❖❖ 3d6+9 slashing damage

Forest Passage The bandit gang ignores difficult terrain caused by plants.

Launch Slings! ❖❖ The bandits draw or reload their slings, then launch a volley of sling bullets. This is a 10-foot burst within 50 feet that deals 2d6+4 bludgeoning damage with a DC 22 basic Reflex save. When the troop is reduced to 2 or fewer segments, this area decreases to a 5-foot burst.

Stand and Deliver! ❖ The troop attempts to Demoralize up to 4 creatures.

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BARRISTER CREATURE –1

MEDIUM HUMAN HUMANOID

Perception +6

Languages Common

Skills Deception +10, Diplomacy +12, Legal Lore +13, Performance +10, Society +9

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

Items court garb (functions as fine clothing), law book (functions as scholarly journal), writing set

Legal Specialist In a court case or other legal proceeding, the barrister is a 4th-level challenge.

Sway the Judge and Jury A barrister gains a +2 circumstance bonus to Diplomacy checks to Make an Impression or Request something of the deciding members within a courtroom. If the barrister successfully Performs against a DC of 20 during the 20 minutes prior to the check, they increase the circumstance bonus to +4.

AC 13; **Fort** +3, **Ref** +3, **Will** +12

HP 8

Speed 25 feet

Melee ❖ fist +4 (agile, finesse, nonlethal, unarmed), **Damage** 1d4 bludgeoning

Cite Precedent ❖ (auditory, linguistic) The barrister uses existing case law to undermine their opposition. If they succeed at a DC 20 Legal Lore check, they impose a –2 circumstance penalty on the next Diplomacy check an opponent attempts in a legal argument. Any further attempts to Cite Precedent fail until a new topic with different precedents is being argued.

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BAT, TRAINED BAT CREATURE 4

MEDIUM ANIMAL

Perception +10; echolocation (precise) 20 feet, low-light vision

Skills Acrobatics +10, Athletics +9, Intimidation +6, Stealth +12, Survival +8

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

Echolocation A bat can use hearing as a precise sense at the listed range.

Items light barding

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

HP 50

Speed 15 feet, fly 30 feet

Melee ❖ jaws +14 (finesse), **Damage** 2d6+6 piercing

Melee ❖ wing +14 (agile, finesse), **Damage** 2d4+6 slashing

Wing Thrash ❖❖ The trained bat thrashes wildly with its wings, making wing Strikes against up to three adjacent foes. Each attack counts toward the bat's multiple attack penalty, but the penalty increases only after all the attacks have been made.

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BEAST TAMER CREATURE 4

MEDIUM HUMAN HUMANOID

Perception +12

Languages Common, Wildsong

Skills Athletics +8, Circus Lore +6, Diplomacy +8, Intimidation +8, Nature +12, Performance +8, Survival +10

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

Items animal claw necklace (primal symbol), leather armor, rope (50 feet), whip

Wild Empathy The beast tamer can use Diplomacy to Make an Impression on animals and to make very simple Requests of them.

AC 20; **Fort** +10, **Ref** +7, **Will** +12

HP 55

Speed 25 feet

Melee ❖ fist +12 (agile, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Melee ❖ whip +12 (disarm, nonlethal, reach, trip), **Damage** 1d4+6 slashing

Primal Prepared Spells DC 22, attack +13; **2nd** *animal form*, *animal messenger*, *speak with animals*; **1st** *grease*, *jump*, *runic body*; **Cantrips (2nd)** *light*, *guidance*, *ignition*, *stabilize*, *tangle vine*

Druid Order Spells 1 Focus Point, DC 22; **1st** *heal animal* (*Player Core* 382)

Animal Trick ❖ The beast tamer gains the support benefit appropriate to its trained animal companion (*Player Core* 206). Unlike for an animal companion, this doesn't require the animal to use any of its actions. The benefit for a tiger is as follows: Until the start of the beast tamer's next turn, their Strikes that deal damage to a creature within the tiger's reach make the target off-guard until the end of the beast tamer's next turn.

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BEGGAR CREATURE –1

MEDIUM HUMAN HUMANOID

Perception +3

Languages Common

Skills Athletics +3, Deception +3, Diplomacy +3, Stealth +5, Underworld Lore +2

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

AC 14; **Fort** +4, **Ref** +7, **Will** +3

HP 10

Speed 25 feet

Melee ❖ fist +5 (agile, nonlethal, unarmed), **Damage** 1d4+1 bludgeoning

Ranged ❖ rock +5 (thrown 10 feet), **Damage** 1d4+1 bludgeoning

Beat a Retreat ❖❖ The beggar Strides three times and gains a +2 circumstance bonus to AC during those actions.

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BLACK BELT — CREATURE 12

MEDIUM | HUMAN | HUMANOID

Perception +25

Languages Common

Skills Acrobatics +25, Athletics +25, Martial Arts Lore +22, Stealth +20

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

Items *+1 striking handwraps of mighty blows, +1 striking bo staff, bands of force*

AC 32; **Fort** +23, **Ref** +23, **Will** +20

HP 220

Blocking Counterattack ↷ **Trigger** A creature within the black belt's reach targets them with a melee attack; **Effect** The black belt blocks, gaining a +2 circumstance bonus to their AC against the triggering attack. If the attack misses, the black belt retaliates with a Strike. This Strike doesn't count toward the black belt's multiple attack penalty, and the multiple attack penalty doesn't apply to this Strike.

Speed 40 feet

Melee ❖ *bo staff* +25 (magical, parry, reach, trip), **Damage** 2d8+9 bludgeoning

Melee ❖ *fist* +25 (agile, magical, nonlethal, unarmed), **Damage** 2d8+9 bludgeoning

Monk Focus Spells DC 32, attack +23 (2 Focus Points); **6th** *inner upheaval* (*Player Core 2* 257)*, qi rush* (*Player Core 2* 257)

Flurry of Blows ❖ **Frequency** once per round; **Effect** The black belt makes two fist Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. The black belt can substitute any number of the attacks with bo staff Strikes or attempts to Grapple, Reposition, Shove, or Trip.

Powerful Fists The black belt's fist Strikes don't take penalties when making lethal attacks, and are treated as cold iron and silver.

(Continued on card 24)

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(Black Belt, continued from card 23)

Rapid Barrage ◆❯❯ (incapacitation) The black belt pummels their fists in a fast onslaught. They make three fist Strikes against one target. If more than one Strike hits, combine damage for the purpose of resistances and weaknesses. Regardless of whether any Strikes hit, the target must succeed at a DC 32 Fortitude save or be clumsy 1 until the end of their next turn and stunned 1 (clumsy 2 and stunned 2 on a critical failure).

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BLASPHEMER OF ZON-KUTHON CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +8

Languages Common, Shadowtongue

Skills Deception +9, Intimidation +7, Performance +7, Religion +6, Society +7

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

Items hand crossbow, religious symbol of Zon-Kuthon, spiked chain

Twisted Faith When attempting a Religion skill check, the blasphemer can roll Deception instead, so long as they have an intelligent creature around as a witness. If the creature is a follower of the blasphemer's faith, the blasphemer receives a +2 circumstance bonus to the check.

AC 17; **Fort** +6, **Ref** +7, **Will** +10

HP 35

Speed 25 feet

Melee ❖ spiked chain +9 (disarm, trip), **Damage** 1d8+5 slashing

Melee ❖ fist +9 (agile, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Ranged ❖ hand crossbow +7 (range increment 60 feet, reload 1), **Damage** 1d6+2 piercing

False Blessing ❖ (manipulate) The blasphemer attempts a DC 15 Religion check to attempt to cast the 1st-rank spell their deity grants to clerics (*phantom pain* for Zon-Kuthon). The spell must take 1, 2, or 3 actions to Cast. The blasphemer can use twisted faith to roll Deception instead if they have a witness, as normal.

Critical Success The blasphemer successfully Casts the Spell, then is stunned with a value equal to the number of actions the spell takes – 1.

Success As critical success, plus the blasphemer takes 1d6 mental damage.

Failure The blasphemer fails to Cast the Spell and takes 1d6 mental damage.

Critical Failure The blasphemer fails to Cast the Spell, takes 2d6 mental damage, and is stunned 1.

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BODYGUARD CREATURE 1

MEDIUM HUMAN HUMANOID

Perception +8

Languages Common

Skills Athletics +7, Intimidation +6, Society +2

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

Items greatclub, sap, sling, studded leather

AC 16; **Fort** +8, **Ref** +7, **Will** +4

HP 25

Bodyguard's Reprisal ↷ **Trigger** A creature attacks the subject of bodyguard's defense; **Effect** The bodyguard makes a Strike against the triggering creature.

Speed 25 feet

Melee ❖ greatclub +7 (backswing, shove), **Damage** 1d10+4 bludgeoning

Melee ❖ sap +7 (agile, nonlethal), **Damage** 1d6+4 bludgeoning

Melee ❖ fist +7 (agile, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Melee ❖ sling +5 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+2 bludgeoning

Bodyguard's Defense ❖ The bodyguard grants an adjacent ally a +2 circumstance bonus to AC. This lasts until the start of the bodyguard's next turn or until the ally is no longer adjacent, whichever comes first.

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BOSUN CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +8

Languages Common

Skills Acrobatics +9, Athletics +9, Intimidation +9, Sailing Lore +11

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

Items dagger, naval pike (functions as a spear)

AC 18; **Fort** +6, **Ref** +11, **Will** +8

HP 45

Speed 25 feet

Melee ❖ dagger +13 (agile, finesse, versatile S), **Damage** 1d4+5 piercing

Melee ❖ fist +13 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Melee ❖ naval pike +11, **Damage** 1d6+5 piercing

Ranged ❖ naval pike +13 (thrown 20 feet), **Damage** 1d6+5 piercing

Bosun's Command ❖ (auditory, concentrate, emotion, linguistic, mental) **Frequency** once per round; **Effect** The bosun orders an ally to attack or to get in position. Until the end of the ally's next turn, they gain the bosun's choice of a +2 status bonus to attack rolls or a +10-foot status bonus to their Speeds.

Pike and Strike ❖❖ The bosun makes a melee Strike with their naval pike. If this Strike hits, the bosun can either move the target 5 feet within the pike's reach or make a fist Strike against the target without increasing their multiple attack penalty until after the fist Strike.

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BOUNTY HUNTER CREATURE 4

MEDIUM HUMAN HUMANOID

Perception +13

Languages Common

Skills Athletics +9, Deception +10, Diplomacy +8, Intimidation +8, Stealth +12, Survival +9

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

Items crossbow (10 bolts), falchion, simple manacles, studded leather

AC 21; **Fort** +9, **Ref** +12, **Will** +11

HP 60

Speed 25 feet

Melee ❖ falchion +13 (forceful, sweep), **Damage** 1d10+6 slashing

Ranged ❖ crossbow +14 (range increment 120 feet, reload 1), **Damage** 1d8+3 piercing

Hunt Prey ❖ (concentrate) The bounty hunter designates a single creature they can see and hear, or one they're Tracking or Gathering Information about, as their prey. The bounty hunter gains a +2 circumstance bonus to Perception checks to Seek the prey, to Survival checks to Track the prey, and to Diplomacy checks to Gather Information about the prey. This effect lasts until they use Hunt Prey again.

Running Reload ❖ The bounty hunter Stride, Steps, or Sneaks, and then Interacts to reload.

Precision Edge The first time the bounty hunter hits their hunted prey in a round, they deal an additional 1d8 precision damage.

Posse's Edge The bounty hunter and their allies gain a +1 circumstance bonus on initiative rolls if the opposing side includes their hunted prey.

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BURGLAR CREATURE 4

MEDIUM HUMAN HUMANOID

Perception +10 (+11 to find traps)

Languages Common

Skills Acrobatics +10, Athletics +8, Deception +7, Society +7, Stealth +12, Thievery +12 (can Disable traps that require master proficiency), Underworld Lore +7

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

Items climbing kit, composite shortbow (10 arrows), lesser darkvision elixir, leather armor, shortsword, thieves' toolkit

---

AC 21 (22 vs. traps); **Fort** +7, **Ref** +12, **Will** +10; +1 circumstance to all saves vs. traps

HP 60

Deny Advantage The burglar isn't off-guard to creatures of 4th level or lower that are hidden, undetected, flanking, or using surprise attack.

Nimble Dodge ↷ **Trigger** The burglar is targeted with a melee or ranged attack by an attacker it can see; **Effect** The burglar gains a +2 circumstance bonus to AC against the triggering attack.

Speed 30 feet

Melee ❖ shortsword +14 (agile, finesse, versatile S), **Damage** 1d6+5 piercing

Melee ❖ fist +14 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Ranged ❖ composite shortbow +14 (deadly d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+4 piercing

Mobility When the burglar Strides half their Speed or less, that movement does not trigger reactions.

Sneak Attack The burglar deals an extra 1d6 precision damage to off-guard creatures.

Surprise Attack On the first round of combat, creatures that haven't acted yet are off-guard to the Burglar.

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CAPTAIN OF THE GUARD CREATURE 6

MEDIUM HUMAN HUMANOID

Perception +15

Languages Common

Skills Athletics+15, Diplomacy +11, Intimidation +13, Legal Lore +12, Society +10, Warfare Lore +8

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

Items crossbow (20 bolts), dagger, full plate, *+1 longsword*, steel shield (Hardness 5, HP 20, BT 10)

AC 24 (26 with shield raised); **Fort** +14, **Ref** +12, **Will** +15

HP 95

Aura of Command (aura, emotion, mental) 30 feet. The captain of the guard bolsters lower-level guards under their command, granting them a +1 status bonus to attack rolls and a +2 status bonus to Will saves.

Bravery When the captain of the guard rolls a success on a Will save against a fear effect, they get a critical success instead. In addition, any time they gain the frightened condition, reduce its value by 1.

Shield Warden When the captain has their shield raised, they can Shield Block when an attack is made against an adjacent ally. If they do, the shield prevents that ally from taking damage instead of the captain.

Reactive Strike ↻

Shield Block ↻

Speed 20 feet

Melee ❖ *longsword* +18 (magical, versatile P), **Damage** 1d8+11 slashing

Melee ❖ fist +17 (agile, nonlethal, unarmed), **Damage** 1d4+11 bludgeoning

Ranged ❖ crossbow +12 (range increment 120 feet, reload 1), **Damage** 1d8+6 piercing

Shielded Advance ❖ **Requirements** The captain of the guard has their shield raised; **Effect** The captain Strides and Shoves, in either order. The multiple attack penalty doesn't apply to this Shove, though the Shove does count toward the captain's multiple attack penalty.

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CASTAWAY CREATURE 5

MEDIUM HUMAN HUMANOID

Perception +13

Languages Common

Skills Athletics +13, Crafting +12, Nature +11, Survival +15, Stealth +11

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

Items blowgun (10 blowgun darts), hatchet

AC 21; **Fort** +14, **Ref** +13, **Will** +11

HP 80

Skittish ↷ **Trigger** The castaway takes damage from a Strike; **Effect** The castaway Steps away from the source of the Strike.

Speed 30 feet

Melee ❖ hatchet +15 (agile, sweep), **Damage** 1d6+7 slashing

Melee ❖ fist +15 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+7 bludgeoning

Ranged ❖ blowgun +15 (agile, nonlethal, reload 1), **Damage** 1 piercing plus 2d6 poison and 1d6 persistent poison

Cockamamie Rant ❖❖ (auditory, concentrate, linguistic, mental) The castaway launches into a nonsensical verbal stream of consciousness. Creatures in a 30-foot emanation must succeed at a DC 19 Will save or be confused for 1 round. Once a creature has succeeded at a save against the castaway's Cockamamie Rant, they are immune to its effects for 24 hours.

Snare Master ❖❖❖ (manipulate, trap) **Frequency** five times per day; **Effect** By scrounging local materials, the castaway constructs a simple but effective deadfall without expending resources. Treat this as a snare with a DC 19 Perception check to spot, and a DC 23 Thievery check to disable. It occupies a single 5-foot square and lasts 24 hours before falling apart. The first creature that enters the space takes 6d6 bludgeoning damage (DC 22 basic Reflex save).

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

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CATFOLK NAME COLLECTOR CREATURE 6

MEDIUM | CATFOLK | HUMANOID

Perception +13; low-light vision, spiritsense (imprecise) 30 feet
Languages Amurrun, Common
Skills Catfolk Lore +15, Occultism +12, Performance +14, Society +12
Str +0, **Dex** +4, **Con** +1, **Int** +2, **Wis** +1, **Cha** +4
Items leather armor, *+1 sickle*, *scroll of command*, *scroll of protection*
Spiritsense The name collector senses spirits, embodied or not (including living creatures, most non-mindless undead, and haunts).

AC 24; **Fort** +11, **Ref** +14, **Will** +13
HP 70

Name the Worthy ↻ (auditory, linguistic, mental) **Frequency** once per day; **Trigger** Another creature critically succeeds at a check; **Effect** The name collector honors the achievement with a new name. The creature gets a +1 status bonus on the same check until their next daily preparations. They become temporarily immune for 1 month.

Speed 25 feet
Melee ❖ *sickle* +15 (agile, finesse, magical, trip), **Damage** 1d4+9 slashing
Melee ❖ claw +14 (agile, finesse, unarmed), **Damage** 1d4+9 slashing
Occult Prepared Spells DC 24, attack +16; **3rd** *heroism*, *illusory creature*; **2nd** *laughing fit*, *see the unseen*, *soothe*; **1st** *bless*, *spirit link*, *sure strike*; **Cantrips (3rd)** *daze*, *detect magic*, *read aura*

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CATFOLK, LEAPING THIEF CREATURE 3

MEDIUM CATFOLK HUMANOID

Perception +10; low-light vision

Languages Amurrun, Common

Skills Acrobatics +11, Athletics +7, Deception +10, Society +9, Stealth +11, Thievery +9

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

Items claw blade[PC2], leather armor, thieves' toolkit

AC 20; **Fort** +7, **Ref** +11, **Will** +7

HP 38

Speed 25 feet, climb 10 feet

Melee ❖ claw blade +11 (agile, deadly d8, disarm, finesse, versatile P), **Damage** 1d4+6 slashing

Melee ❖ claw +11 (agile, finesse, unarmed), **Damage** 1d4+6 slashing

Coiled Leap ❖❖ The leaping thief Leaps up to 10 feet vertically or 30 feet horizontally.

Sneak Attack The leaping thief deals an extra 1d6 precision damage to off-guard creatures.

Stealthy Pad ❖ **Frequency** once per round; **Effect** The leaping thief Steps, then Hides or Sneaks, ignoring difficult terrain for this movement.

Unexpected Angle When the leaping thief successfully Tumbles Through a foe's space or Leaps to a position higher than a foe, the foe is off-guard against the next attack the leaping thief makes before the end of their turn.

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CATFOLK, LUCKY COURSER — CREATURE 8

MEDIUM | CATFOLK | HUMANOID

Perception +18; low-light vision, scent (imprecise) 30 feet

Languages Amurrun, Common, Fey

Skills Acrobatics +16, Athletics +14, Deception +14, Nature +16, Lore about a magical creature type (such as Demon Lore or Kaiju Lore) +16, Stealth +18, Survival +16

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

Items *+1 striking arbalest* (20 cold iron bolts, 20 dawnsilver bolts), *+1 whip*, leather armor

Warning Ears ◈ (visual) **Trigger** The lucky courser rolls initiative using Perception or Survival; **Effect** Their expressive ears twitch in alarm, granting allies within 10 feet a +2 circumstance bonus to initiative rolls.

AC 27; **Fort** +17, **Ref** +18, **Will** +14

HP 140

Guide to Fortune ↻ (fortune) **Frequency** once per hour; **Trigger** The lucky courser or an ally within 10 feet fails a Reflex save, Acrobatics check, or Athletics check; **Effect** The triggering creature rerolls the save or check and uses the better result.

Speed 25 feet

Melee ◆ *whip* +20 (disarm, finesse, nonlethal, reach, trip), **Damage** 1d4+12 slashing

Melee ◆ claw+19 (agile, finesse, unarmed), **Damage** 1d4+12 slashing

Ranged ◆ *arbalest* +20 (backstabber, magical, range increment 110 feet, reload 1), **Damage** 2d10+6 piercing

Elusive Hunter The lucky courser can Hide and Sneak in any natural terrain and in lesser cover from allies.

Feline Skirmish ◆ **Frequency** once per round; **Effect** The lucky courser can Interact to reload their arbalest, Step, and Strike, taking the actions in any order. The Step ignores difficult terrain.

(Continued on card 35)

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(Catfolk, lucky courser continued from card 34)

Head Shot ❖❯❯ (manipulate) The lucky courser Creates a Diversion and then Strikes. The target is dazzled until the end of the lucky courser's next turn on a successful Strike (or blinded on a critical hit).

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CHAMPION OF ROVAGUG CREATURE 5

MEDIUM HUMAN HUMANOID UNHOLY

Perception +10

Languages Common

Skills Athletics +13, Deception +10, Intimidation +12, Religion +8, Survival +8

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

Items greataxe, half plate, javelin (3)

AC 25; **Fort** +12, **Ref** +8, **Will** +10

HP 70

Champion's Aura (aura, divine) 15 feet. Any follower of Rovagug in the aura knows the champion is a champion of Rovagug. Enemies in the aura take a –1 circumstance penalty to saves against fear, and an enemy that ends its turn in the aura can't reduce the value of its frightened condition below 1. The aura can be suppressed or resumed with a single action, which has the concentrate trait, and ends if the champion falls unconscious.

Destructive Vengeance ↻ (divine) **Trigger** An enemy in the champion's aura damages the champion; **Effect** The champion increases the amount of damage they take by 2d6 and deals 2d6 spirit damage to the triggering enemy. In addition, until the end of the champion's next turn, the champion's Strikes against the triggering creature deals 2 extra spirit damage.

Speed 20 feet

Melee ❖ *fearsome greataxe* +13 (magical, sweep), **Damage** 1d12+8 slashing

Melee ❖ gauntlet +13 (agile, free-hand), **Damage** 1d4+8 bludgeoning

Ranged ❖ javelin +10 (thrown 30 feet), **Damage** 1d6+8 piercing

Champion Devotion Spells 1 Focus Point, DC 20; **3rd** *touch of the void* (*Player Core 2* 256)

(Continued on card 37)

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(Champion of Rovagug continued from card 36)

Axe Swipe ❖❖ The champion makes a melee Strike with a +1 circumstance bonus to the attack roll and compares the roll to the AC of up to two foes that are in reach and adjacent to each other. The champion rolls damage only once and applies it to each creature they hit. This counts as two attacks toward their multiple attack penalty.

Fearsome Armament The champion grants their greataxe the *fearsome* rune while they wield it.

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CHAMPION OF SHELYN — CREATURE 7

MEDIUM | HOLY | HUMAN | HUMANOID

Perception +15

Languages Common

Skills Athletics +17, Diplomacy +16, Performance +14, Religion +15, Society +12

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

Items crossbow (10 bolts), half plate, *+1 glaive*, religious symbol of Shelyn

AC 25; **Fort** +15, **Ref** +12, **Will** +15

HP 120

Champion's Aura (aura, divine) 15 feet. Any follower of Shelyn in the aura knows the champion is a champion of Shelyn. At the end of the champion's turn, each ally in the aura reduces its frightened value by 1. The aura can be suppressed or resumed with a single action, which has the concentrate trait, and ends if the champion falls unconscious.

Champion's Courage When the champion becomes frightened, they reduce the condition value by 1 (to a minimum of 0).

Liberating Step ↷ (divine) **Trigger** An enemy damages, grabs, or restrains the champion's ally, and both are in the champion's aura; **Effect** The champion frees an ally from restraint. If the trigger was an ally taking damage, the ally gains resistance 10 to all damage against the triggering damage.

The ally can attempt to break free of effects grabbing, restraining, immobilizing, or paralyzing them. They either attempt a new save against one such effect that allows a save or attempt to Escape from one effect as a free action. Whether or not it needed to escape, the ally can then Step as a free action if it's able to move.

Speed 20 feet

Melee ❖ *glaive* +18 (deadly d8, forceful, magical, reach), **Damage** 1d8+10 slashing plus 1d6 persistent vitality

(Continued on card 39)

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(Champion of Shelyn continued from card 38)

Melee ❖ fist +17 (agile, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning

Ranged ❖ crossbow +14 (range increment 120 feet, reload 1), **Damage** 1d8+6 piercing

Champion Devotion Spells 2 Focus Points, DC 22; **4th** *lay on hands* (*Player Core 2* 256), *protector's sacrifice* (*Player Core* 378)

Blessed Weapon If a champion's glaive Strike is a critical hit, the weapon deals an additional 1d6 persistent vitality damage, and they can force the target to move 5 feet in a direction of their choice.

Smite ❖ (concentrate) The champion chooses one enemy they can see. Their Strikes against that enemy gain a +4 status bonus to damage, or +8 if the target is unholy.

This benefit lasts until the start of the champion's next turn, but if the target takes a hostile action against the champion or one of their allies, the duration is extended until the end of the target's next turn (this can be extended indefinitely if the target keeps taking hostile actions on subsequent rounds).

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CHARLATAN CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +6

Languages Common

Skills Acrobatics +8, Deception +11, Diplomacy +9, Occultism +7, Performance +11, Society +7, Stealth +8, Thievery +8, Underworld Lore +9

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

Items disguise kit, lute, shortsword, thieves' toolkit, whip

Versatile Performance The charlatan can use their Performance skill to Make an Impression, to Demoralize, and they can use an acting Performance to Impersonate.

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

HP 40

Speed 25 feet

Melee ❖ shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+2 piercing

Melee ❖ whip +10 (disarm, finesse, nonlethal, reach, trip), **Damage** 1d4+2 slashing

Melee ❖ fist +10 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Occult Spontaneous Spells DC 20, attack +12; **2nd** (2 slots) *charm*, *illusory disguise*, *invisibility*; **1st** (3 slots) *disguise magic*, *illusory disguise*, *ventriloquism*; **Cantrips (2nd)** *daze*, *figment*, *message*, *prestidigitation, telekinetic hand*

Bard Composition Spells 1 Focus Point, DC 19; **1st** *counter performance* (*Player Core* 370); **Cantrips (1st)** *courageous anthem* (*Player Core* 370)

Sneak Attack The charlatan deals an extra 1d6 precision damage to off-guard creatures.

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CHRONICLER CREATURE 3

MEDIUM | HUMAN | HUMANOID

Perception +12

Languages Common

Skills Nature +10, Scribing Lore +13, Society +9, Survival +7, one additional Lore +10

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

Items crossbow (20 bolts), dagger, journal, leather armor, maps, *scroll of acid grip*, *scroll of heal*, staff

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AC 18; **Fort** +8, **Ref** +9, **Will** +10

HP 45

Live to Tell the Tale ↻ **Frequency** once per day; **Trigger** The chronicler would gain the dying condition; **Effect** The chronicler instead falls unconscious for 1d4 hours or until they regain 1 Hit Point.

Speed 25 feet

Melee ❖ dagger +8 (agile, versatile S), **Damage** 1d4+5 piercing

Melee ❖ staff +8 (two-hand d8), **Damage** 1d4+5 bludgeoning

Melee ❖ fist +8 (agile, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Ranged ❖ crossbow +7 (range increment 120 feet, reload 1), **Damage** 1d8+3 piercing

Ranged ❖ dagger +8 (agile, thrown 10 feet, versatile S), **Damage** 1d4+5 piercing

Primal Prepared Spells DC 20, attack +12; **2nd** *entangling flora*, *floating flame*; **1st** *fleet step*, *tailwind*, *vanishing tracks*; **Cantrips (2nd)** *frostbite*, *know the way*, *light*, *sigil*, *tangle vine*

Scroll Mastery The chronicler can activate any scroll of a 2nd-rank spell or lower, regardless of its magical tradition.

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CITY GUARD SQUADRON CREATURE 5

GARGANTUAN HUMAN HUMANOID TROOP

Perception +12

Languages Common

Skills Athletics +14, Intimidation +11, Settlement Lore +9

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

Seek Quarry City guards can spend 1 minute to designate a single creature for whom they have a physical description as their quarry. They gain a +2 circumstance bonus to Perception checks against their quarry.

AC 22; **Fort** +14, **Ref** +9, **Will** +11

HP 75 (4 segments); **Thresholds** 50 (3 segments), 25 (2 segments); **Weaknesses** area damage 5, splash damage 5

Troop Defenses

Speed 25 feet; city passage, troop movement

City Passage City guards ignore difficult terrain caused by crowds or from movement through narrow spaces such as alleyways.

Lower Halberds! ❖ to ❖❖❖ **Frequency** once per round; **Effect** The city guards engage in a coordinated melee attack against each enemy in a 10-foot emanation, with a DC 19 basic Reflex save. The damage depends on the number of actions.

❖ 1d10 piercing or slashing damage

❖❖ 1d10+7 piercing or slashing damage

❖❖❖ 1d10+10 piercing or slashing damage

Shoot Crossbows! ❖❖ The city guards draw or reload their crossbows, then launch a ranged attack in the form of a volley. This volley is a 10-foot burst within 120 feet that deals 2d8 piercing damage with a DC 19 basic Reflex save. When the city guards are reduced to 2 or fewer segments, this area decreases to a 5-foot burst.

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COMBAT ENGINEER CREATURE 1

MEDIUM HUMAN HUMANOID

Perception +7

Languages Common

Skills Athletics +8, Crafting +13, Engineering Lore +15, Warfare Lore +13

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

Items entrenching tool (functions as a pick), heavy crossbow (10 bolts), studded leather armor

Logistics Specialist In situations involving battlefield engineering or logistics, the combat engineer is a 5th-level challenge.

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

HP 20

Speed 25 feet

Melee ❖ entrenching tool +8 (fatal d10), **Damage** 1d6+3 piercing

Melee ❖ fist +8 (agile, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Ranged ❖ heavy crossbow +7 (range increment 120 feet, reload 2), **Damage** 1d10 piercing

Fortify (concentrate, exploration, manipulate) The combat engineer digs trenches and constructs earthen barricades at a rate of one 5-foot cube per hour. A combat engineer can instead direct the work of four allied Small or larger creatures to quadruple this rate.

Improvised Barricade ❖❖ (manipulate) **Requirements** The combat engineer has at least 5 Bulk of loose items or material within reach; **Effect** The combat engineer slaps together a 5-foot high barrier in an adjacent square. The barrier is an object with 10 Hit Points, 5 Hardness, AC 10, and it provides standard cover. After 1 minute, the barrier collapses under its own weight.

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COMMONER CREATURE –1

MEDIUM | HUMAN | HUMANOID

Perception +3

Languages Common

Skills Athletics +5, Lore (any one related to their trade) +6, Society +2

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

Items sickle

AC 13; **Fort** +6, **Ref** +3, **Will** +3

HP 10

Speed 25 feet

Melee ❖ sickle +5 (agile, trip), **Damage** 1d4+2 slashing

Melee ❖ fist +5 (agile, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Ranged ❖ rock +3 (thrown 10 feet), **Damage** 1d4+2 bludgeoning

Power of the Mob When three or more commoners are adjacent to each other, each commoner gets a +1 circumstance bonus to Athletic checks to Shove, attack rolls, and damage rolls.

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CONSCRIPT SQUAD CREATURE 3

GARGANTUAN HUMAN HUMANOID TROOP

Perception +8

Languages Common

Skills Athletics +9

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

Untrained Rabble At the start of each of its turns, the conscript squad must succeed at a DC 10 Will save or be confused that turn.

AC 18; **Fort** +11, **Ref** +9, **Will** +6; –2 circumstance to all saves vs. fear

HP 54 (4 segments); **Thresholds** 36 (3 segments), 18 (2 segments); **Weaknesses** area damage 5, splash damage 5

Troop Defenses

Speed 25 feet; troop movement

Indiscriminate Assault ❖ to ❖❖❖ **Frequency** once per round; **Effect** The conscript squad lashes out at each other creature in a 5-foot emanation, friend and foe, with a DC 17 basic Reflex save. The damage depends on the number of actions.

❖ 1d8 piercing damage

❖❖ 1d8+4 piercing damage

❖❖❖ 2d8+4 piercing damage

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CONSPIRACIST CREATURE 0

MEDIUM HUMAN HUMANOID

Perception +8

Languages Common

Skills Conspiracy Lore +11, Deception +10, Occultism –1, Performance +10, Society +11

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

Items signal whistle, writing set

Compulsive Liar The conspiracist can use Deception instead of Diplomacy to Make an Impression or Request. Any creature attempting a Perception check to Sense Motive against the conspiracist gets a result one degree of success worse than they rolled.

Social Specialist For encounters involving deception and social manipulation, the conspiracist is a 4th-level challenge.

AC 14; **Fort** +4, **Ref** +6, **Will** +10

HP 15

Evoke Pity ↷ (auditory, concentrate, emotion, linguistic, mental) **Trigger** An enemy reduces the conspiracist to below half their maximum HP; **Effect** The conspiracist begs their assailants to "see reason" and let them live. The conspiracist attempts a single Performance check against the Will DCs of all enemies in a 30-foot emanation. Any creature the attempt succeeds against takes a –2 circumstance penalty to damaging attacks without the nonlethal trait they make against the conspiracist for 10 minutes.

Speed 25 feet

Melee ❖ fist +4 (agile, finesse, nonlethal, unarmed), **Damage** 1d4 bludgeoning

(Continued on card 47)

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(Conspiracist continued from card 46)

Sow Doubt ❖❖ (auditory, concentrate, emotion, linguistic, mental) The conspiracist argues that their enemies have been hoodwinked into attacking them by nefarious powers. The conspiracist attempts a single Deception check against the Will DCs of all enemies that can hear them.

Critical Success The enemy fully believes the conspiracist, becoming stupefied 2 for 1 minute. If the creature was already stupefied 2, they become controlled by the conspiracist until the end of the encounter.

Success The enemy has trouble disbelieving the conspiracist's logic, becoming stupefied 1 for 1 minute. If they're already stupefied 1, they become stupefied 2.

Failure The enemy is unconvinced, but a seed of doubt remains.

Critical Failure The enemy sees through the conspiracist's act, becoming immune to Sow Doubt for 24 hours.

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CONSTRUCTION WORKER CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +5

Languages Common

Skills Architecture Lore +15, Athletics +10, Crafting +13, Society +6

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

Items artisan's toolkit, bricks (4), chalk, safety gear (functions as leather armor), sledgehammer (functions as a maul)

Specialty Contractor For encounters involving architecture or construction, the construction worker is a 6th-level challenge.

AC 17; **Fort** +11, **Ref** +6, **Will** +7

HP 35

Speed 25 feet

Melee ❖ maul +10 (shove), **Damage** 1d12+4 bludgeoning

Melee ❖ fist +10 (agile, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Melee ❖ brick +6 (thrown 10 feet), **Damage** 1d6+4 bludgeoning

By Design (exploration) The construction worker spends 1 minute inspecting the layout of a room and attempts a DC 22 Architecture Lore check. On a success, they learn the size and layout of all adjacent rooms on the same floor (or all rooms on the floor on a critical success). They can inspect each room only once per day.

Demolishing Swing ❖❖ The construction worker makes a maul Strike against a creature. If it hits, the creature is pushed 10 feet. If the target is wearing metal armor, its armor also takes the damage, which bypasses 5 of the armor's Hardness.

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COURT HISTORIAN CREATURE -1

MEDIUM HUMAN HUMANOID

Perception +7

Languages Common

Skills Genealogy Lore +13, Lore (their noble court) +13, Lore (their settlement) +13, Scribing Lore +13, Society +9

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

Items court record, fine clothing, inkwell, writing set

Historical Specialist In matters regarding history or court records, the court historian is a 5th-level challenge.

Records Don't Lie The court historian has a Perception DC of 25 against Deception checks asserting false current or historical events.

AC 13; **Fort** +3, **Ref** +5, **Will** +9

HP 7

Speed 25 feet

Melee ❖ fist +5 (agile, finesse, nonlethal, unarmed), **Damage** 1d4 bludgeoning

Ranged ❖ inkwell +5 (thrown 10 feet), **Damage** 1d4 bludgeoning

Distracting Diatribe ❖ (auditory, linguistic, mental) The court historian monotonously recites facts to distract a creature within 30 feet that can hear them. The target is off-guard for 1 round.

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COURT JESTER CREATURE 10

MEDIUM HUMAN HUMANOID

Perception +21

Languages Common, up to 4 others

Skills Acrobatics +22, Deception +19, Diplomacy +19, Performance +22, Society +19, Stealth +19

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

Items *+1 striking dagger* (3), face paints

AC 29; **Fort** +16, **Ref** +19, **Will** +22

HP 170; **Resistances** poison 10

Pointed Joke The court jester can use Performance instead of Intimidation to Demoralize.

Speed 30 feet

Melee ❖ *dagger* +22 (agile, finesse, magical, versatile S), **Damage** 2d4+8 piercing plus 4d4 persistent poison

Melee ❖ fist +21 (agile, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Ranged ❖ *dagger* +22 (agile, magical, thrown 10 feet, versatile S), **Damage** 2d4+8 piercing plus 4d4 persistent poison

Poisoned Blade The jester coats their dagger in poison. These daggers inflict an additional 4d4 persistent poison damage. The poison expires 1 hour after leaving the jester's possession.

No Peeking! ❖ The jester blows chalk or face powder in an adjacent enemy's face. The target must make a DC 29 Fortitude saving throw.

Critical Success The target is unaffected.

Success The target is dazzled for 1 round.

Failure target is dazzled and off-guard for 1 round.

Critical Failure The target is blinded for 1 round.

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COURTESAN CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +9 (+13 to Sense Motive)

Languages Common, plus two additional languages

Skills Art Lore +12, Deception +12, Diplomacy +12, Performance +13, Society +10

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

Items fine clothing, flute (or other handheld musical instrument), jewelry (worth 5 gp), sword cane

Group Impression When the courtesan Makes an Impression, they can compare their Diplomacy check result to the Will DCs of up to four targets instead of one.

Social Specialist When entertaining or socializing, the courtesan is a 5th-level challenge.

AC 17; **Fort** +6, **Ref** +7, **Will** +11

HP 25

Beguiling Presence (aura, emotion, mental) 10 feet. Creatures in the area that can observe the courtesan take a –2 status penalty on their Will DC against the courtesan's attempts to make a Request of them.

Speed 25 feet

Melee ❖ sword cane +9 (agile, concealable, finesse), **Damage** 1d6+3 piercing

Melee ❖ fist +9 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Cutting Remarks ❖ The courtesan levies insults or backhanded compliments, attempting to Demoralize a creature using their Performance modifier instead of Intimidation.

Words of Encouragement ❖ (auditory, emotion, linguistic, mental) The courtesan praises the performance of one ally who can hear them. The targeted ally ignores any circumstance and status penalties they have until the start of the courtesan's next turn. The target then becomes temporarily immune to this ability for 10 minutes.

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COVEN ASPIRANT CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +7

Languages Common, Fey, Jotun

Skills Deception +7, Intimidation +5, Medicine +5, Occultism +8, Stealth +7, Survival +5

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

Items cauldron, dagger, dart (4)

AC 15; **Fort** +7, **Ref** +7, **Will** +9 (shared confidence)

HP 35

Shared Confidence When a coven aspirant is within 30 feet of at least two allies, they and their allies gain a +1 status bonus to Will saves.

Speed 25 feet

Melee ❖ dagger +8 (agile, versatile S), **Damage** 1d4+4 slashing

Melee ❖ fist +8 (agile, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ❖ dart +7 (agile, thrown 20 feet), **Damage** 1d4+4 piercing

Occult Prepared Spells DC 18, attack +10; **1st** *fear*, *grim tendrils*, *ill omen*; **Cantrips (1st)** *daze, figment*, *light, prestidigitation, void warp*

Witch Hex Spells 1 Focus Point, DC 18; **1st** *needle of vengeance* (*Player Core* 385); **Cantrips (1st)** *shroud of night* (*Player Core* 387)

Forge Pact ❖ (auditory, concentrate, linguistic, mental, occult) The coven aspirant forms a temporary coven with two or more willing creatures within 30 feet, all of whom must be able to cast spells. Members of the temporary coven can cast *charm*, *entangling flora,* and *illusory disguise* as 2nd-rank occult innate spells at will, using DC 17 or their spellcasting DC, whichever is higher. The coven is dissolved after 3 rounds or when all but one member is dead, whichever comes first. A creature can be a member of only one temporary coven at a time and can join a temporary coven no more than once per 24 hours.

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CRIME KINGPIN — CREATURE 12

MEDIUM | HUMAN | HUMANOID

Perception +22 (+24 to Sense Motive)

Languages Common

Skills Athletics +25, Deception +24, Diplomacy +22, Intimidation +28, Society +24, Stealth +23, Thievery +24, Underworld Lore +24

Str +3, **Dex** +5, **Con** +3, **Int** +2, **Wis** +2, **Cha** +6

Items *+1 striking hand crossbow* (10 bolts), *+1 leather armor*, *potion of flying*, *moderate potion of healing* (2), *+1 striking rapier*

AC 32; **Fort** +23, **Ref** +23, **Will** +22

HP 250

Kingpin's Presence (aura, emotion, mental) 30 feet. Allies in the aura gain a +2 status bonus to saving throws against mental effects.

Deny Advantage The crime kingpin isn't off-guard to creatures of 12th level or lower that are hidden, undetected, flanking, or using surprise attack.

Reactive Strike ↻

You'll Pay for That ↻ (auditory, concentrate, emotion, linguistic, mental) **Trigger** An enemy damages the kingpin; **Effect** The kingpin issues a vendetta against the enemy. Each of the kingpin's allies who hears the command gains a +5 status bonus to their next damage roll against that enemy.

Speed 25 feet

Melee ❖ *rapier* +26 (deadly d8, disarm, finesse, magical), **Damage** 2d6+11 piercing

Melee ❖ fist +26 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+11 bludgeoning

Ranged ❖ *hand crossbow* +26 (magical, range increment 60 feet, reload 1), **Damage** 2d6+8 piercing

(Continued on card 54)

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(Crime Kingpin continued from card 53)

Fencing Brawl ❖❖ The kingpin attempts a rapier Strike followed by a Disarm or Grapple attempt against the same enemy. These count as one attack for the kingpin's multiple attack penalty, and the penalty doesn't increase until after both attacks.

Kick Away ↷ **Trigger** The kingpin knocks an item out of a creature's grasp using Disarm; **Effect** The kingpin kicks the weapon up to 20 feet in any direction. If the kingpin kicks the weapon into an ally's square, that ally can catch the weapon as a free action, Releasing anything else they're holding if necessary.

Kingpin's Command ❖ (auditory, concentrate, linguistic, mental) The crime kingpin shouts a command to an ally of their choice. That ally can spend a reaction to Stride and Strike. The ally becomes immune to Kingpin's Command for 24 hours.

Sneak Attack The crime kingpin deals an additional 3d6 precision damage to off-guard creatures.

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CULT LEADER CREATURE 7

MEDIUM HUMAN HUMANOID

Perception +14

Languages Common

Skills Arcana +13, Cult Lore (applies to the leader's own cult) +19, Deception +16, Diplomacy +14, Intimidation +16, Occultism +17, Society +13

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

Items ceremonial robes, indecipherable book of sigils (spellbook), *+1 shortsword*

AC 23; **Fort** +12, **Ref** +15, **Will** +18

HP 95

Protect the Master! ↷ (auditory, concentrate, emotion, linguistic, mental, move) **Trigger** The cult leader is targeted with an attack, and a lower-ranking cultist is adjacent to them; **Effect** The cult leader orders their cultist to leap in front of the attack. The cultist and cult leader swap places, and the cultist becomes the target of the attack. If the cultist has Fanatical Frenzy or a similar ability, they can activate it as a reaction if they take damage from the triggering attack.

Speed 25 feet

Melee ❖ *shortsword* +16 (agile, finesse, magical, versatile S), **Damage** 1d6+6 piercing plus 2d8 void

Melee ❖ fist +15 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Occult Spontaneous Spells DC 26, attack +18; **4th** (3 slots) *honeyed words*, *outcast's curse*, *suggestion*; **3rd** (4 slots) *enthrall*, *grim tendrils*, *haste*, *mind reading*; **2nd** (4 slots) *augury*, *calm*, *laughing fit*, *stupefy*; **1st** (4 slots) *bless*, *illusory disguise*, *lock*, *phantasmal minion*; **Cantrips (4th)** *daze*, *detect magic*, *guidance*, *shield*, *void warp*

(Continued on card 56)

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(Cult Leader continued from card 55)

Gather Converts ◆◆◆ (auditory, concentrate, emotion, linguistic, mental)
With a short emotional phrase, the cult leader tries to sway the public to do their bidding. The cult leader tries to convince up to four bystanders in a crowd to cause a commotion, turn against a person or group, leave the area, protect the cult leader, or calm down. The cult leader attempts a single Deception check against the highest Perception DC among the targets.

Critical Success The targets believe the lie and act as directed for 1 minute. Additionally, one bystander remains by the cult leader's side, influenced enough to join the cult. All other targets become wise to the cult leader after 1 minute, at which point their attitude toward the leader worsens by one step.

Success As a critical success, but no bystander joins the cult permanently.

Critical Failure The crowd is unmoved and unamused, and their attitude toward the cult leader worsens by one step.

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CULTIST CREATURE 1

MEDIUM HUMAN HUMANOID

Perception +4

Languages Common

Skills Cult Lore (for the cultist's own cult) +8, Deception +3, Intimidation +3, Occultism +4, Society +4, Stealth +6

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

Items cultist garb (functions as leather armor), dagger, occult text

AC 17; **Fort** +7, **Ref** +8, **Will** +4 (or +2 vs. higher-ranking members of the cult)

HP 20

Speed 25 feet

Melee ❖ dagger +7 (agile, versatile S), **Damage** 1d4+4 piercing

Melee ❖ fist +7 (agile, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ❖ dagger +6 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing

Fanatical Frenzy ❖ **Requirements** The cultist has taken damage and is neither fatigued nor already in a frenzy; **Effect** The cultist flies into a frenzy that lasts 1 minute. While frenzied, the cultist gains a +1 status bonus to attack rolls and a +2 status bonus to damage rolls, and they take a –2 penalty to AC. The cultist can't voluntarily stop their frenzy. After their frenzy, the cultist is fatigued.

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CURSE MONGER CREATURE 14

RARE MEDIUM HUMAN HUMANOID

Perception +23

Languages Aklo, Chthonian, Common, Daemonic, Fey

Skills Arcana +25, Deception +25, Intimidation + 23, Occultism +29, Stealth +24

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

Items *+1 resilient explorer's clothing*, *+1 striking wounding sickle, scroll of fly*

Incurable Curse (curse) The curse monger is permanently clumsy 1, drained 1, enfeebled 1, or stupefied 1 by a curse that can't be removed from them in any way. The GM chooses the condition and decides whether the curse is arcane, divine, occult, or primal.

AC 35; **Fort** +23, **Ref** +25, **Will** +26; –2 to all saves vs. curses

HP 230

Cursed Aura (aura, curse, occult) 30 feet. The very earth and air around the curse monger are poisoned by the curses that burden their soul. Any creature who enters or starts their turn in the aura must succeed at a DC 31 Will save or be doomed 1 (or doomed 2 on a critical failure). Regardless of the result of its save, the creature is then temporarily immune for 1 hour.

Speed 25 feet

Melee ❖ *sickle* +25 (agile, finesse, magical, trip), **Damage** 2d4+13 slashing plus 1d6 persistent bleed

Melee ❖ fist +24 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+13 bludgeoning

(Continued on card 59)

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(Curse Monger continued from card 58)

Occult Spontaneous Spells DC 37, attack +29; **7th** (3 slots) *cursed metamorphosis*, *dominate*, *possession*; **6th** (3 slots) *never mind*, *phantasmal calamity*, *spellwrack*; **5th** (3 slots) *false vision*, *mariner's curse*, *wave of despair*; **4th** (3 slots) *blood vendetta*, *outcast's curse*, *vision of death*; **3rd** (3 slots) *hypercognition*, *slow*, *mind reading*; **2nd** (3 slots) *darkness*, *laughing fit*, *paranoia;* **1st** (3 slots) *bane*, *fear*, *ill omen*; **Cantrips (7th)** *daze*, *figment*, *telekinetic hand*, *message*, *void warp*

Share Burden ❖ (concentrate, curse) The curse monger shares their awful burden with one creature they can see within 120 feet. The target must succeed at a DC 37 Will save or be afflicted with the same condition as the curse monger's incurable curse for 24 hours. On a critical failure, the curse's value is 2. The curse lasts for 24 hours but can be removed (unlike the incurable curse), and ends if the curse monger dies. This action has the same tradition trait as incurable curse.

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DANCER CREATURE 1

MEDIUM HUMAN HUMANOID

Perception +4

Languages Common

Skills Acrobatics +7, Athletics +7, Diplomacy +6, Performance +13 (+15 when dancing), Stealth +6, Theater Lore +5

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

Items dagger (3), jewelry and clothes (worth 10 gp)

Dance Specialist For encounters involving contests of dancing, the dancer is a 5th-level challenge.

AC 16; **Fort** +6, **Ref** +8, **Will** +3

HP 20

Speed 25 feet

Melee ❖ dagger +7 (agile, finesse, versatile S), **Damage** 1d4+3 piercing

Melee ❖ foot +7 (agile, finesse, nonlethal), **Damage** 1d4+3 bludgeoning

Ranged ❖ dagger +7 (agile, thrown 10 feet, versatile S), **Damage** 1d4+3 piercing

Fascinating Dance ❖ **Frequency** once per round; **Effect** The dancer Strides up to their Speed. Once during this movement, when the dancer is adjacent to a creature, the dancer can attempt to mesmerize that creature, who attempts a DC 17 Will save. On a failure, that creature is fascinated with the dancer until the end of its next turn.

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DEDICATED DRUID CREATURE 7

MEDIUM HUMAN HUMANOID

Perception +15; lifesense (imprecise) 30 feet

Languages Common, Wildsong

Skills Diplomacy +14, Intimidation +12, Nature +17, Religion +15, Stealth +13, Survival +17

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

Items hide armor, *scroll of revealing light* (2), *+1 spear*, wooden shield (Hardness 3, HP 12, BT 6)

Plant Empathy The dedicated druid can ask questions of, receive answers from, and use the Diplomacy skill with plants and fungus.

AC 24; **Fort** +12, **Ref** +13, **Will** +15

HP 100

Shield Block ↻

Speed 25 feet

Melee ❖ *spear* +16 (magical), **Damage** 1d6+8 piercing

Melee ❖ fist +15 (agile, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Ranged ❖ *spear* +14 (magical, thrown 20 feet), **Damage** 1d6+8 piercing

Primal Prepared Spells DC 25, attack +17; **4th** *fly, lightning bolt*; **3rd** *earthbind, fireball, wall of thorns*; **2nd** *entangling flora, mist, one with plants*; **1st** *air bubble, gentle landing, gust of wind*; **Cantrips (4th)** *electric arc, ignition, know the way, tangle vine, vitality lash*

Druid Order Spells 1 Focus Point, DC 25; **4th** *cornucopia* (*Player Core* 382)

Nature's Patient Healing ❖❖❖ (primal) **Requirement** The dedicated druid is in a natural environment; **Effect** The dedicated druid camouflages themself to blend in with the surrounding area, sprouting leaves or covering themself with scree. They gain concealment until the end of their next turn, they can Hide with a +4 circumstance bonus, and they recover 4d8 Hit Points. If the druid moves or otherwise leaves their space, these benefits end.

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DEIFIC CHAMPION OF IOMEDAE — CREATURE 12

RARE MEDIUM HOLY HUMAN HUMANOID

Perception +19

Languages Common, Empyrean

Skills Athletics +25, Diplomacy +22, Intimidation +26, Religion +23

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

Items *+1 striking crossbow* (20 bolts), *+1 resilient full plate*, *+1 striking longsword, potion of flying*, religious symbol of Sarenrae, steel shield

Blessed Shield In the deific champion's hands, a shield gains the *moderate reinforcing rune*, giving it Hardness 8, 84 HP, and BT 42.

Deific Reactions At the start of each of their turns, the deific champion gains an additional reaction they can only use to make a Reactive Strike or to Shield Block.

AC 33 (35 with shield raised); **Fort** +23, **Ref** +19, **Will** +22

HP 220

Champion's Aura (aura, divine) 15 feet. Any follower of Iomedae in the aura knows the champion is a champion of Iomedae. At the end of the champion's turn, each ally in the aura reduces its frightened value by 1. The aura can be suppressed or resumed with a single action, which has the concentrate trait, and ends if the champion falls unconscious.

Champion's Courage When the champion becomes frightened, they reduce the condition value by 1 (to a minimum of 0).

Exalted Retributive Strike ↻ (divine) **Trigger** An enemy damages the deific champion's ally, and both are in the deific champion's aura; **Effect** The ally gains resistance 14 to all damage against the triggering damage. If the enemy is within reach, the deific champion makes a melee Strike against it. Each ally in the champion's aura can spend a reaction to Strike the target with a –5 penalty.

Reactive Strike ↻

Shield Block ↻

(Continued on card 63)

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(Deific Champion of Iomedae continued from card 62)

Will Not Fall ◈ **Trigger** The deific champion's Hit Points are reduced to 0 for the first time that day; **Effect** The champion presses on, refusing to fail their god. They remain standing with 25 Hit Points.

Speed 20 feet

Melee ❖ *longsword* +26 (magical, versatile P), **Damage** 2d8+13 slashing

Melee ❖ fist +25 (agile, nonlethal, unarmed), **Damage** 1d4+13 bludgeoning

Ranged ❖ *crossbow* +23 (magical, range 120 feet, reload 1), **Damage** 2d8+5 piercing

Champion Devotion Spells 2 Focus Points, DC 30; **6th** *champion's sacrifice* (*Player Core 2* 257), *lay on hands* (*Player Core 2* 256)

Will Not Falter ❖❖ **Effect** The deific champion declares their devotion to their deity and their cause. They Stride, then make a melee Strike. If the Strike hits an enemy, all allies within their champion's aura gain a +2 status bonus to attack rolls and saving throws against fear until the start of the deific champion's next turn.

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DEIFIC VESSEL OF URGATHOA CREATURE 15

RARE MEDIUM DIVINE HUMAN HUMANOID UNHOLY

Perception +27; lifesense 60 feet

Languages Common, Necril; *truespeech*

Skills Athletics +26, Deception +27, Intimidation +29, Religion +31, Undead Lore +33

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

Items *+2 resilient explorer's clothing*, scythe

Mark of Fate (curse, divine) A creature that slays the deific vessel must succeed at a DC 35 Will save or be visibly marked as anathema to Urgathoa. It gains weakness 10 to unholy and takes a –2 circumstance penalty to Charisma-based skill checks against followers of Urgathoa. Creatures attempting to Gather Information about or Track the marked creature gain a +2 circumstance bonus to their checks.

The mark can't be hidden and can be removed only by participating in an *atone* ritual led by a worshipper of Urgathoa who is 12th level or higher.

AC 35; **Fort** +28, **Ref** +24, **Will** +26

HP 300; **Immunities** death effects, disease, paralyzed, unconscious; **Resistances** void 15; **Weaknesses** holy 15

Void Tendrils (aura, divine, void) 30 feet. When a creature in the aura would be healed by a vitality effect, the healing is reduced by 15 and the deific vessel regains 15 Hit Points.

Limited Lifespan (divine) The deific vessel takes 25 damage at the end of its turn if it Cast a Spell, used Borrow Time, or made a Strike that turn. This damage ignores resistance.

Shattered Vessel (divine, unholy) When the deific vessel dies, the divine power barely contained within their form explodes outward, dealing 6d8 spirit damage to each creature in a 30-foot emanation with a DC 33 basic Reflex save.

(Continued on card 65)

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(Deific Vessel of Urgathoa continued from card 64)

Speed 25 feet, fly 25 feet

Melee ❖ *decaying frost scythe* +28 (deadly d10, death, magical, trip, unholy), **Damage** 3d10+11 slashing plus 1d6 cold and 1d4 void

Melee ❖ *decaying frost fist* +28 (agile, death, magical, unarmed, unholy), **Damage** 3d4+11 bludgeoning plus 1d6 cold and 1d4 void

Ranged ❖ grave pulse +27 (cold, death, ranged 120 feet, unholy, void) **Damage** 3d6 cold plus 2d8 void

Divine Innate Spells DC 39, attack +31; **8th** *dominate*, *harm* (×4), *mask of terror*; **7th** *divine decree, eclipse burst, execute*; **6th** *truesight*, *vampiric exsanguination, zealous conviction*; **4th** *harm* (at will); **Cantrips (8th)** *detect magic*, *divine lance*, *message*; **Constant (5th)** *truespeech*

Borrow Time ❖ (divine, void) The vessel chooses two different creatures in their void tendrils aura. Each one must be either undead or the vessel themself. One target loses 25 HP and the other regains that many HP. If a target is unwilling, it can negate the transfer with a successful DC 39 Fortitude save.

Grave Chill (divine) The vessel's unarmed attacks and scythe gain the *+2 decaying frost greater striking* runes when used by the vessel, and their Strikes gain the death trait.

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DELUDED MOB CREATURE 4

GARGANTUAN HUMAN HUMANOID TROOP

Perception +7

Languages Common

Skills Athletics +12, Conspiracy Lore +6, Intimidation +9

Str +6, **Dex** +1, **Con** +4, **Int** +0, **Wis** –1, **Cha** +1

Irrational The deluded mob is severely disconnected from reality. Diplomacy checks to Make an Impression or otherwise sway their worldview automatically fail.

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

HP 75 (4 segments); **Thresholds** 50 (3 segments), 25 (2 segments); **Weaknesses** area damage 5, splash damage 5

Troop Defenses

Victim Complex As they lose members, the deluded mob takes the opposition against them as proof that they're right, bolstering their resolve. The deluded mob gains a +2 circumstance bonus to Will saves at 50 or fewer Hit Points, or a +4 circumstance bonus at 25 HP or fewer.

Speed 25 feet; troop movement

Flail Desperately ◆ to ◆◆◆ **Frequency** once per round; **Effect** The deluded mob uses their fists, wooden planks, and anything else they can pick up to attack each enemy in a 5-foot emanation with fervor, if not coordination (DC 18 basic Reflex save). The damage depends on the number of actions.

- ◆ 1d8 piercing or bludgeoning damage
- ◆◆ 1d8+6 piercing or bludgeoning damage
- ◆◆◆ 2d8+6 piercing or bludgeoning damage

Surrounded When they feel cornered, the mob lashes out more recklessly. While the deluded mob is flanked, Flail Desperately and Throw Detritus are DC 17 and deal an additional 2 damage per action spent on the activity.

(Continued on card 67)

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(Deluded Mob continued from card 66)

Throw Detritus ❖❖ The deluded mob hurls detritus in a 10-foot burst within 30 feet that deals 2d8 bludgeoning damage with a DC 18 basic Reflex save. When the mob is reduced to 2 or fewer segments, this area decreases to a 5-foot burst.

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DEMOLITIONIST CREATURE 4

MEDIUM HUMAN HUMANOID

Perception +10

Languages Common

Skills Athletics +9, Crafting +12, Explosive Lore +14, Intimidation +10, Thievery +11

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

Items bag of explosives (10 dynamite, 5 mines, 1 wall charge), leather armor, light mace

AC 20; **Fort** +11, **Ref** +13, **Will** +6

HP 60; **Resistances** fire 5

Explosive Demise (fire) When the demolitionist is reduced to 0 Hit Points while they have any explosives still in their bag, the remaining explosives detonate, unleashing an explosion of fire upon all creatures in a 30-foot emanation. Each creature in the area takes 3d6 fire damage with a DC 19 Reflex save.

Replenish Explosives The demolitionist can replenish their stock of explosives with 4 hours of downtime.

Speed 25 feet

Melee ❖ light mace +13 (agile, finesse, shove), **Damage** 1d4+7 bludgeoning

Melee ❖ fist +13 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+7 bludgeoning

Plant Mine ❖ to ❖❖ (fire, manipulate) The demolitionist plants a mine in an adjacent square. If a creature moves onto a space with a mine, the mine explodes. This deals 3d8 fire damage to the creature with a DC 21 basic Reflex save. The demolitionist can use 2 actions to Plant a Mine to hide the mine, granting it a Stealth DC of 21. Creatures that didn't see the mine as it was planted must actively search for it (using the Search activity while exploring or the Seek action in an encounter).

(Continued on card 69)

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(Demolitionist continued from card 68)

Toss Dynamite ◆◆◆ (fire, manipulate) The demolitionist quickly throws a stick of dynamite up to 20 feet away that explodes in 5-foot burst. Creatures within the burst take 4d4 fire damage with a DC 21 basic Reflex save.

Wall Charge ◆◆◆ (fire, manipulate) the demolitionist plants a powerful wall charge on a flat surface such as a door or wall. Once the charge is planted, it explodes after 1 minute, dealing 60 fire damage to the surface and ignoring up to 15 of the surface's Hardness. The explosive also deals 5d6 fire damage to creatures within 30 feet of the explosive with a basic Reflex save DC 25.

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DEMONOLOGIST CREATURE 7

MEDIUM HUMAN HUMANOID

Perception +15

Languages Chthonian, Common

Skills Academia Lore +14, Arcana +16, Demon Lore +18, Diplomacy +11 (+13 with demons), Religion +15

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

Items *+1 longspear*, robes, *Fiendish Hypotheses and Protections from Same* (spellbook)

Demonic Temptation (divine, mental) Demonic study has garnered the attention of at least one demon who is actively trying to possess the demonologist. When the demonologist publicly espouses the benefits of demonic power (whether they believe it a good thing or not), they gain a +1 status bonus to skill checks, AC, and saves for 1 day. These bonuses don't apply against demons. At the end of the day, the demonologist must attempt a DC 20 Will save, becoming possessed for 1 day on a failure (or permanently on a critical failure).

AC 22; **Fort** +13, **Ref** +12, **Will** +15

HP 100

Speed 25 feet

Melee ❖ *longspear* +17 (magical, reach), **Damage** 1d8+9 piercing

Melee ❖ fist +16 (agile, nonlethal, unarmed), **Damage** 1d4+9 bludgeoning

Arcane Prepared Spells DC 25, attack +17; **4th** *clairvoyance*, *dispelling globe*, *wall of fire*; **3rd** *acid grip*, *fireball*, *grease*, *slow*; **2nd** *blur*, *environmental endurance*, *laughing fit*, *see the unseen*; **1st** *fear* (×2), *fleet step*, *mending*; **Cantrips (4th)** *caustic blast*, *daze*, *detect magic*, *light*, *read aura*

(Continued on card 71)

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(Demonologist continued from card 70)

Breach the Outer Rifts ◈ Requirements The demonologist's last action was to cast a non-cantrip spell; **Effect** The demonologist siphons energy drawn from the Outer Rifts into their weapon. Until the end of the turn, the weapon deals an extra 2d6 damage. Roll 1d20 to determine the type: 1–7 acid, 8–9 cold, 10–11 electricity, 12–18 fire, 19–20 void.

Demon Summoning The demonologist can cast a 5th-rank *summon fiend* arcane spell to summon a demon. To do so, they must sacrifice two 4th-rank prepared spells and voluntarily take 4d12 mental damage that can't be reduced or prevented. If the demonologist is unable to Sustain the Spell, including if they're knocked out or killed, the spell continues, but the GM rolls a DC 10 flat check each round, ending the spell on a failure.

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DEPARTMENTAL CHAIR CREATURE 7

MEDIUM HUMAN HUMANOID

Perception +16

Languages Common, up to 4 additional languages

Skills Academia Lore +25, Arcana +22, Diplomacy +15, Occultism +22, Society +17, one additional Lore +22

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

Items spellbook, *+1 staff*, writing kit

Veteran Researcher On the rare occasions the departmental chair still deals with their research, they are a 10th-level challenge.

AC 24; **Fort** +13, **Ref** +14, **Will** +18

HP 115

Speed 25 feet

Melee ❖ *staff* +13 (magical, two-hand d8), **Damage** 1d4+6 bludgeoning

Melee ❖ fist +12 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Arcane Prepared Spells DC 25, attack +17; **4th** *mountain resilience, wall of fire*; **3rd** *fireball* (×2), *haste, lightning bolt*; **Cantrips (4th)** *detect magic, ignition, prestidigitation, telekinetic hand*

Paper Pusher ❖ (arcane, concentrate, spellshape) The departmental chair has spent so much time dealing with bureaucracy recently that papers and forms have worked their way into the chair's spellcasting. If the departmental chair's next action is to Cast a Spell that deals energy damage, the spell conjures a burst of sharp-edged paper instead. Change the damage type to slashing, and the spell deals an additional 1d6 persistent bleed damage.

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DESPOT CREATURE 5

MEDIUM HUMAN HUMANOID

Perception +11

Languages Common, Diabolic

Skills Athletics +11, Deception +13, Diplomacy +11, Intimidation +13, Performance +13, Religion +11, Society +13, Warfare Lore +13

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

Items lesser darkvision elixir, *lesser healing potion* (2), spiked gauntlet

Persistent Lies Any creature deceived by the despot's Deception skill believes the deception more readily on the next day. Any later Perception checks attempted against the despot's Deception DC take a –2 circumstance penalty, as do other creatures' attempts to convince the creature otherwise, such as through Diplomacy or further Deception.

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

HP 60

Speed 25 feet

Melee ❖ spiked gauntlet +11 (agile, free-hand), **Damage** 1d4+6 piercing

Divine Spontaneous Spells DC 23, attack +14; **3rd** (3 slots) *chilling darkness*, *enthrall*, *harm*; **2nd** (4 slots) *blood vendetta*, *calm*, *floating flame*, *see the unseen*; **1st** (4 slots) *bane*, *command*, *fear*, *sanctuary*; **Cantrips (3rd)** *daze*, *ignition*, *message*, *shield, void warp*

Sorcerer Bloodline Spells 1 Focus Point, DC 23; **3rd** *diabolic edict* (*Player Core 2* 263)

Sorcerous Potency When the despot Casts a Spell from a spell slot that deals damage, they gain a status bonus to the spell's initial damage equal to the spell's rank.

Tongue of Flame When the despot casts *charm*, *diabolic edict*, *enthrall*, or *floating flame*, either a target takes 1 fire damage per spell rank, or the despot gains a +2 status bonus to Deception checks for 1 round.

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DIVER CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +9

Languages Common, Thalassic

Skills Acrobatics +10, Athletics +10, Nature +9, Ocean Lore +11, Thievery +9

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

Items trident

Adjusted Eyes Divers are used to the murky conditions underwater and train for them. If the diver spends 1 hour preparing for their dive, they have low-light vision while underwater.

Diving Specialist For encounters involving underwater exploration, the diver is a 10th-level challenge.

Skilled Diver The diver gains a +12 circumstance bonus to any skill check involved in underwater exploration activities and is considered a master in the skill for such checks. This bonus also applies to any initiative roll while the driver is underwater.

Strong Lungs The diver can hold their breath for up to 5 minutes (50 rounds).

Underwater Fighter The diver isn't off-guard underwater and doesn't take penalties for using a bludgeoning or slashing melee weapon in water.

AC 17; **Fort** +9, **Ref** +12, **Will** +6

HP 50

Underwater Awareness ↻ **Trigger** An enemy Strikes the diver while they're underwater; **Effect** The diver senses the movement of their enemy in the water and jerks back in time. They gain a +2 circumstance bonus to their AC against the triggering attack.

Speed 25 feet, swim 30 feet

Melee ❖ trident +12, **Damage** 1d8+5 piercing

Melee ❖ fist +12 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Ranged ❖ trident +12 (thrown 20 feet), **Damage** 1d8+5 piercing

Dive ❖ The diver moves up to twice their swim Speed downward.

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DOCKHAND CREATURE 0

MEDIUM | HUMAN | HUMANOID

Perception +3

Languages Common

Skills Acrobatics +3, Athletics +7, Intimidation +4, Labor Lore +4

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

Items empty bottle (3), whiskey (1 bottle), work clothes (functions as leather armor)

AC 14; **Fort** +7, **Ref** +5, **Will** +3

HP 20

Speed 25 feet

Melee ❖ fist +7 (agile, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Ranged ❖ bottle +5 (agile, thrown 15 feet), **Damage** 1d4+3 bludgeoning

Heft Crate ❖❖ (manipulate) **Requirements** The dockhand is adjacent to a crate; **Effect** The dockhand picks up a crate and heaves it up to 15 feet. Upon landing, the crate breaks open in a 5-foot burst. Each creature in the area takes 2d6 bludgeoning damage with a DC 13 basic Reflex save, and the area is difficult terrain until cleared.

Swig ❖❖ (manipulate) The dockhand Interacts to either draw a bottle of alcohol or pick up a nearby unattended bottle of alcohol, then drinks the whole thing. For 1 minute, the dockhand gains a +2 item bonus to melee damage rolls and saving throws against fear but is off-guard.

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DOG, EXPERIENCED HOUND CREATURE 7

MEDIUM ANIMAL

Perception +16; low-light vision, scent (imprecise) 60 feet

Skills Acrobatics +15, Athletics +17, Stealth +15, Survival +12

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

AC 24; **Fort** +15, **Ref** +14, **Will** +12

HP 115

Speed 35 feet

Melee ❖ jaws +16, **Damage** 2d6+9 piercing plus Knockdown

Drag ❖ **Requirements** The experienced hound is adjacent to a prone creature; **Effect** The experienced hound attempts an Athletics check to Grapple the prone creature. The experienced hound can then Step away from the target; if the target is grabbed by the hound, it is moved into the hound's previous square and remains grabbed.

Humane Bite The experienced hound doesn't take a penalty to make a nonlethal attack with its jaws.

Pack Attack The hound's Strikes deal 2d6 extra damage to creatures within the reach of at least two of the hound's allies.

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DRILL SERGEANT — CREATURE 8

MEDIUM | HUMAN | HUMANOID

Perception +16

Languages Common

Skills Athletics +18, Intimidation +20, Warfare Lore +18

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

Items chain shirt, javelin (6), *+1 striking longsword*

AC 25; **Fort** +14, **Ref** +15, **Will** +20

HP 120

Commanding Aura (aura, emotion, mental, visual) 60 feet. An ally that starts its turn in the aura gains 8 temporary Hit Points. These last until the start of the creature's next turn.

You Don't Have My Permission to Die! ↻ (auditory, emotion, fear, linguistic, mental) **Trigger** An allied creature within 30 feet would be reduced to 0 Hit Points; **Effect** With a stern rebuke, the drill sergeant berates the target for their failure. The creature avoids being knocked out and remains at 1 HP. The creature is then temporarily immune for 24 hours.

Speed 25 feet

Melee ❖ *longsword* +21 (magical, versatile P), **Damage** 2d8+12 slashing

Melee ❖ fist +20 (agile, nonlethal, unarmed), **Damage** 1d4+12 bludgeoning

Ranged ❖ javelin +19 (thrown 30 feet), **Damage** 1d6+12 piercing

Chastising Enforcement ❖ (auditory, emotion, linguistic, mental) The drill sergeant exhorts a faltering comrade with a stern word and attempts an Intimidation check against the Will DC of one ally within 30 feet. On a success, the target's frightened condition is reduced by 2 and the drill sergeant can attempt to counteract one mental effect that ally is suffering from with a +18 counteract modifier. On a critical success, the drill sergeant also reduces the frightened condition of each other ally in a 10-foot emanation around the target by 1.

(Continued on card 78)

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(Drill Sergeant continued from card 77)

Keep Up With Me! ❖ (auditory, emotion, linguistic, mental) **Requirements** The drill sergeant's last action was a Strike that hit; **Effect** The drill sergeant shouts that one ally within 30 feet can't keep up with them. That ally gains a +3 status bonus to their attack roll on the next Strike they make before the start of the drill sergeant's next turn. If the ally is a troop, this bonus instead applies to the DC of their next offensive activity (such as Join the Fray for heavy cavalry).

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DRIVER CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +8

Languages Common

Skills Acrobatics +8, Athletics + 7, Deception +7, Driving Lore +8, Engineering Lore +8, Intimidation +7, Piloting Lore +8, Stealth +8

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

Items crowbar (functions as a pick), hand crossbow (10 bolts), leather armor

Driving Specialist For encounters involving driving, the driver is an 8th-level challenge. Rules for vehicles start on page 210 of *GM Core*.

Express Driver A driver can attempt a Driving Lore check to increase a vehicle's travel Speed when calculating the value for a day. The DC is determined by the GM but is typically based on the vehicle's piloting DC or the difficulty of traversing the environment, whichever is harder. On a success, increase the vehicle's travel Speed by half.

Skilled Driver The driver gains a +10 circumstance bonus to any skill check involved in driving a vehicle, and is considered a master in the skill for such checks. This bonus also applies to any initiative roll while the driver is piloting a vehicle.

AC 18; **Fort** +6, **Ref** +8, **Will** +6; +6 status to all defenses while driving

HP 28

Vehicle Block ↷ Requirements The driver is driving a vehicle; **Trigger** The driver would take damage from an attack or from a damaging effect that requires a Reflex save; **Effect** With swift steering, the driver puts the bulk of the vehicle in between themself and the problem, causing the vehicle to take the damage instead of the driver.

Speed 25 feet

Melee ❖ crowbar +7 (fatal d10), **Damage** 1d6+3 piercing

Melee ❖ fist +10 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

(Continued on card 80)

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(Driver continued from card 79)

Ranged ❖ hand crossbow +10 (range increment 60 feet, reload 1), **Damage** 1d6+2 piercing

Sideswipe ➲ **Requirements** The driver is taking a Drive action with a vehicle and moves the vehicle adjacent to a creature; **Effect** All creatures adjacent to the vehicle take the vehicle's collision damage with a basic Reflex save against the vehicle's collision DC. The vehicle continues to move normally after the Sideswipe.

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DROVER CREATURE 0

MEDIUM HUMAN HUMANOID

Perception +5

Languages Common

Skills Athletics +7, Livestock Lore +6, Nature +5, Survival +5

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

Items lasso, overalls (function as leather armor), signal whistle, sling (20 bullets), whip

Whistling Drovers can whistle instead of speaking when communicating simple messages (such as "go left," "split the herd," and "danger ahead") to other drovers or when using the Command an Animal action on their herding dogs.

AC 15; **Fort** +6, **Ref** +6, **Will** +5

HP 18

Speed 25 feet

Melee ❖ whip +7 (disarm, nonlethal, reach, trip), **Damage** 1d4+3 slashing

Melee ❖ fist +7 (agile, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Ranged ❖ sling +6 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+1 piercing

Hogtie ❖❖ **Requirements** A creature is grappled or restrained by the drover's lasso; **Effect** The drover can pull the grappled creature up to 20 feet. Then, if the creature is within reach, the drover hogties it, attempting to Grapple it again. On a success, the creature is restrained with the lasso, and the drover doesn't need to maintain the grapple. The hogtie lasts until the creature Escapes or the lasso is Forced Open. The drover can Interact to free a hogtied creature within reach.

Lasso ❖❖ The drover uses their lasso to Grapple a Large or smaller creature up to 20 feet away. They can continue to Grapple to keep their hold on the target so long as the target remains within 20 feet and they continue to hold the end of the lasso. In addition to the grabbed creature being able to Escape, a successful DC 16 Athletics check to Force Open can remove the lasso entirely.

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DRUID INITIATE CREATURE 1

MEDIUM HUMAN HUMANOID

Perception +7

Languages Common, Wildsong

Skills Diplomacy +3, Medicine +7, Nature +7, Stealth +4, Survival +7

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

Items healer's toolkit, leather armor, primal symbol, sling (10 bullets), staff

Plant Empathy The druid initiate can ask questions of, receive answers from, and use the Diplomacy skill with plants and fungus.

AC 15; **Fort** +5, **Ref** +4, **Will** +9

HP 18

Speed 25 feet

Melee ❖ staff +7 (two-hand d8), **Damage** 1d4+2 bludgeoning

Melee ❖ fist +7 (agile, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Ranged ❖ sling +6 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+1 bludgeoning

Spells Primal Spellcasting DC 17; **1st** *heal*, *thunderstrike*; **Cantrips (1st)** *detect magic*, *ignition*, *know the way*, *light*, *tangle vine*

Druid Order Spells 1 Focus Point, DC 17; **1st** *cornucopia* (*Player Core* 382)

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DRUNKARD CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +6

Languages Common

Skills Alcohol Lore +3, Athletics +7, Intimidation +8

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

Items drunkard's outfit (functions as padded armor), pewter mug

AC 17; **Fort** +10, **Ref** +8, **Will** +6

HP 40

Speed 25 feet

Melee ❖ fist +9 (agile, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Ranged ❖ pewter mug +8 (thrown 10 feet), **Damage** 1d4+3 bludgeoning

Drunken Flailing ❖ **Requirements** The drunkard is raging; **Effect** The drunkard attempts two fist Strikes, each against a different creature.

Drunken Rage ❖ (concentrate, emotion, mental) **Requirements** The drunkard is drunk, and isn't fatigued or raging; **Effect** The drunkard flies into a drunken rage. They gain 6 temporary Hit Points that last until the drunken rage ends. While raging, they deal 4 additional damage with melee attacks and take a –1 penalty to AC. The drunkard can't use concentrate actions except Seek. The rage lasts for 1 minute, until the drunkard falls unconscious, or until the drunkard sobers up. The drunkard can't voluntarily stop raging. Once the rage ends, the drunkard can't gain temporary HP from this action for 1 minute.

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DWARF BATTALION CREATURE 6

GARGANTUAN DWARF HUMANOID TROOP

Perception +13; darkvision

Languages Common, Dwarven

Skills Athletics +15, Survival +13, Warfare Lore +11

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

AC 22; **Fort** +16, **Ref** +11, **Will** +13

HP 105 (4 segments); **Thresholds** 70 (3 segments), 35 (2 segments); **Weaknesses** area damage 5, splash damage 5

Dwarven Doughtiness Dwarves are often calm and collected in the face of imminent danger. At the end of the battalion's turn, reduce its frightened condition by 2 instead of 1.

Troop Defenses

Reactive Strike ↻

Shield Block ↻

Speed 20 feet; troop movement

Bombing Barrage ❖❖ The dwarf battalion draws alchemical bombs, then hurls them at distant foes. This volley is a 10-foot burst within 60 feet that deals 3d6 damage with a DC 21 basic Reflex save. The damage is either acid, fire, or electricity damage, depending on which type of bombs the battalion used. When the dwarf battalion is reduced to 2 or fewer segments, this area decreases to a 5-foot burst.

Coordinated Pummel ❖ to ❖❖❖ **Frequency** once per round; **Effect** The dwarf battalion unleashes a storm of warhammer blows against each enemy in a 5-foot emanation (DC 21 basic Reflex save). The damage depends on the number of actions.

❖ 1d8 bludgeoning damage

❖❖ 2d8+5 bludgeoning damage

❖❖❖ 3d8+5 bludgeoning damage

(Continued on card 85)

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(Dwarf Battalion continued from card 84)

Dwarven War Song ❖ (auditory, concentrate, emotion, fear, mental) The battalion joins together to sing a traditional song of battle. Each enemy in a 30-foot emanation must succeed at a DC 23 Will save or be frightened 1 (or frightened 2 on a critical failure). Each enemy is then temporarily immune for 10 minutes.

Shields Up! ↷ The battalion raises their steel shields. It gains a +2 circumstance bonus to AC and Reflex saves until the start of its next turn.

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DWARF GENERAL — CREATURE 8

MEDIUM | DWARF | HUMANOID

Perception +16; darkvision

Languages Common, Dwarven

Skills Athletics +19, Diplomacy +12, Intimidation +14, Medicine +15, Society +13, Survival +15, Warfare Lore +15

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

Items arbalest (10 bolts), clan dagger, full plate, steel shield (Hardness 5, HP 20, BT 10), *+1 striking warhammer*

Opening Orders (auditory, linguistic) ◆ **Trigger** The dwarf general rolls initiative and can see at least one enemy; **Effect** The general unleashes a command to ready for combat. Each ally within 120 feet that can hear the general can either Raise a Shield or Step as a free action when it rolls initiative.

AC 26; **Fort** +18, **Ref** +14, **Will** +16

HP 150

Dwarven Doughtiness Dwarves are often calm and collected in the face of imminent danger. At the end of the general's turn, reduce their frightened condition by 2 instead of 1.

Reactive Strike ↻ The dwarf general gains an additional reaction at the beginning of each of their turns that they can use only for a Reactive Strike.

Shield Block ↻

Speed 20 feet

Melee ◆ *warhammer* +20 (magical, shove), **Damage** 2d8+11 bludgeoning

Melee ◆ clan dagger +19 (agile, parry, versatile B), **Damage** 1d4+11 piercing

Melee ◆ fist +19 (agile, nonlethal, unarmed), **Damage** 1d4+11 bludgeoning

(Continued on card 87)

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(Dwarf General continued from card 86)

Ranged ❖ arbalest +15 (backstabber, range increment 110 feet, reload 1), **Damage** 1d10+6 piercing

Advancing Orders ❖ (auditory, linguistic) The dwarf general issues a command to push forward on the battlefield. Each ally who hears and understands this command becomes quickened until the end of its next turn but can use the extra action only to Step or Stride.

Hammer Critical Specialization When the general critically hits with a hammer, the target of the critical hit is knocked prone unless it succeeds at a DC 26 Fortitude save.

Sudden Charge ❖❖ **Frequency** once per round; **Effect** The dwarf general Strides twice. If they end their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.

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DWARF SMITH CREATURE 0

MEDIUM DWARF HUMANOID

Perception +5; darkvision

Languages Common, Dwarven

Skills Athletics +6, Crafting +12 (+13 blacksmithing), Society +6

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

Items artisan's toolkit (blacksmithing), clan dagger, leather apron (functions as padded armor), light hammer

Blacksmithing Specialist For encounters involving blacksmithing, the dwarf smith is a 5th-level challenge.

Temper Armament (downtime) The smith spends 1 day tempering a single suit of metallic armor, metallic shield, or metallic weapon. Tempering armor or a shield increases its Hardness by 1. Tempering a weapon grants the weapon a +1 circumstance bonus to damage rolls. Regardless of the item, the tempering remains for 3 days, after which item is temporarily immune to further tempering for 1 week as the technique would otherwise damage it.

AC 14; **Fort** +6, **Ref** +3, **Will** +5

HP 12; **Resistances** fire 1

Speed 20 feet

Melee ❖ light hammer +6 (agile), **Damage** 1d6+2 bludgeoning

Melee ❖ clan dagger +6 (agile, parry, versatile B), **Damage** 1d4+2 piercing

Melee ❖ fist +6 (agile, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Ranged ❖ light hammer +4 (agile, thrown 20 feet), **Damage** 1d6+2 bludgeoning

Crack the Shell ❖❖ The dwarf smith makes a Strike to break a creature's defenses. If the Strike hits and the creature is wearing armor with Hardness 9 or lower, the armor is broken. This Strike doesn't further damage armor that's already broken.

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DWARF, SPIRIT PRIEST CREATURE 5

MEDIUM DWARF HUMANOID

Perception +12; darkvision

Languages Common, Dwarven, Empyrean, Fey, Petran, Pyric

Skills Athletics +12, Diplomacy +12 (+14 with spirits and haunts), Dwarf Lore +10, Occultism +10, Religion +14

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

Items clan dagger

AC 19; **Fort** +12, **Ref** +9, **Will** +14

HP 78

Speed 20 feet

Melee ❖ clan dagger +11 (agile, parry, versatile B), **Damage** 1d4+6 piercing

Melee ❖ fist +11 (agile, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Divine Spontaneous Spells DC 22, attack +14; **3rd** (3 slots) *noise blast*, *safe passage*, *spiritual armament*; **2nd** (4 slots) *augury*, *heal*, *noise blast*, *see the unseen*; **1st** (4 slots) *bless*, *fear*, *infuse vitality*, *spirit link*; **Cantrips (2nd)** *detect magic*, *divine lance*, *guidance*, *shield*, *stabilize*

Spirit's Interference ❖❖ The spirit priest calls out to a local spirit to assault the priest's enemies. The spirit unleashes a blast of rocks, attacks with a set of vines, or uses some other appropriate part of the environment to attack all creatures in a 10-foot burst within 30 feet of the priest. The attack deals 6d6 bludgeoning damage with a DC 18 basic Reflex save. The spirit priest can't use Spirit's Interference for 1d4 rounds. The GM might have this ability deal a different damage type based on the local spirits, such as fire damage when calling on a fire spirit.

Spiritual Edge ❖ (concentrate, spellshape, spirit) The spirit priest aligns their spirit with their magical effects, enhancing the power of their spells. If their next action is to Cast a Spell that deals damage and doesn't have a duration, the spell deals additional spirit damage equal to the spell's rank.

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DYNAMO CREATURE 8

UNCOMMON MEDIUM HUMAN HUMANOID

Perception +16

Languages Common

Skills Acrobatics +17, Athletics +18, Crafting +17, Engineering Lore +17, Medicine +16, Thievery +17

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

Items artisan's toolkit (blacksmithing), *+1 dragon mouth pistol* (10 rounds), repair toolkit, steel plating (functions as half plate)

AC 26; **Fort** +14, **Ref** +17, **Will** +14

HP 145

Speed 20 feet

Melee ❖ modular prosthesis +20 (see below), **Damage** 2d8+12

Ranged ❖ *dragon mouth pistol* +18 (concussive, range increment 20 feet, reload 1, scatter 5 feet), **Damage** 1d6+6 piercing

Extend Arms ❖ The dynamo extends their collapsible steel arms, giving them both a reach of 20 feet with all melee attacks. However, the dynamo becomes enfeebled 1 and can't use the Interact action. The dynamo can Dismiss this ability.

Extend Legs ❖ The dynamo rises into the air on 10-foot-tall telescoping steel legs. While their legs are extended, the dynamo gains a +10-foot status bonus to land Speed and ignores any cover granted by barriers less than 10 feet tall. However, the dynamo becomes clumsy 1 and can't use the Climb, Leap, Swim, or Tumble Through actions. The dynamo can Dismiss this ability.

Modular Prostheses ❖ The dynamo configures one or both mechanical prosthetic hands into a specific configuration. Each configuration deals a specific damage type and has its own weapon traits: fist (bludgeoning; free-hand), gaff hook (piercing; grapple), impact driver (bludgeoning; shove), or spinning blade (slashing; trip). The dynamo can alternatively transform a hand into a steel shield with Hardness 8 , HP 72, and BT 36. A broken prosthesis can't be reconfigured until repaired.

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EIDOLON, BEAST EIDOLON CREATURE 10

MEDIUM BEAST EIDOLON

Perception +21; darkvision, low-light vision, scent (imprecise) 30 feet
Languages Fey
Skills Acrobatics +16, Athletics +21, Intimidation +22, Nature +15
Str +5, **Dex** +2, **Con** +4, **Int** –1, **Wis** +3, **Cha** +2

AC 29; **Fort** +19, **Ref** +18, **Will** +19
HP 180; **Resistances** cold 10

Speed 25 feet
Melee ❖ horn +22, **Damage** 2d8+11 piercing plus 1d6 persistent bleed plus Grab
Melee ❖ hoof +22 (agile), **Damage** 2d6+11 bludgeoning
Furious Charge ❖❖ The eidolon Strides twice and then makes a Strike. As long as it moved at least 20 feet, it gains a +2 circumstance bonus to the attack roll.
Primal Roar (auditory) ❖❖ The eidolon attempts to Demoralize each enemy within 30 feet; these Demoralize attempts don't take any penalty for not sharing a language.
Rend ❖ claw
Scent of Blood ❖ **Requirements** A creature within the eidolon's scent range is taking bleed damage; **Effect** The eidolon flies into a frenzy, gaining 10 temporary HP for 1 minute and a +4 status bonus to damage rolls with its unarmed attacks, but becomes off-guard. It can't voluntarily end the frenzy or start another frenzy while in the frenzy. The frenzy lasts for 1 minute, after which the eidolon is fatigued for 1 minute.

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ELDRITCH EMERITUS CREATURE 17

MEDIUM HUMAN HUMANOID

Perception +32

Languages Common, Draconic, up to 6 additional languages

Skills Academia Lore +30, Arcana +36, Intimidate +30, Nature +33, Occultism +33, Religion +33

Str +4, **Dex** +4, **Con** +4, **Int** +8, **Wis** +1, **Cha** –1

Items somewhat disheveled *accolade robe*, spellbook, *+2 greater striking major staff of fire*

AC 39; **Fort** +27, **Ref** +27, **Will** +32

HP 290; **Resistances** acid 10, cold 10, electricity 10, fire 10, force 10, sonic 10, vitality 10, void 10

Counterspell ↷ **Trigger** A creature casts a spell the eldritch emeritus has prepared. **Effect** The emeritus expends a prepared spell to counter the triggering creature's casting of that same spell. The emeritus loses their spell slot as if they had cast the triggering spell. The emeritus then attempts to counteract the triggering spell.

Third Contingent Sequencer ↷ **Frequency** once per day; **Trigger** A creature attacks or uses a spell or ability that would affect the eldritch emeritus; **Effect** A masterpiece of complex spellwork instantly takes shape, casting *fire shield*, *mislead*, and *mountain resilience* on the eldritch emeritus, each as an 8th-rank arcane spell.

Speed 25 feet, teleport 50 feet

Melee ❖ *staff* +31 (magical, two-hand d8); **Damage** 3d4+14 bludgeoning

Melee ❖ fist +30 (agile, nonlethal, unarmed), **Damage** 1d4+14 bludgeoning

Ranged ❖ arcane beam +31 (arcane, fire, magical), **Damage** 6d6+10 fire

(Continued on card 93)

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(Eldritch Emeritus continued from card 92)

Arcane Prepared Spells DC 38, attack +30; **9th** *detonate magic, falling star*; **8th** *earthquake, quandary* (×2)*;* **7th** *chain lightning* (×2), *project image*; **6th** *disintegrate, teleport, wall of force;* **5th** *banishment, howling blizzard, slither*; **4th** *creation, dispel magic*, *fly;* **3rd** *earthbind*, *haste, locate*; **2nd** *gecko grip, translate, water walk;* **1st** *fleet step* (x2), *sure strike*; **Cantrips (9th)** *detect magic, light, prestidigitation, sigil, telekinetic hand;* **Constant (9th)** *energy aegis*

Didactic Arcanism ❖ to ❖❖❖ (arcane, magical) **Requirement** The eldritch emeritus has seen a creature Cast a Spell of 7th rank or lower during the previous round, that spell takes between one and three actions to cast, and that spell is on the arcane spell list; **Effect** The eldritch emeritus mastered that spell 30 years ago, and is happy to show how a real master does it. The emeritus Casts the same Spell but heightened to 8th rank. Didactic Arcanism uses the same number of actions as the original spell took to cast.

Steady Spellcasting If a reaction would disrupt the eldritch emeritus's spellcasting action, the eldritch emeritus attempts a DC 15 flat check. On a success, the action isn't disrupted.

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ELF, AIUVARIN TRANSLATOR CREATURE 0

MEDIUM | AIUVARIN | HUMAN | ELF

Perception +5; low-light vision

Languages Common, Elven, two other common or uncommon languages

Skills Arcana +7, Diplomacy +8, Occultism +7, Performance +6, Religion +5, Society +7

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

Items book of translations, quill pen (functions as a dart), staff, writing set

Linguistic Mastery The translator gains a +5 circumstance bonus to skill checks involving translating or deciphering languages. If the translator rolls a critical failure on a check to Decipher Writing, they get a failure instead.

Translation Specialist For encounters involving translating or deciphering languages, the translator is a 4th-level challenge.

AC 14; **Fort** +2, **Ref** +6, **Will** +9

HP 12

Crosstalk ↷ (auditory, concentrate, linguistic, mental) **Trigger** A creature within 20 feet of the translator would be targeted by or in the area of an ability with the linguistic trait; **Effect** The translator attempts a Performance check with a +5 circumstance bonus against the Will DC of the creature. On a success, the creature is unaffected by the linguistic effect, and the translator can choose to make the creature confused until the end of the creature's next turn.

Speed 25 feet

Melee ❖ staff +4 (two-hand d8), **Damage** 1d4+2 bludgeoning

Melee ❖ fist +6 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Ranged ❖ quill pen +6 (agile, thrown 20 feet), **Damage** 1d4+2 piercing

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ELF, DEMONBANE WARRIOR CREATURE 5

MEDIUM ELF HUMANOID

Perception +13; low-light vision

Languages Chthonian, Common, Elven

Skills Acrobatics +13, Demon Lore +12, Religion +11, Stealth +10, Survival +11

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

Items chain shirt, composite shortbow (20 arrows), cold iron elven branched spear

Sin Sense A demonbane warrior automatically learns all weaknesses of a demon they've identified by Recalling Knowledge.

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

HP 76

Speed 30 feet

Melee ❖ cold iron elven branched spear +15 (deadly d8, finesse, reach), **Damage** 1d6+9 piercing

Melee ❖ fist +15 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+9 bludgeoning

Ranged ❖ composite shortbow +15 (deadly d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+7 piercing

Demonbane A demonbane warrior gains a +1 circumstance bonus to damage rolls against demons. If their actions force a demon to take damage from its sin vulnerability, increase the damage from the vulnerability by 2.

Imbue Righteousness ❖ (divine, holy) The warrior imbues a weapon they wield with holy energy. Until the start of their next turn, their Strikes with that weapon gain the holy trait and deal an additional 1d6 spirit damage to unholy creatures.

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ELF, ELVEN COURT GUARD — CREATURE 13

MEDIUM ELF HUMANOID

Perception +24 plus vigilance; low-light vision

Languages Common, Elven, Fey, plus one regional language

Skills Acrobatics +26, Athletics +23, Intimidation +24, Heraldry Lore +21, Society +19

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

Items *+1 resilient chain shirt*, *+1 striking low-grade cold iron elven curve blade*, *+1 striking composite longbow*

Vigilance A court guard gains a +1 circumstance bonus on Perception checks to Sense Motive and Seek creatures, and if they succeed, they get a critical success instead.

AC 35; **Fort** +20, **Ref** +27, **Will** +23; +1 status vs. mental effects

HP 225

Interposition ↷ **Trigger** An ally within 15 feet of the guard would take damage; **Effect** The guard Strides. This movement does not trigger reactions, and the guard must end the Stride in a space adjacent to the ally. The guard then switches places with the ally, taking all damage and associated effects instead of the ally.

Speed 30 feet

Melee ❖ *elven curve blade* +27 (finesse, forceful, magical), **Damage** 2d8+12 slashing

Melee ❖ fist +26 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+12 bludgeoning

Ranged ❖ *composite longbow* +27 (deadly d10, magical, propulsive, volley 30 feet), **Damage** 2d8+10 piercing

(Continued on card 97)

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(Elf, elven court guard continued from card 96)

Avenge the Fallen ❖ (fortune) **Frequency** once per round; **Requirements** The guard is within 30 feet of the creature they were guarding, and that creature is either dying or died since the guard's last turn; **Effect** The guard Strikes the creature that damaged their ally. They roll the attack roll twice and use the higher result.

Dancing Blade ❖❖ The guard makes a Strike against a creature, then Strides. This Stride doesn't trigger reactions. If the guard ends this Stride in a different space adjacent to the same creature, they make another Strike against it. If both Strikes succeed, the creature is off-guard until the start of the guard's next turn. Each attack counts toward the guard's multiple attack penalty, but the penalty doesn't increase until they've made both attacks.

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ELF, FORLORN ARTIST CREATURE 2

MEDIUM ELF HUMANOID

Perception +7 (+9 to notice unusual artwork); low-light vision

Languages Common, Elven, one regional language

Skills Art Lore +11 (+13 for visual arts), Crafting +11 (+13 to create or evaluate visual art), Diplomacy +9, Society +8

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

Items art supplies, leather armor, rapier

Art Specialist For encounters involving crafting or evaluating art, the forlorn artist is a 4th-level challenge.

AC 18; **Fort** +3, **Ref** +9, **Will** +9; +1 circumstance vs. emotion effects

HP 26

Flick Ink ↷ **Trigger** The artist is targeted with a melee or ranged Strike by a creature within 15 feet; **Effect** The artist flings ink in the attacker's eyes. The attacker must succeed at a DC 18 Reflex save or be blinded. This takes effect before the attacker targets the artist. The blindness lasts until the end of the target's next turn, but the creature can Interact to rub its eyes to attempt a new save to end the condition.

Speed 25 feet

Melee ❖ rapier +9 (deadly d8, disarm, finesse), **Damage** 1d6+4 piercing

Melee ❖ fist +9 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Arcane Innate Spells DC 18; **Cantrips (1st)** *figment*, *prestidigitation*, *sigil*

Cry of Ages ❖ The artist channels their loneliness into a wordless wail that forces others to contemplate their mortality. Each enemy in a 30-foot emanation must succeed at a DC 17 Will save or be frightened 1. A creature that critically fails is also stupefied 1 for 1 minute. Each creature is then temporarily immune for 1 minute.

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ELF, WOODLAND SCOUTS CREATURE 8

GARGANTUAN ELF HUMANOID TROOP

Perception +18; low-light vision

Languages Common, Elven, Fey

Skills Acrobatics +16, Athletics +15, Forest Lore +17, Medicine +14, Nature +16, Stealth +18 (+19 in forests), Survival +16

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

AC 27; **Fort** +12, **Ref** +18, **Will** +16

HP 120 (4 segments); **Thresholds** 80 (3 segments), 40 (2 segments); **Weaknesses** area damage 8, splash damage 8

Troop Defenses

Speed 30 feet; forest passage, troop movement

Among the Trees ❖ **Requirements** Every square the woodland scouts occupy is in forest terrain; **Effect** The woodland scouts disperse among the trees. They Take Cover and then use that cover to Hide, attempting a Stealth check.

Forest Passage Woodland scouts ignore any difficult terrain caused by plants and fungi, such as bushes, vines, and undergrowth.

Longbow Barrage ❖❖ The scouts draw or reload their longbows, then send forth a flurry of arrows. This barrage is a 10-foot burst within 100 feet that deals 3d8 piercing damage with a DC 24 basic Reflex save. If the scouts are hidden or undetected, this deals an additional 2d6 precision damage. When the troop is reduced to 2 or fewer segments, this area decreases to a 5-foot burst.

(Continued on card 100)

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(Elf, woodland scouts continued from card 99)

Thicket of Blades ❖ to ❖❖❖ **Frequency** once per round; **Effect** The scouts engage in a coordinated melee attack against each enemy in a 5-foot emanation, with a DC 24 basic Reflex save. The damage depends on the number of actions.

❖ 1d8+3 slashing damage

❖❖ 2d8+6 slashing damage

❖❖❖ 3d8+9 slashing damage

Stealthy Formation If the scouts become hidden or undetected, they remain so until they take a hostile action.

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ENCHANTING RITUALIST CREATURE 18

UNCOMMON MEDIUM HUMAN HUMANOID

Perception +31

Languages Common, Diabolic, Empyreal, Fey

Skills Arcana +34, Diplomacy +31, Deception +35, Nature +34, Occultism +36, Religion +34; +2 circumstance to skill checks for rituals

Str +4, **Dex** +3, **Con** +1, **Int** +6, **Wis** +6, **Cha** +8

Items *+2 greater striking club, greater bands of force, ornate ritual book*

AC 40; **Fort** +27, **Ref** +28, **Will** +33

HP 320; **Resistances** mental 20

Aura of Contentment (aura, emotion, incapacitation, mental, occult) 30 feet. A creature that enters or starts its turn in the aura must succeed at a DC 38 Will save or lose the desire to do anything except rest and relax. Hostile actions taken against creatures affected by the aura end the effect. If a creature in the aura succeeds on their Will save or is the subject of a hostile action, it's temporarily immune to the aura of contentment for 24 hours. The enchanting ritualist can exempt creatures from the aura's effects.

Speed 25 feet

Melee ❖ *club* +30 (magical), **Damage** 3d6+12 bludgeoning plus 2d6 mental and fool's feast

Melee ❖ fist +28 (agile, magical, nonlethal, unarmed), **Damage** 1d4+12 bludgeoning plus 2d6 mental and fool's feast

Ranged ❖ enchanting wisps +30 (magical, mental, range 100 feet), **Damage** 9d6 mental plus fool's feast

Ranged ❖ *club* +28 (magical, thrown 10 feet), **Damage** 3d6+12 bludgeoning plus 2d6 mental and fool's feast

(Continued on card 102)

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(Enchanting Ritualist continued from card 101)

Occult Spontaneous Spells DC 42, attack +34; **9th** (4 slots) *foresight*, *overwhelming presence*, *synesthesia*[PC2], *telepathic demand*[PC2]; **8th** (4 slots) *canticle of everlasting grief*, *quandary*, *spirit song*[PC2], *uncontrollable dance*; **7th** (4 slots) *mask of terror*, *project image*, *truespeech, wave of despair*; **6th** (4 slots) *mislead*, *repulsion*, *truesight*, *zealous conviction*; **5th** (4 slots) *dreaming potential*, *hallucination*, *scouting eye, sending*; **4th** (4 slots) *confusion*, *fly*, *honeyed words*, *translocate*; **3rd** (4 slots) *dream message*, *hypnotize*, *illusory disguise*, *levitate*; **2nd** (4 slots) *augury*, *darkvision*, *see the unseen*, *status*; **1st** (4 slots) *alarm*, *fear*, *ill omen*, *illusory object*; **Cantrips (9th)** *daze, detect magic*, *light, read aura, telekinetic hand*

Rituals DC 44; *astral projection*[PC2], *fantastic facade*[PC2], *fortifying brew*[PC2], *geas*, *heartbond*[PC2], *atone*, *call spirit*, *planar servitor*, *resurrect*, *binding circle*, *commune*, *collective memories*, *planar displacement*, *rest eternal*[PC2]

Fool's Feast Recipients of the ritualist's generosity pay dearly if the ritualist decides to turn against them. The ritualist gets a +4 circumstance bonus to attack rolls against any creature that has willingly participated in or benefited from one of their spells or rituals conducted in the last 12 hours. A creature that didn't help conduct a ritual still qualifies if it benefited in other ways, such as drinking a serving of *fortifying brew*.

When the enchanting ritualist damages such a creature with a Strike, the target is affected by a 9th-rank *cursed metamorphosis* spell (DC 42). If the Strike was a critical hit, the creature gets a degree of success one worse than it rolled. Once a creature succeeds at a save against this spell, it is temporarily immune for 24 hours.

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ENIGMATIC CONSPIRACIST CREATURE 4

MEDIUM HUMAN HUMANOID

Perception +10 (+12 to Sense Motive)

Languages Aklo, Common, Elven, Sakvroth

Skills Acrobatics +12, Deception +9, Intimidation +11, Occultism +12, Secret Society Lore +14, Society +12, Stealth +10

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

Items *everlight crystal*, leather armor, rapier, shortbow (20 arrows)

AC 21; **Fort** +8, **Ref** +12, **Will** +12

HP 60; **Resistances** mental 5

Knowing Glance ↷ (concentrate, emotion, fear, visual, mental) **Trigger** The enigmatic conspiracist is targeted by a melee Strike or touch spell; **Effect** With an uncanny look, the enigmatic conspiracist Demoralizes the creature that targeted them. Demoralize loses the auditory trait and gains the visual trait, and the conspiracist doesn't take a penalty if the creature doesn't understand their language. If the Intimidation check critically succeeds, the conspiracist disrupts the triggering action.

Speed 25 feet

Melee ❖ rapier +14 (deadly d8, disarm, finesse), **Damage** 1d8+6 piercing plus spill secrets

Melee ❖ fist +14 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Ranged ❖ shortbow +14 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6+6 piercing plus spill secrets

Spill Secrets (mental, occult) When the conspiracist critically hits with a Strike, the target must succeed at a DC 21 Will save or the enigmatic conspiracist perceives the target's surface thoughts for 1 round, as *mind reading*. This grants the conspiracist a +1 circumstance bonus to AC and saving throws against any creature whose mind they're reading.

(Continued on card 104)

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(Enigmatic Conspiracist continued from card 103)

Unbelievable Connection ❖❖ (auditory, concentrate, occult) The enigmatic conspiracist recites a convoluted conspiracy theory about a creature within 30 feet, then attempts an Occultism check against the Will DC of that creature. On a success, the target is stupefied 1 for 1 minute and off-guard against the conspiracist's attacks until no longer stupefied.

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ENVOY CREATURE 0

MEDIUM HUMAN HUMANOID

Perception +7 (+13 to Sense Motive)

Languages Common, plus two additional languages

Skills Deception +13, Diplomacy +15, Intimidation +7, Society +15

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

Items dagger, fine clothing, letter of diplomatic status, signet ring

Diplomatic Specialist When dealing with matters of statecraft and negotiation, the envoy is a 6th-level challenge.

AC 13; **Fort** +2, **Ref** +3, **Will** +11

HP 12

Speed 25 feet

Melee ❖ dagger +5 (agile, finesse, versatile S), **Damage** 1d4+2 piercing

Melee ❖ fist +5 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Ranged ❖ dagger +5 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

Diplomatic Immunity ❖ (auditory, concentrate, emotion, linguistic, mental) The envoy invokes their diplomatic status. Until the end of the envoy's next turn, any creature that attempts to attack them must succeed at a DC 15 Will save or have their attack disrupted. The attacker gains weakness 2 to all damage from the envoy's allies while Diplomatic Immunity lasts, whether their attack was disrupted or not.

The envoy can Sustain this ability. If the envoy takes a hostile action, Diplomatic Immunity ends and can't be used again for 1 hour.

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EQUESTRIAN CONSTABLE CREATURE 4

MEDIUM HUMAN HUMANOID

Perception +11

Languages Common

Skills Athletics +12, Nature +10, Settlement Lore +8

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

Items crossbow (20 bolts), guisarme, half plate, poor manacles, rope, signal whistle

Trained Animal The equestrian constable rides a trained mount of their level or lower, usually a war horse (*Monster Core* 201) or, for elite equestrian constables, a veteran war horse (card 178). The animal has the standard number of actions, uses its normal stat block, and counts toward the encounter's XP budget normally.

AC 21; **Fort** +14, **Ref** +8, **Will** +10

HP 60

Opportune Maneuver ↷ **Trigger** A creature within 10 feet uses an action with the move trait or leaves a space within the constable's reach during its move action; **Effect** The constable attempts to Trip the triggering creature. On a success, the triggering action is disrupted.

Speed 25 feet

Melee ❖ guisarme +14 (reach 10 feet, trip), **Damage** 1d8+8 slashing plus Knockdown

Melee ❖ fist +14 (agile, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Ranged ❖ crossbow +11 (range increment 120 feet, reload 1), **Damage** 1d8+4 piercing

Vigilant Vantage ❖ The equestrian constable Seeks or Points Out a target. They can Interact to draw an item or Command an Animal to approach or attack the target.

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EXECUTIONER CREATURE 6

MEDIUM HUMAN HUMANOID

Perception +12

Languages Common

Skills Athletics +15, Intimidation +13, Medicine +10

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

Items chainmail, *+1 greataxe*, hood

AC 23; **Fort** +15, **Ref** +12, **Will** +14

HP 105

Speed 25 feet

Melee ◆ *greataxe* +16 (magical, sweep), **Damage** 1d12+9 slashing

Melee ◆ fist +15 (agile, nonlethal, unarmed), **Damage** 1d4+9 bludgeoning

Behead ◆◆◆ **Requirements** The executioner is adjacent to a dying creature or a creature specifically prepared for a killing blow; **Effect** The executioner Strikes the creature with their greataxe. On a hit, in addition to taking damage, the target must attempt a DC 23 Fortitude save or be reduced to 0 HP and become dying 1. If the creature was already dying (including if it was reduced to 0 HP by the Strike's damage), the creature's dying value increases by 1, in addition to any increase from the Strike. On a critical failure, the creature dies instantly. If the executioner's Strike was a critical hit, the target uses the outcome one degree of success worse than the result of their saving throw.

Intimidating Strike ◆◆ (emotion, fear, mental) The executioner makes a melee Strike. If it hits and deals damage, the target is frightened 1, or frightened 2 on a critical hit.

Mark for Death ◆ (concentrate) The executioner marks a single creature they can see for death. The first time each round the executioner Strikes that creature, the Strike deals an extra 1d12 precision damage. The creature remains marked for death until the executioner is knocked out, marks a different creature for death, or the encounter ends.

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EXILED REVOLUTIONARY CREATURE 10

MEDIUM HUMAN HUMANOID

Perception +17 (+20 to Sense Motive)

Languages Common

Skills Acrobatics +18, Athletics +15, Deception +19, Diplomacy +19, Intimidation +17, Lore (home region or settlement) +22, Society +20, Stealth +20, Thievery +18

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

Items *+1 composite longbow* (20 arrows), leather armor, *+1 striking longsword*, signet ring, thieves' toolkit, wyvern poison (2)

Former Courtier An exiled revolutionary remembers well their former realm. In their home realm, be it a manor, castle, or capital city, the exiled revolutionary gains a +4 circumstance bonus to Perception checks and Will saves, and to Deception, Diplomacy, Intimidation, and Stealth checks, and is a 12th-level challenge in the arena of noble politics.

AC 28; **Fort** +17, **Ref** +20, **Will** +17

HP 140

Follow Me (aura, visual) 20 feet. This aura is active only while in the exiled revolutionary's home realm, as they share knowledge to avoid guard patrols and get past checkpoints. Any ally in the aura gets a +2 circumstance bonus to Deception and Stealth checks.

It's... You! (emotion, mental) When the exiled revolutionary sees or hears someone who was part of their downfall in person, they break cover and attack their betrayer immediately, even if their actions would doom them and their allies. The revolutionary must succeed at a DC 35 Will save or be fascinated by their betrayer and unable to cease targeting them exclusively until the betrayer is defeated.

(Continued on page 109)

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(Exiled Revolutionary continued from card 108)

An ally can convince the revolutionary to forgo their vengeance with a DC 30 Diplomacy check to make a Request. This lasts for 1 minute, but talking the revolutionary down after that time requires more thorough engagement.

Reactive Strike ↻

Speed 25 feet

Melee ◆ *longsword* +21 (magical, versatile P), **Damage** 2d8+10 slashing

Melee ◆ fist +20 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning

Ranged ◆ *composite longbow* +21 (deadly d10, propulsive, magical, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+8 piercing

Darting Feint ◆◆ The exiled revolutionary Feints, Steps, and Strikes in any order.

Sneak Attack The exiled revolutionary deals an additional 2d6 precision damage to off-guard creatures.

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EXPEDITION LEADER CREATURE 9

MEDIUM HUMAN HUMANOID

Perception +21

Languages Common, Erutaki, Skald, Tien, Varki

Skills Acrobatics +20, Athletics +20, Diplomacy +18, Nature +19, Scouting Lore +21, Survival +18

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

Items compass, four-person tent, *+1 hide armor*, hooded lantern, *+1 striking machete*, repair toolkit, shortbow (20 arrows), spyglass, sun goggles, survey map

Familiarity with the Land The expedition leader isn't affected by severe weather and ignores difficult terrain.

On Guard When the expedition leader Scouts, they grant their party a +2 circumstance bonus to their initiative rolls.

AC 27; **Fort** +21, **Ref** +18, **Will** +15

HP 160

Reactive Strike ↻

Memories of Expeditions Past ↻ **Frequency** once per day; **Trigger** The expedition leader fails a Survival check; **Effect** The expedition leader rethinks their choices based on prior experience. The degree of success increases by one step, from critical failure to failure or from failure to success.

Speed 25 feet

Melee ❖ *machete* +21 (deadly d8, magical, sweep), **Damage** 2d6+10 slashing

Melee ❖ fist +20 (agile, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning

Ranged ❖ shortbow +19 (deadly d10, range increment 60 feet), **Damage** 1d6+6 piercing

Quick Draw ❖ The expedition leader Interacts to take out their machete or shortbow, then Strikes with the weapon.

(Continued on card 111)

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(Expedition Leader continued from card 110)

Think Fast! ❖ **Requirements** The expedition leader has a hand free;
Effect The expedition leader scoops up a handful of rubble and throws it. Each creature in a 15-foot cone must succeed at a DC 27 Reflex save or be dazzled and off-guard until the start of the expedition leader's next turn.

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EXUBERANT APPRENTICE CREATURE 4

MEDIUM HUMAN HUMANOID

Perception +11

Languages Common

Skills Academia Lore +10, Arcana +12, Library Lore +12

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

Items late homework assignment, spellbook, textbooks, writing set

AC 20; **Fort** +10, **Ref** +10, **Will** +8

HP 65

Speed 25 feet

Melee ❖ textbook +12, **Damage** 1d6+5 bludgeoning

Melee ❖ fist +13 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Arcane Prepared Spells DC 21, attack +13; **2nd** *acid grip, darkvision, revealing light*; **1st** *force barrage, grease, gust of wind, phantasmal minion;* **Cantrips (2nd)** *detect magic, frostbite, prestidigitation, read aura, telekinetic hand*

Overambitious Spell ❖❖ (arcane) **Frequency** once per day; **Effect** The exuberant apprentice's teacher has told them they're not ready for this spell, but desperate times call for desperate measures. The exuberant apprentice attempts to cast *fireball* as a 3rd-rank arcane spell but must first attempt a DC 11 flat check.

Critical Success The spell is cast flawlessly and heightened to 4th rank. The apprentice is stunned 2 from sheer shock.

Success Nothing goes wrong, and the spell is cast normally.

Failure The spell fizzles and creates only a harmless puff of smoke.

Critical Failure Academic ablaze! The apprentice takes 6d6 fire damage as the magic backfires.

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FALSE PRIEST CREATURE 4

MEDIUM HUMAN HUMANOID

Perception +10

Languages Common

Skills Acrobatics +10, Athletics +8, Deception +12, Performance +12, Religion +8, Society +6

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

Items alchemical tools (used as "blessed items" to fool marks), backpack, cloak, collection of fake relics, hand crossbow (20 bolts), rapier, wooden religious symbol, studded leather armor

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

HP 50

Speed 25 feet

Melee ❖ rapier +12 (deadly d8, disarm, finesse), **Damage** 1d6+8 piercing

Melee ❖ fist +12 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Ranged ❖ hand crossbow +12 (range increment 60 feet, reload 1), **Damage** 1d6+4 piercing

Deceiver's Surprise On the first round of combat, if the false priest rolls Deception or Performance for initiative, creatures that haven't acted yet are off-guard to them.

Fickle Prophecy ❖ (emotion, mental) The false priest convinces another creature of their omnipotence by attempting a Deception check compared to the creature's Will DC. If successful, the target gains 1d8+4 temporary Hit Points that last for 1 hour or until the false priest removes them by rebuking the target, whichever occurs first.

The Jig Is Up ↷ **Frequency** once per hour; **Trigger** The false priest critically fails a Deception or Performance check; **Effect** The false priest Strides.

Sneak Attack The false priest deals an additional 1d6 precision damage to off-guard creatures. This increases to 2d6 against creatures off-guard due to the false priest's Feint or deceiver's surprise.

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FARMER CREATURE 0

MEDIUM HUMAN HUMANOID

Perception +6

Languages Common

Skills Athletics +5, Farming Lore +6, Nature +4, Survival +4

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

Items apple (4), pitchfork, work clothes (functions as leather armor)

AC 14; **Fort** +7, **Ref** +5, **Will** +4

HP 18

Speed 25 feet

Melee ❖ pitchfork +6 (reach 10 feet), **Damage** 1d6+3 piercing

Melee ❖ fist +6 (agile, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Ranged ❖ apple +5 (agile, nonlethal, thrown 20 feet), **Damage** 1d4+3 bludgeoning

Pitch Bale ❖ **Requirements** The farmer's last action was a successful pitchfork Strike; **Effect** The farmer moves the creature they hit with their pitchfork up to 5 feet, and the target falls prone. The target can attempt a DC 13 Reflex save to avoid falling prone and avoids being moved altogether on a critical success.

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FENCE CREATURE 5

MEDIUM HUMAN HUMANOID

Perception +11

Languages Common

Skills Accounting Lore +13, Acrobatics +10, Crafting +13, Deception +13, Diplomacy +11, Intimidation +11, Society +11, Stealth +10, Thievery +10, Underworld Lore +15

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

Items dagger (10), lesser darkvision elixir, disguise kit, shortsword, lesser smoke ball (2), thieves' toolkit

Fence's Eye Fences can use Underworld Lore to identify an item's value and Identify Magic on an item. They gain a +2 circumstance bonus to Underworld Lore checks when doing so, and to all Underworld Lore checks related to stolen items.

AC 20; **Fort** +9, **Ref** +12, **Will** +15

HP 70

Speed 25 feet

Melee ❖ shortsword +14 (agile, finesse, versatile S), **Damage** 1d6+6 piercing

Melee ❖ dagger +14 (agile, finesse, versatile S), **Damage** 1d4+6 piercing

Melee ❖ fist +14 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Ranged ❖ dagger +14 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing

Fence's Feint ❖ The fence Feints, then can Step. If the Feint succeeds, the target is off-guard against the fence's melee attacks until the end of the fence's next turn (or to all melee attacks on a critical success).

Quick Rummage ❖ The fence always has a few items close at hand. The fence Interacts to draw a weapon or an item that takes a single action to activate, and then Strikes with the weapon or Activates the Item.

Sneak Attack The fence deals an extra 2d6 precision damage to off-guard creatures.

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FIEND CALLER CREATURE 3

RARE | MEDIUM | HUMAN | HUMANOID | UNHOLY

Perception +8

Languages Chthonian, Common, Daemonic, Diabolic, Requian

Skills Deception +10, Diplomacy +15, Fiend Lore +18, Intimidation +10, Legal Lore +18, Occultism +16, Religion +13, Society +12

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

Items dagger, ritual materials (candles, chalk, ink, parchment, quill, vial of blood)

Legal Specialist For encounters involving contracts and negotiations, the fiend caller is an 8th-level challenge.

AC 17; **Fort** +7, **Ref** +9, **Will** +8

HP 35

Speed 25 feet

Melee ❖ dagger +9 (agile, finesse, versatile S), **Damage** 1d4+6 piercing plus 1d4 persistent bleed

Melee ❖ fist +9 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Ranged ❖ dagger +9 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing plus 1d4 persistent bleed

Occult Prepared Spells DC 20, attack +12; **2nd** *calm*, *paranoia*, *spiritual armament*; **1st** *command*, *fear*, *force barrage*, *grim tendrils*; **Cantrips (2nd)** *detect magic*, *message*, *sigil*, *telekinetic hand*, *void warp*

Rituals DC 20; **6th** *binding circle*, *commune*

Fiendish Contract (downtime, occult) The fiend caller spends 1 day of downtime setting up a bargain between a mortal creature and a fiend the fiend caller knows well. The fiend caller attempts a Legal Lore check against the higher of the fiend's Will DC or Diplomacy DC.

(Continued on card 117)

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(Fiend Caller continued from card 116)

Success The mortal party receives one favor from the fiend, or the fiend becomes the mortal's minion for 1d4 days if they're on the same plane. Alternatively, if the GM allows the option, the mortal can receive a bargained contract (*Pathfinder Dark Archive* 164) of the fiend's level or lower.

Failure The fiend caller fails to strike the bargain.

Critical Failure The process fails, and the magical backlash makes the fiend caller drained 2.

Fiendish Ritualist A fiend caller can cast *binding circle* and *commune* to contact fiends even though the rituals are beyond the normal rank the fiend caller could cast. Furthermore, they can use Legal Lore for the primary check when they do so instead of the listed skill.

Planar Communique A fiend caller can cast *sending* at will as an occult innate spell, but only to target a fiend they know well. The fiend can be on any plane.

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FISHER CREATURE 0

MEDIUM | HUMAN | HUMANOID

Perception +6 (+8 to spot fish)

Languages Common

Skills Athletics +7, Fishing Lore +8, Nature +4, Sailing Lore +6, Survival +4

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

Items assorted knives, fishing rod, net, rope (50 feet), spear, tackle box

AC 14; **Fort** +7, **Ref** +6, **Will** +4

HP 15

Speed 25 feet

Melee ❖ spear +7, **Damage** 1d6+3 piercing

Melee ❖ fist +7 (agile, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Ranged ❖ fishing line +6 (range increment 20 feet), **Damage** 1 piercing plus 1 persistent bleed and fishhooked

Ranged ❖ spear +6 (thrown 20 feet), **Damage** 1d6+3 piercing

Fishhooked While it has persistent bleed damage from the fisher's fishing line Strike, a creature has a fishhook embedded in it. The creature can't move farther away from the fisher (though it can move laterally). The fisher can reel the creature in as a single action with the attack and manipulate trait, attempting an Athletics check against the creature's Fortitude DC. On a success, the creature takes 2d4 slashing damage and is pulled 10 feet closer to the fisher (double the damage and distance on a critical success).

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FLAMBOYANT THIEF CREATURE 15

RARE MEDIUM HUMAN HUMANOID

Perception +27

Languages Common

Skills Acrobatics +29, Athletics +26, Deception +28, Intimidation +26, Performance +28, Society +24, Stealth +31, Thievery +31, Underworld Lore +28

Str +5, **Dex** +6, **Con** +1, **Int** +3, **Wis** +4, **Cha** +5

Items *+2 striking returning dagger*, elite disguise kit, fine clothes,*+1 resilient leather armor, potion of flying*, greater smoke ball, infiltrator thieves' toolkit

Flamboyant Performance A flamboyant thief's attempts to Steal don't automatically fail even if a creature is in combat or on guard. While being observed, the thief gains a +2 circumstance bonus to Deception checks to Create a Diversion or Feint and to Thievery checks to Palm an Object or Steal. However, they are compelled to leave a tangible sign of their presence, such as a calling card or symbol—often in place of a stolen item.

Vanishing Act The flamboyant thief can Hide and Sneak even without having cover or being concealed.

AC 37; **Fort** +23, **Ref** +30, **Will** +26

HP 225

Dramatic Entrance ◈ (emotion, mental, visual) **Trigger** The flamboyant thief rolls initiative; **Effect** The flamboyant thief draws all eyes to them. They attempt a Performance check, comparing the result against the Will DC of any number of creatures within 120 feet. Each creature the thief succeeds against is fascinated with the thief until the end of the thief's next turn.

(Continued on card 120)

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(Flamboyant Thief continued from card 119)

I Say When I'm Here When any detection, revelation, or scrying magic would reveal the flamboyant thief, the thief becomes aware of it and can attempt to counteract the magic with a counteract rank of 8th level and using their Stealth as their counteract modifier.

Nimble Dodge ↩ Trigger The flamboyant thief is targeted with a melee or ranged attack by an attacker it can see; **Effect** The thief gains a +2 circumstance bonus to AC against the triggering attack.

Speed 30 feet

Melee ◆ *dagger* +29 (agile, finesse, magical, versatile S) **Damage** 2d4+11 piercing plus spectacular attack

Melee ◆ fist +27 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+11 bludgeoning plus spectacular attack

Ranged ◆ *dagger* +29 (agile, magical, thrown 10 feet, versatile S), **Damage** 2d4+11 piercing plus spectacular attack

Dancing Dagger ◆◆ The flamboyant thief can Step, attempt a melee dagger Strike, and attempt a ranged dagger Strike, taking the actions in any order. Both Strikes count toward the thief's multiple attack penalty, but it doesn't increase until after both attacks.

Dramatic Exit ◆◆◆ The flamboyant thief throws down their smoke ball, then Hides, then Sneaks up to three times with a +2 circumstance bonus to their Stealth checks.

Spectacular Attack All the flamboyant thief's Strikes deal an additional 3d6 precision damage or 6d6 if the target is fascinated with the thief. After the thief Strikes a creature, that creature becomes fascinated with the thief until the end of the thief's next turn.

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FLESHWARPER CREATURE 7

MEDIUM HUMAN HUMANOID

Perception +13

Languages Common, Sakvroth

Skills Aberration Lore +15, Crafting +17, Fleshwarping Lore +17, Medicine +16, Occultism +15, Stealth +15

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

Items fleshwarping concoction (5), healer's toolkit, *+1 scalpel* (functions as a dagger)

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

HP 110

Speed 25 feet

Melee ❖ *scalpel* +18 (agile, finesse, magical, versatile S), **Damage** 1d4+9 piercing

Melee ❖ fist +17 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+9 bludgeoning

Ranged ❖ fleshwarping concoction +17 (alchemical, poison, range increment 20 feet), **Damage** 4d6 poison plus flesh mutation

Ranged ❖ *scalpel* +18 (agile, magical, thrown 10 feet, versatile S), **Damage** 1d4+9 piercing

Conduct the Experiment ❖ The fleshwarper assesses vulnerabilities in a creature's anatomy. They attempt a Medicine check against the Fortitude DC of one living creature they can see within 60 feet. On a success, the fleshwarper's melee Strikes deal an extra 2d8 precision damage against that creature for 1 minute or until the fleshwarper critically hits that creature, whichever comes first. Using this action again designates a new target and ends the effect for any previous target. A fleshwarper can target an individual no more than once per day with this ability.

(Continued on card 122)

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(Fleshwarper continued from card 121)

Flesh Mutation (alchemical, morph) A creature made of flesh that's hit by a fleshwarping concoction Strike is subject to a random fleshwarping mutation determined by rolling 1d4 and consulting the list below. The creature attempts a DC 25 Fortitude save at the end of each of its turns, ending the mutation on a success. A creature that becomes mutated is thereafter temporarily immune to flesh mutation for 1 day.

1 **Spongy Flesh** The creature has weakness 5 to physical damage.
2 **Caustic Blood** The creature takes 2d4 persistent acid damage that can't be removed normally, but ends when the mutation does.
3 **Sprouting Eyes** The creature is dazzled, but also immune to flanking.
4 **Mutated Mind** The creature is confused. It can still recover as noted in the condition, but if it does it remains off-guard until the mutation ends.

Restore My Masterpiece ❖ (healing, manipulate) **Requirements** The fleshwarper is holding or wearing a healer's toolkit; **Effect** The fleshwarper stitches the wounds of an adjacent, willing aberration or creature they modified using fleshwarping. The creature regains 20 HP and is then temporarily immune for 1 day.

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FORAGER CREATURE 1

MEDIUM HUMAN HUMANOID

Perception +7 (+11 to notice flora and fauna)

Languages Common

Skills Local Lore +5, Medicine +6, Nature +10, Stealth +3, Survival +10

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

Items dagger, pouches, wicker baskets

Expert Subsistence While using Survival to Subsist, if the forager rolls any result worse than a success, they get a success. On a success, they can provide subsistence living for themselves and four additional creatures, and on a critical success, they can take care of twice as many creatures as on a success.

Natural Specialist For encounters involving Nature or Survival, the forager is a 3rd-level challenge.

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

HP 20

Speed 25 feet

Melee ❖ dagger +7 (agile, finesse, versatile S), **Damage** 1d4+1 piercing

Ranged ❖ dagger +7 (agile, thrown 10 feet, versatile S), **Damage** 1d4+1 piercing

Melee ❖ fist +7 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+1 bludgeoning

Ranged ❖ fruit or vegetable +7 (thrown 20 feet), **Damage** 1d4+1 bludgeoning

Local Poison ❖ (manipulate) The forager coats their dagger in a diluted, locally sourced poison. Until the end of their turn, Strikes with their dagger deal an additional 2 persistent poison damage.

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GADGETEER CREATURE 6

MEDIUM HUMAN HUMANOID

Perception +14

Languages Common

Skills Crafting +16 (+20 when Crafting gadgets), Engineering Lore +18, Society +12, Thievery +14

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

Items bag of junk, crossbow (10 bolts), heavy wrench (functions as a mace), leather armor

Gadget Specialist For encounters involving crafting gadgets, the gadgeteer is a 9th-level challenge.

AC 23; **Fort** +11, **Ref** +16, **Will** +14

HP 95

Speed 25 feet

Melee ❖ fist +16 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+7 bludgeoning

Melee ❖ heavy wrench +13 (shove), **Damage** 1d6+7 bludgeoning

Ranged ❖ crossbow +16 (range increment 120 feet, reload 1), **Damage** 1d8+6 piercing

Create Gadget ❖❖❖ (concentrate, manipulate) The gadgeteer uses their bag of junk and nearby scraps to create one of the following gadgets. Gadgets created this way fall apart after a single use or after 1 hour, whichever happens first.

- **Flash Bang** ❖ (manipulate) The gadgeteer throws a flash bang up to 20 feet away that explodes in a 5-foot burst. Creatures in the burst must succeed a DC 24 Fortitude save or become blinded for 1 round.
- **Glider** ❖ (move) The gadgeteer leaps off a precipice with the glider in their hands. They fall only 60 feet per round, and for every 10 feet they fall, they can travel 5 feet forward.

(Continued on card 125)

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(Gadgeteer continued from card 124)

- **Makeshift Key** ❖ (manipulate) The gadgeteer attempts to Pick a Lock with a +4 item bonus to the check.
- **Recorder** ❖ (manipulate) The gadgeteer records up to 25 spoken words on this device. Activating this gadget causes it to either repeat the recorded words once before falling apart or play the message on a loop for up to 10 minutes before falling apart.
- **Shocking Rod** ❖ (manipulate) An adjacent creature takes 3d12 electricity damage with a DC 24 basic Reflex save.

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GAMEKEEPER CREATURE 6

MEDIUM HUMAN HUMANOID

Perception +14

Languages Common

Skills Athletics +13, Diplomacy +11, Hunting Lore +11, Intimidation +13, Nature +15, Survival +15

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

Items animal treats, *+1 arbalest* (40 bolts), club

Move It! The gamekeeper can Hustle for 30 minutes longer and is not affected by difficult terrain while in their territory.

AC 23; **Fort** +17, **Ref** +13, **Will** +12

HP 95

Sic 'Em! ↷ **Trigger** (auditory, emotion, mental) An animal within 60 feet of the gamekeeper is killed; **Effect** The gamekeeper stokes the ire of the wild. Until the end of the gamekeeper's next turn, they and all animals in a 60-foot emanation gain a +1 status bonus to attack rolls and a +2 status bonus to damage rolls.

Keeper's Revenge (curse, primal) When the gamekeeper dies, all creatures in a 60-foot emanation that have damaged the gamekeeper in the last minute must succeed a DC 24 Will saving throw or be cursed. All animals the cursed creature encounters have an initial attitude toward them that is one step worse. This curse can be removed only by an effect that specifically targets curses.

Speed 25 feet

Melee ❖ club +15, **Damage** 1d6+9 bludgeoning

Melee ❖ fist +15 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+9 bludgeoning

Ranged ❖ *arbalest* +17 (backstabber 1, magical, range increment 110 feet, reload 1), **Damage** 1d10+6 piercing

Leader of the Pack The gamekeeper depends on a small pack of dogs or other pack animals suitable for the environment to patrol their area. Creatures that are adjacent to a hostile animal are considered off-guard to the gamekeeper.

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GANG LEADER — CREATURE 7

MEDIUM | HUMAN | HUMANOID

Perception +14

Languages Common

Skills Acrobatics +15, Athletics +17, Deception +15, Intimidation +17, Society +11, Stealth +17, Thievery +15, Underworld Lore +15

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

Items moderate glue bomb, *lesser healing potion*, *+1 shortsword*, sling (10 bullets), studded leather

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AC 24; **Fort** +13, **Ref** +17, **Will** +12

HP 110

Deny Advantage The gang leader isn't off-guard to creatures of 7th level or lower that are hidden, undetected, flanking, or using surprise attack.

Evasive Reflexes When the gang leader rolls a success on a Reflex save, they get a critical success instead.

Nimble Dodge ↷ **Trigger** The gang leader is targeted with an attack by an attacker they can see; **Effect** The gang leader gains a +2 circumstance bonus to AC against the triggering attack.

Speed 30 feet

Melee ❖ fist +17 (agile, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning

Melee ❖ *shortsword* +18 (agile, magical, versatile S), **Damage** 1d6+10 piercing

Ranged ❖ sling +17 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+8 bludgeoning

Brutal Rally ❖ (auditory, emotion, linguistic, mental) **Trigger** The gang leader rolls a critical hit against a creature; **Effect** All allies that can see the gang leader gain a +1 circumstance bonus to attack rolls until the start of the gang leader's next turn.

(Continued on card 128)

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(Gang Leader continued from card 127)

Gang Up Any enemy is off-guard against the gang leader's melee attacks due to flanking as long as the enemy is within melee reach of both the gang leader and one of the gang leader's allies.

Quick Draw ❖ The gang leader Interacts to draw a weapon, then Strikes with that weapon.

Sneak Attack The gang leader deals an extra 2d6 precision damage to off-guard creatures.

Surprise Attacker On the first round of combat, creatures that haven't acted are off-guard to the gang leader.

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GENDARME CREATURE 8

MEDIUM HUMAN HUMANOID

Perception +19

Languages Common

Skills Athletics +18, Intimidation +16, Legal Lore +14

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

Items *+1 composite longbow* (20 arrows), *+1 striking flail*, *+1 gauntlet*, half plate

AC 26; **Fort** +19, **Ref** +14, **Will** +17 (nerves of steel)

HP 120

Nerves of Steel When the gendarme succeeds against a fear effect, they get a critical success instead.

Reactive Strike ↷ The gendarme can Disarm instead of Striking.

Speed 25 feet

Melee ❖ *flail* +19 (disarm, magical, sweep, trip), **Damage** 2d6+10 bludgeoning plus Improved Knockdown

Melee ❖ *gauntlet* +19 (agile, free-hand, magical), **Damage** 1d4+10 bludgeoning plus Improved Grab

Ranged ❖ *composite longbow* +16 (deadly d10, magical, propulsive, range increment 100 feet, volley 30 feet), **Damage** 1d8+8 piercing

Stop in the Name of the Law! ❖❖ (incapacitation, linguistic) The gendarme Strides twice and then Demoralizes. On a success, the target is slowed with a value equal to its frightened value until it is no longer frightened.

Shoot Down ❖❖ The gendarme carefully makes a ranged Strike. If the Strike deals damage, the target must succeed at a DC 26 Reflex saving throw or fall prone.

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GLOBETROTTING SCHOLAR CREATURE 13

MEDIUM HUMAN HUMANOID

Perception +26

Languages Common, up to 5 additional languages

Skills Acrobatics +24, Athletics +27, Crafting +22, Nature +27, Stealth +24, Survival +27

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

Items climbing kit, *+1 striking frost dagger*, *+1 striking flintlock pistol*, *+1 resilient leather armor*, notebook filled with sketches of wild animals and ancient ruins, writing kit

AC 33; **Fort** +23, **Ref** +26, **Will** +20

HP 235

Speed 25 feet

Melee ❖ *frost dagger* +25 (agile, finesse, magical, versatile S), **Damage** 2d4+11 piercing plus 1d6 cold

Melee ❖ fist +24 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+11 bludgeoning

Ranged ❖ *flintlock pistol* +25 (concussive, fatal d8, magical, range increment 40 feet, reload 1), **Damage** 2d4+8 piercing plus 1d6 electricity

Arcane Prepared Spells DC 30, attack +22; **7th** *disintegrate, project image*; **6th** *mislead, thunderstrike;* **5th** *sure strike;* **Cantrips (7th)** *detect magic, figment, gouging claw, ignition, tangle vine*

Following Spell ❖ (arcane) **Frequency** once per round; **Requirement** The globetrotting scholar's last action was a successful Strike; **Effect** The globetrotting scholar immediately casts *gouging claw*, *ignition*, or *tangle vine* at the target of the Strike.

(Continued on card 131)

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(Globetrotting Scholar continued from card 130)

Magnificent...! ❖ (auditory, linguistic, visual) The globetrotting scholar enthusiastically describes certain features of whatever dread horror they are currently facing, pointing out the weaknesses of a creature within 30 feet. The globetrotting scholar and all allies that can hear or see them gain a +1 status bonus to attack and damage rolls against that creature until the beginning of the globetrotting scholar's next turn. The scholar deals an extra 3d6 precision damage with their weapon and unarmed Strikes that hit that creature during the same duration.

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GNOME CONSERVATIONIST CREATURE 6

SMALL GNOME HUMANOID

Perception +17; low-light vision

Languages Common, Gnomish

Skills Athletics +13, Crafting +11, Nature +15, Survival +15

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

Items seeds (functions as sling bullets), *+1 sling*, trowel (functions as a sickle)

Animal Elocutionist The conservationist can ask questions of, receive answers from, and use the Diplomacy skill with animals.

AC 23; **Fort** +17, **Ref** +11, **Will** +14

HP 100

Speed 25 feet

Melee ❖ trowel +14 (agile, finesse, trip), **Damage** 1d4+8 slashing

Melee ❖ fist +14 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Ranged ❖ *sling* +16 (magical, propulsive, range increment 60 feet, reload 1), **Damage** 1d6+7 bludgeoning

Primal Prepared Spells DC 24, attack +17; **3rd** *grease*, *mad monkeys*, *safe passage*; **2nd** *animal messenger*, *darkvision*, *entangling flora*, *oaken resilience*; **1st** *charm*, *gentle landing*, *runic body*, *spider sting*; **Cantrips (3rd)** *detect magic*, *gouging claw*, *know the way*, *light*, *tangle vine*

Wild Leadership ❖ (auditory, concentrate, primal) With a primal incantation, the gnome conservationist inspires a willing animal. The animal becomes quickened for 1 round. It can use this additional action only to Climb, Burrow, Fly, Stride, or Strike.

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GNOME DAREDEVIL CREATURE 2

SMALL GNOME HUMANOID

Perception +5; low-light vision

Languages Common, Gnomish

Skills Acrobatics +8, Athletics +7, Performance +8, Thievery +7

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

Items composite shortbow (20 arrows), gnome flickmace

AC 18; **Fort** +8, **Ref** +12, **Will** +5

HP 30

Speed 25 feet

Melee ❖ gnome flickmace +11 (reach, sweep), **Damage** 1d6+3 bludgeoning plus Knockdown

Melee ❖ fist +11 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Ranged ❖ composite shortbow +9 (deadly d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+3 piercing

Daredevil Strike ❖❖ **Frequency** once per round; **Effect** The gnome daredevil Strides up to their Speed, makes a melee Strike, then Steps.

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GNOME PHILOMATH CREATURE -1

SMALL GNOME HUMANOID

Perception +5; low-light vision

Languages Common, Fey, Gnomish

Skills Athletics +3, Crafting +1, History Lore +5, One Additional Lore +5, Society +4, Thievery +3

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

Items staff, writing set

Local Records Specialist For encounters involving local records and histories, the gnome philomath is a 5th-level challenge.

Helpful Hoard Gnome philomaths can quickly find almost any document in their vast collection. They gain a +8 circumstance bonus to skill checks involving local records and histories.

AC 12; **Fort** +2, **Ref** +5, **Will** +8

HP 7

Speed 25 feet

Melee ❖ staff +4 (two-hand d8), **Damage** 1d4 bludgeoning

Melee ❖ fist +5 (agile, finesse, nonlethal, unarmed), **Damage** 1d4 bludgeoning

Innate Primal Spells DC 13; **Cantrips (1st)** *detect magic*, *light*, *prestidigitation*

Mind if I Borrow That? ❖ The gnome philomath designates a single item within their sight as an item of interest to their studies. They then gain a +2 circumstance bonus to Disarm or Steal that item. They can only designate one item at a time in this way. If they use Mind if I Borrow That? to designate a new item of interest, they lose the bonus with the previous item.

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GNOME, BLEACHLING SURVIVOR CREATURE 2

UNCOMMON SMALL GNOME HUMANOID

Perception +8; low-light vision

Languages Common, Fey, Gnomish

Skills Intimidation +7, Medicine +8, Occultism +7, Survival +8

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

Items dagger, longbow (20 arrows)

Unflappable When the bleachling survivor rolls a critical failure on a check with the emotion trait, they get a failure instead.

AC 17; **Fort** +5, **Ref** +8, **Will** +12

HP 34

Flinch Back ↻ **Trigger** An enemy moves into an adjacent space; **Effect** The bleachling survivor Steps up to 10 feet. They must end this movement in a space that is not adjacent to an enemy.

Speed 25 feet

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

Melee ❖ fist +9 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+1 bludgeoning

Ranged ❖ longbow +9 (deadly d10, range increment 100 feet, volley 30 feet, reload 0), **Damage** 1d8 piercing

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

Sneak Attack The bleachling survivor deals an extra 1d6 precision damage to off-guard creatures.

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GNOME, RAZZLE DAZZLER CREATURE 5

SMALL GNOME HUMANOID

Perception +12; low-light vision

Languages Common, Elven, Fey, Gnomish

Skills Arcana +10, Deception +14, Diplomacy +14, Intimidation +12, Performance +14, Thievery +12

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

Items dagger, dueling cape, hand crossbow (20 bolts)

AC 20; **Fort** +9, **Ref** +12, **Will** +15

HP 78

Daunting Charisma ◆ **Trigger** The razzle dazzler rolls initiative using Deception or Performance; **Effect** The razzle dazzler can attempt to Demoralize one creature they can see.

Speed 25 feet

Melee ◆ dagger +13 (agile, finesse, versatile S), **Damage** 1d4+3 piercing

Melee ◆ fist +13 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Ranged ◆ hand crossbow +13 (range increment 60 feet, reload 1), **Damage** 1d6+2 piercing

Ranged ◆ dagger +13 (agile, finesse, thrown 10 feet), **Damage** 1d4+3 piercing

Arcane Spontaneous Spells DC 22, attack +15; **3rd** (3 slots) *enthrall*, *hypnotize*, *illusory disguise*; **2nd** (4 slots) *illusory creature*, *illusory object*, *laughing fit*, *revealing light*; **1st** (4 slots) *dizzying colors*, *illusory disguise*, *illusory object*, *ventriloquism*; **Cantrips (3rd)** *figment*, *light*, *prestidigitation*, *telekinetic hand*, *telekinetic projectile*

Dazzling Duplicate ◆ (arcane, concentrate, illusion, manipulate) The razzle dazzler creates an illusory duplicate of themself in their space that lasts for 1 round. A creature who attacks the razzle dazzler must first attempt a DC 11 flat check. On a failure, the attack misses the razzle dazzler and destroys the illusion instead, ending this effect.

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GOBLIN CHEF CREATURE 1

SMALL GOBLIN HUMANOID

Perception +7; darkvision

Languages Common, Goblin

Skills Cooking Lore +10, Nature +7, Society +4, Stealth +6, Survival +7

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

Items cleaver (functions as dogslicer), leather apron (functions as leather armor), pickles (6)

Good Enough to Eat The goblin chef can turn otherwise inedible items into meals for others. They can provide food for any number of creatures without using the Subsist downtime activity as long as garbage is readily available. A non-goblin who eats the goblin chef's food must attempt a DC 14 Fortitude save. On a failure, they suffer an upset stomach for 1 day; if they attempt to willingly ingest anything else during that period, they must first succeed at a DC 4 flat check or the action is disrupted.

Kitchen Specialist For encounters involving cooking, a goblin chef is a 3rd-level challenge.

AC 16; **Fort** +10, **Ref** +6, **Will** +5; +2 circumstance bonus against ingested poisons

HP 24; **Immunities** sickened

Speed 25 feet

Melee ❖ jaws +7 (finesse, unarmed), **Damage** 1d6+1 piercing

Melee ❖ cleaver +7 (agile, backstabber, finesse), **Damage** 1d4+1 slashing

Eat a Pickle ❖❖ **Effect** The goblin chef draws a pickle and eats it or feeds it to an adjacent ally. The chef or ally gains 4 temporary Hit Points and ignores any penalties from emotion effects or fatigue for 1 round.

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GOBLIN GET GANG CREATURE 5

GARGANTUAN GOBLIN HUMANOID TROOP

Perception +12; darkvision

Languages Common, Goblin

Skills Athletics +12, Intimidation +13, Performance +13, Stealth +10

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

AC 21; **Fort** +13, **Ref** +14, **Will** +9

HP 90 (4 segments); **Thresholds** 60 (3 segments), 30 (2 segments); **Weaknesses** area damage 5, splash damage 5

Goblins Chant and Goblins Sing! (auditory, aura) 30 feet. The goblin get gang's disharmonious chorus of disturbing lyrics makes it difficult to concentrate. Any creature performing a concentrate action in the area must succeed at a DC 19 Will save or the action is lost. On a critical success, the creature is temporarily immune for 1 minute.

Troop Defenses

Speed 25 feet; troop movement

Goblins Bound and Goblins Swing! Goblins have difficulty staying in formation, especially during combat. The goblin get gang can take a move action only if it has used at least one action to Goblins Slash and Goblins Scar! this turn or if there are no conscious enemies adjacent to it.

Goblins Burn and Goblins Char! ❖❖ The troop's members throw a barrage of burning torches. Each creature in a 10-foot burst within 30 feet of the troop takes 2d8 fire damage with a DC 20 basic Reflex save. When the troop is reduced to 2 or fewer segments, this area decreases to a 5-foot burst.

Goblins Slash and Goblins Scar! ❖ to ❖❖❖ **Frequency** once per round; **Effect** The goblin get gang uses dogslicers, horsechoppers, and burning torches to attack each enemy in a 5-foot emanation, with a DC 20 basic Reflex save. The damage depends on the number of actions.

❖ 1d6 slashing damage and 1d6 fire damage

❖❖ 1d6+6 slashing damage and 1d6 fire damage

❖❖❖ 1d6+9 slashing damage and 1d6 fire damage

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GOBLIN SCAVENGER CREATURE 4

SMALL GOBLIN HUMANOID

Perception +14; darkvision

Languages Common, Goblin

Skills Crafting +12, Society +8, Stealth +11, Survival +10, Thievery +9

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

Items big boom gun (10 rounds), bundle of fireworks (2), dogslicer, leather armor

Big Boom Gun The scavenger's gun is a comically oversized hand cannon that has the fatal d12 trait and a 20-foot range increment. If a Strike with it critically fails, the weapon misfires and explodes, dealing 1d12 fire damage to its wielder. It's a martial one-handed weapon with 2 Bulk and a Price of 10 gp. It has the uncommon, cobbled, and goblin traits. The cobbled trait means that on a failed attack roll with the gun, the user must succeed at a DC 5 flat check or the weapon misfires (*Guns & Gears* 107). The big boom gun appears on page 157 of *Pathfinder Guns & Gears*.

AC 21; **Fort** +9, **Ref** +11, **Will** +13

HP 70

Finders Keepers ↷ **Trigger** A creature within 15 feet drops an item; **Requirements** The goblin scavenger has a hand free; **Effect** The goblin scavenger Strides up to their speed to an adjacent square and Interacts to pick up the item. The movement triggers reactions as normal, but the Interact action to pick up the item does not.

Speed 25 feet

Melee ❖ dogslicer +12 (agile, backstabber, finesse), **Damage** 2d6+3 slashing

Melee ❖ jaws +12 (unarmed), **Damage** 1d8+3 piercing

Ranged ❖ big boom gun +14 (cobbled; fatal d12; modular B, P, or S; range 20 feet; reload 1), **Damage** 2d6+2 modular

(Continued on card 140)

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(Goblin Scavenger continued from card 139)

Fireworks Barrage ❖❖ (manipulate) **Requirement** The goblin scavenger has a free hand; **Effect** The goblin scavenger draws a bundle of fireworks and launches them toward a point within 60 feet, where they explode, dealing 1d10 fire damage and 1d10 sonic damage in a 10-foot burst. Every creature in the area must attempt a DC 21 Reflex save.

Critical Success The creature is unaffected. The goblin scavenger realizes that's because a firework fell at their feet and takes 2 fire damage when it explodes in their face.

Success The creature takes half damage.

Failure The creature takes full damage and is dazzled and deafened for 1 round.

Critical Failure As failure, except the creature is also stunned 1.

One Person's Junk The goblin scavenger intuitively knows how to make use of junk. When they use a weapon with the goblin trait or an improvised weapon, they do an additional die of damage (already included in the Strikes above).

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GOBLIN, BIG BOSS GOBLIN — CREATURE 6

SMALL GOBLIN HUMANOID

Perception +16; darkvision

Languages Common, Goblin

Skills Athletics +15, Diplomacy +13, Intimidation +15, Stealth +11

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

Items battered crown (or other symbol of authority), hide armor, *+1 horsechopper*, shortbow (20 arrows)

AC 22; **Fort** +17, **Ref** +11, **Will** +14

HP 100

Reactive Strike ↷

Not Me! ↷ (manipulate) **Trigger** The big boss goblin is targeted with an attack, and a goblin is adjacent to them; **Effect** The big boss goblin yanks the goblin in front of the attack to face the consequences in their stead. The big boss goblin gains a +2 circumstance bonus to their AC against the triggering attack. If it hits, the big boss goblin takes half damage, and the other goblin takes the remaining half.

Speed 25 feet

Melee ❖ *horsechopper* +17 (magical, reach 10 feet, trip, versatile P), **Damage** 1d8+5 slashing

Melee ❖ jaws +15 (finesse, unarmed), **Damage** 1d6+5 piercing

Ranged ❖ shortbow +14 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6+2 piercing

No Fight Fair A big boss goblin fights dirty, slashing at a foe's hamstrings. Whenever the big boss goblin hits an off-guard foe, the creature takes a –5-foot status penalty to its speed (–10-foot on a critical hit) until the creature regains any amount of Hit Points. As with all penalties to Speed, this can't reduce a creature's Speed below 5 feet.

(Continued on card 142)

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(Goblin, big boss goblin continued from card 141)

Stab it! Stab it! Stab it! ❖ The big boss goblin picks a target they can see within 30 feet and orders any allied goblins to attack. A single goblin with a lower level than the big boss goblin that is adjacent to the target can immediately use their reaction to Strike the target. In addition, until the start of the big boss goblin's next turn, their attacks against that target deal 1 additional damage dice as the big boss goblin leads them.

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GOD CALLER CREATURE 10

MEDIUM HUMAN HUMANOID

Perception +19

Languages Common, Fey; telepathy 100 feet (with eidolon only; page 231)

Skills Athletics +20, Intimidation +21, Nature +19, Religion +15, Survival +15

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

Items *+1 explorer's clothing*, *+1 striking war flail*, *wand of environmental endurance*

Bonded Eidolon The god caller fights alongside a mystical ally called an eidolon, most likely the beast eidolon on page 219. The eidolon has the standard number of actions, uses its normal stat block, and counts toward the encounter's XP budget normally. The eidolon must remain within 100 feet of the god caller, or its physical form will dissolve. The god caller can make their eidolon take form or disappear with the Manifest Eidolon action.

AC 29; **Fort** +18, **Ref** +16, **Will** +19

HP 150

Speed 25 feet

Melee ❖ *war flail* +21 (disarm, magical, sweep, trip), **Damage** 2d10+10 bludgeoning

Melee ❖ fist +20 (agile, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning

Primal Spontaneous Spells DC 29, attack +21; **5th** (2 slots) *howling blizzard*, *impaling spike*; **4th** (2 slots) *wall of fire*, *weapon storm*; **Cantrips (5th)** *electric arc*, *gouging claw*, *guidance, light, tangle vine*

(Continued on card 144)

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(God Caller continued from card 143)

Beseech the Spirits ❖ (concentrate, primal) **Frequency** once per day; **Effect** The god caller reaches out to local entities for enhanced perception and perspective. The god caller gains lifesense 60 feet and all-around vision for 10 minutes. The god caller can't use this ability again until after propitiating the spirits during their next daily preparation.

Manifest Eidolon ❖❖❖ (concentrate, manipulate, primal, teleportation) The god caller causes their eidolon to manifest in a space adjacent to them if it's unmanifested, or to unmanifest and disappear from physical reality if it was already manifested.

Tandem Trick (primal) **Frequency** once per round; **Effect** The god caller uses a team tactic with their eidolon, chosen from the following list, with the listed number of actions and traits.

- **Enlarge** ❖❖ (concentrate, manipulate) The god caller casts *enlarge* on their eidolon even if the eidolon is beyond range or line of effect. The god caller doesn't need to expend a spell slot, and can choose 2nd or 4th rank.
- **Tandem Strike** ❖❖ The god caller makes a Strike and their eidolon can Strike as a reaction. Both attacks count toward the god caller's multiple attack penalty, but the penalty doesn't increase until both attacks have been made.
- **Transfer** ❖ The god caller transfers 50 HP from themself to their eidolon or vice versa. If the creature losing HP has 50 HP or fewer, this effect transfers as many HP as possible without reducing that creature below 1 HP.
- **Transpose** ❖ (concentrate, manipulate, teleportation) The god caller and their eidolon teleport to swap places.

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GRAND INQUISITOR CREATURE 15

MEDIUM HUMAN HUMANOID

Perception +28 (+31 to Sense Motive)

Languages Common

Skills Athletics +25, Deception +27, Diplomacy +30, Intimidation +30, Society +28

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

Items +2 *resilient full plate*, +2 *striking scimitar*, +2 *striking starknife*

AC 38; **Fort** +26, **Ref** +20 (+23 vs. damaging effects), **Will** +28

HP 215

Searching Gaze (aura, emotion, fear, mental, visual) 30 feet. When an opponent ends its turn in the aura, it must attempt a DC 36 Will save or it becomes frightened 1 (frightened 2 on a critical failure), and the grand inquisitor learns its surface thoughts (and underlying motive on a critical failure).

Symbol of Loyalty (aura, emotion, mental, visual) 60 feet. Allies in the aura who are 14th level and lower and are loyal to the grand inquisitor's cause get a +3 status bonus to Will saves.

Reactive Strike ↻ If the grand inquisitor's attack hits and this reaction was triggered by a frightened creature, the triggering action is disrupted.

Speed 25 feet

Melee ❖ *scimitar* +30 (forceful, magical, sweep), **Damage** 2d6+15 slashing

Melee ❖ *starknife* +30 (agile, deadly d6, magical, versatile S), **Damage** 2d4+15 piercing

Melee ❖ fist +30 (agile, nonlethal, unarmed), **Damage** 1d4+15 bludgeoning

Ranged ❖ *starknife* +27 (agile, deadly d6, magical, thrown 20 feet, versatile S), **Damage** 2d4+15 piercing

(continued on card 146)

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(Grand Inquisitor continued from card 145)

Condemn ❖ (incapacitation, linguistic) The grand inquisitor Demoralizes. On a success, the target is stunned with a value equal to its frightened condition.

I Am the Law! ❖❖ (auditory, linguistic) The grand inquisitor vows to bring down all the fury of a nation down upon their foes. Up to three lower-level allies within 60 feet of the grand inquisitor can use their reaction to Grapple, Strike, or Trip with a +2 status bonus.

Twisting Fear The grand inquisitor's Strikes deal an extra 3d6 precision damage to frightened creatures.

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GRANDMASTER CREATURE 17

UNCOMMON MEDIUM HUMAN HUMANOID

Perception +35; lifesense (imprecise) 60 feet

Languages Common

Skills Acrobatics +33, Athletics +33, Diplomacy +25, Intimidation +25, Martial Arts Lore +30, Medicine +25, Stealth +25

Str +6, **Dex** +4, **Con** +3, **Int** +1, **Wis** +5, **Cha** +1

Items *+2 greater striking returning shuriken, +2 greater striking handwraps of mighty blows, +2 greater striking temple sword, bands of force*

AC 40; **Fort** +28, **Ref** +32, **Will** +27

HP 310

Speed 50 feet

Melee ❖ *temple sword* +33 (magical, trip), **Damage** 3d8+14 slashing

Melee ❖ *fist* +33 (agile, magical, nonlethal, unarmed), **Damage** 3d6+14 bludgeoning

Ranged ❖ *shuriken* +31 (magical, reload 0, thrown 20 feet), **Damage** 3d4+14 piercing

Monk Focus Spells DC 38, attack +34, (3 Focus Points); **8th** *harmonize self*, *qi blast, touch of death, wind jump*

Disrupt Qi ❖❖ (void) The grandmaster attempts an unarmed Strike against a living creature. On a hit, the creature takes 3d6 persistent void damage and is enfeebled 2 until the persistent damage ends.

Flurry of Blows ❖ **Frequency** once per round; **Effect** The grandmaster makes two fist Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. The grandmaster can substitute any number of the attacks with temple sword Strikes or attempts to Grapple, Reposition, Shove, or Trip.

(Continued on card 148)

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(Grandmaster continued from card 147)

Forbidden Palm ◆◆◆ **Requirements** The grandmaster has at least 1 Focus Point; **Effect** The grandmaster casts *touch of death* (spending 1 Focus Point as normal). Any time the target attempts a Fortitude save against this *touch of death*, the grandmaster takes 40 damage and is permanently enfeebled 1. If the target gets a critical success, it's stunned 1; if it gets a success or failure the stunned condition it gains is increased by 1, and any damage it takes is increased by 40.

One-Millimeter Punch ◆◆ or ◆◆◆ The grandmaster makes a single, carefully controlled unarmed Strike that deals 2 additional dice of damage, or 4 additional dice if the grandmaster spent 3 actions. If this damages the target, the grandmaster can choose to make the target attempt a DC 38 Fortitude save.

Critical Success The target is unaffected.

Success The target is pushed back 5 feet.

Failure The target is pushed back 10 feet.

Critical Failure The target is pushed back 10 feet for each action the grandmaster spent on One-Millimeter Punch.

Powerful Fists The grandmaster's fist Strikes don't take penalties when making lethal attacks, and are treated as adamantine, cold iron, and silver.

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GRAVE ROBBER CREATURE 1

MEDIUM HUMAN HUMANOID

Perception +5

Languages Common

Skills Crafting +6, Deception +2, Intimidation +2, Society +6, Stealth +5, Underworld Lore +6

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

Items embalming flask (4), *holy water*, shovel

AC 15; **Fort** +7, **Ref** +7, **Will** +5

HP 20

Speed 25 feet

Melee ❖ shovel +6, **Damage** 1d6+1 bludgeoning

Melee ❖ fist +7 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+1 bludgeoning

Ranged ❖ embalming flask +7 (alchemical, range increment 20 feet, splash), **Damage** 1d4 acid plus 1 acid splash damage and alchemical embalming

Alchemical Embalming The grave robber carries alchemical vials of specially prepared embalming fluid meant to hinder pursuit by anyone who interrupts their grave-robbing. A creature hit by a grave robber's embalming flask takes a –10-foot penalty to all its Speeds for 1 round. On a critical hit from an embalming flask, the target is also clumsy 1 for 1 minute.

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GUARD CREATURE 1

MEDIUM HUMAN HUMANOID

Perception +7 (+8 to find concealed objects)

Languages Common

Skills Athletics +7, Intimidation +5, Legal Lore +3

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

Items crossbow (10 bolts), dagger, sap, scale mail, signal whistle

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

HP 20

Reactive Strike ↻

Speed 25 feet

Melee ◆ sap +7 (agile, nonlethal), **Damage** 1d6+3 bludgeoning

Melee ◆ fist +7 (agile, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Ranged ◆ crossbow +6 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

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GUIDE CREATURE 4

MEDIUM HUMAN HUMANOID

Perception +14

Languages Common

Skills Athletics +12, Nature +8, Scouting Lore +12, Stealth +10, Survival +12

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

Items composite shortbow (40 arrows), greataxe, scale mail

AC 20; **Fort** +14, **Ref** +8, **Will** +11

HP 60

Guide's Warning ↷ Trigger The guide is about to roll a Perception or Survival check to determine their initiative; **Effect** The guide visually or audibly warns allies, granting them a +1 circumstance bonus to their initiative rolls. This bonus increases to +2 if the guide was Scouting. Depending on how the guide warns allies, this action has the auditory or visual trait.

Speed 25 feet

Melee ❖ greataxe +12 (sweep), **Damage** 1d12+8 slashing

Melee ❖ fist +12 (agile, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Ranged ❖ composite shortbow +9 (deadly 1d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+6 piercing

Guiding Words ❖ The guide points out a weakness of a creature within 30 feet. Until the start of the guide's next turn, the guide and all allies that can hear the guiding words gain a +1 circumstance bonus to attack rolls against that creature, and the guide's Strikes deal an extra 1d4 precision damage to that creature.

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GUILDMASTER CREATURE 8

MEDIUM HUMAN HUMANOID

Perception +16

Languages Common

Skills Architecture Lore +25, Athletics +13, Bureaucracy Lore +19, Crafting +25, Diplomacy +24, Intimidation +22, Society +21

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

Items artisan's tools, construction schematics, guildmaster's uniform (functions as hide armor), *+1 striking light hammer*, tax ledgers

Craft Specialist For encounters involving matters of crafting or architecture, the guildmaster is a 12th-level challenge.

AC 26; **Fort** +14, **Ref** +14, **Will** +17

HP 135

Speed 25 feet

Melee ❖ *light hammer* +16 (agile, magical), **Damage** 2d6+5 bludgeoning

Melee ❖ fist +16 (agile, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Ranged ❖ *light hammer* +14 (agile, magical, thrown 20 feet), **Damage** 2d6+5 bludgeoning

Call to Action ❖ (auditory, concentrate, emotion, mental) The guildmaster gives a speech to inspire themself and all guild-member allies within 60 feet, granting a +1 status bonus to attack and damage rolls until the start of the guildmaster's next turn.

Sworn Duty While within the guild or presiding over guild business, the guildmaster gains a +2 circumstance bonus to weapon attack rolls and deals an additional 2d6 damage on a successful weapon attack.

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GUNSMITH CREATURE 1

MEDIUM HUMAN HUMANOID

Perception +6

Languages Common

Skills Athletics +4, Crafting +13 (+15 for firearms), Firearm Lore +13, Society +5

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

Items artisan's toolkit (gunsmithing), dueling pistol (2; 20 rounds)

Firearm Specialist For encounters involving the crafting or maintenance of firearms, the gunsmith is a 6th-level challenge.

AC 16; **Fort** +5, **Ref** +8, **Will** +6

HP 16

Speed 25 feet

Melee ❖ fist +8 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+1 bludgeoning

Ranged ❖ dueling pistol +8 (concealable, concussive, fatal d10, range increment 60 feet, reload 1), **Damage** 1d6+2 piercing

Crafty Reload The gunsmith can Interact to reload a firearm without a free hand if they have a firearm in each hand. In addition, each time the gunsmith reloads a firearm, they can attempt a Crafting check against the hard DC for the firearm's level (DC 17 for a dueling pistol). On a success, they gain a +1 circumstance bonus on the next attack roll they make with that firearm before the start of their next turn.

Firearm Sabotage ❖ (manipulate) **Requirements** The gunsmith is wielding or holding a one-handed firearm and has a free hand; **Effect** The gunsmith deftly makes a minor modification to a firearm that can be detected with a Perception check opposed by the gunsmith's Crafting DC. If the sabotage is not reversed with a successful Crafting check against the gunsmith's Crafting DC, the firearm automatically misfires the next time it is used (the flat check is an automatic failure).

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GUNWITCH CREATURE 7

RARE MEDIUM HUMAN HUMANOID

Perception +13

Languages Common

Skills Acrobatics +17, Crafting +15, Intimidation +15, Occultism +17, Patron Lore +15

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

Items *musket staff of force* (20 rounds, page 81)

Firearm Familiar The gunwitch's firearm acts as their familiar but remains a mindless item with no actions. The master abilities it grants are included in the stat block.

AC 23; **Fort** +12, **Ref** +15, **Will** +15

HP 90

Acrobatic Dodge ↷ Trigger An attacker the gunwitch can observe targets them with an attack; **Effect** The gunwitch gains a +2 circumstance bonus to AC against the triggering attack, and after the attack the gunwitch Leaps.

Speed 25 feet

Melee ❖ *musket staff* +15 (finesse, magical, two-hand d6), **Damage** 1d4+6 bludgeoning plus 1d6 force

Melee ❖ fist +15 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Ranged ❖ *musket staff* +18 (concussive, fatal d10, magical, range increment 70 feet, reload 1), **Damage** 1d6+6 piercing plus 1d6 force

Occult Prepared Spells DC 25, attack +17; **4th** *confusion, flicker*, *phantom pain*; **3rd** *haste*, *paralyze*, *slow*; **2nd** *invisibility, telekinetic maneuver* (×2); **1st** *enfeeble* (×2)*, sure strike*; **Cantrips (4th)** *daze*, *detect magic*, *light*, *read aura*, *telekinetic projectile*

Witch Hex Spells DC 25, 1 Focus Point; **4th** *needle of vengeance* (*Player Core* 385); **Cantrips (4th)** *nudge fate* (*Player Core* 387)

(Continued on card 155)

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(Gunwitch continued from card 154)

Bewitched Shot ❖❖ **Requirements** The gunwitch is wielding their firearm familiar and has a hex bullet loaded in it (see Hex Bullet); **Effect** The gunwitch Casts a Spell that takes 1 or 2 actions to cast into their bullet, then Strikes with their firearm familiar, shooting the magic bullet. This counts as two attacks for the gunwitch's multiple attack penalty. On a hit, the target is also affected by the spell, though the target gets any normal defenses allowed by the spell.

If the spell is targeted, it targets the creature that was hit and no one else. If the spell is an area, the target must be in the area. A burst is centered on a corner of the target's square if the target is Medium or smaller or the corner of a square closest to the creature's center if it's Large or larger. A cone or line emits from a square of the gunwitch's choice adjacent to the target.

Bullet Storm ❖❖ (concentrate, occult) **Requirements** The gunwitch is wielding their firearm familiar and has a hex bullet loaded into it (see Hex Bullet); **Effect** The gunwitch unleashes a flurry of projectiles. Each creature in a 60-foot emanation takes 8d6 piercing damage with a DC 25 basic Reflex save.

Hex Bullet ❖ (concentrate, occult) **Frequency** once per round; **Effect** The gunwitch conjures a magical hex bullet in their firearm. It can be used as a normal bullet or for the Bewitched Shot and Bullet Storm abilities. The bullet vanishes if not fired by the end of the turn.

Recall Firearm ❖❖❖ (concentrate, occult, teleportation) **Frequency** once per day; **Requirement** The gunwitch's firearm familiar is within 1 mile; **Effect** The gunwitch summons their firearm into their hand or hands.

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HALFLING HEAD CHEF — CREATURE 2

SMALL HALFLING HUMANOID

Perception +7 (+15 to smell and taste); keen eyes, scent (imprecise) 30 feet

Languages Common, Halfling

Skills Acrobatics +7, Baking Lore +15, Cooking Lore +17, Intimidation +7, Society +6

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

Items chef's hat, filcher's fork, frying pan, herbs and spices (3)

Culinary Specialist For encounters involving cooking and taste, the head chef is a 7th-level challenge.

Keen Eyes The halfling gains a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of them. 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.

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

HP 36

Dash of Spice ↷ **Trigger** The head chef is targeted with a melee attack by an adjacent attacker they can see; **Effect** The head chef uses Spice Mix against the attacker.

Speed 25 feet

Melee ❖ hot frying pan +9 (fatal d8), **Damage** 1d4+3 bludgeoning plus 1d4 fire

Melee ❖ filcher's fork +9 (agile, backstabber, deadly d6), **Damage** 1d4+3 piercing

Melee ❖ fist +9 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Ranged ❖ filcher's fork +9 (agile, backstabber, deadly d6, thrown 20 feet), **Damage** 1d4+3 piercing

(Continued on card 157)

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(Halfling Head Chef continued from card 156)

Angry Rant ❖ (auditory, emotion, linguistic, mental) **Frequency** once per round; **Effect** The chef shouts a flurry of insults and criticisms at either an ally or enemy within 30 feet with the following effects:

Ally The chef's assistant is shaken by the barrage of criticism but is determined to work faster and harder. The target becomes quickened for 1 round but is also frightened 1. They can use the extra action to Interact, Step, or Stride, or as part of an action or activity to prepare, cook, or serve food.

Enemy The target must succeed a DC 18 Will save or take 1d6 mental damage and become frightened 1 (or 2d6 mental damage and frightened 2 on a critical failure).

Spice Mix ❖ The head chef throws a mixture of irritating spices into an adjacent creature's eyes, causing the creature to be dazzled until it Interacts to clear its vision.

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HALFLING SMUGGLER CREATURE 6

SMALL HALFLING HUMANOID

Perception +13; keen eyes

Languages Common, Halfling

Skills Acrobatics +14, Athletics +11, Deception +14, Intimidation +14, Society +10, Stealth +15, Thievery +16, Underworld Lore +14

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

Items arsenic, disguise kit, lesser elixir of life, *+1 filcher's fork*, fine clothes, leather armor, sling, lesser smoke ball, thieves' toolkit

Grease Some Palms A smuggler is adept at navigating official channels and makes network contacts in order to keep their goods moving. They gain a +2 circumstance bonus to Make an Impression and Request with members of the local bureaucracy.

Keen Eyes The halfling gains a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of them. 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.

AC 23; **Fort** +12, **Ref** +16, **Will** +13

HP 95

Speed 25 feet

Melee ❖ *filcher's fork* +17 (agile, backstabber, deadly d6, finesse, magical), **Damage** 1d4+9 piercing

Melee ❖ fist +16 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+9 bludgeoning

Ranged ❖ *filcher's fork* +17 (agile, backstabber, deadly d6, magical, thrown 20 feet), **Damage** 1d4+9 piercing

Ranged ❖ sling +16 (propulsive, range increment 50 feet, reload 1), **Damage** 1d4+7 bludgeoning

(Continued on card 159)

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(Halfling Smuggler continued from card 158)

Distracting Escape ❖ **Frequency** once per round; **Effect** Smugglers succeed by making a move only after they've diverted others' attention. The smuggler Creates a Diversion. If the smuggler became hidden to at least one creature, the smuggler can then Sneak.

Hidden Pockets ❖ **Frequency** once per round; **Effect** The smuggler Interacts to draw an item of light Bulk concealed in one of their hidden pockets. The pockets can store up to four objects of light Bulk. For most smugglers, these items are arsenic, a lesser elixir of life, a lesser smoke ball, and a thieves' toolkit. The smuggler can refill the pockets over the course of 1 minute.

Sneak Attack The smuggler deals an extra 2d6 precision damage to off-guard creatures.

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HALFLING YARNSPINNER CREATURE 7

SMALL HALFLING HUMANOID

Perception +14; keen eyes

Languages Common, Halfling

Skills Arcana +16, Deception +16, Diplomacy +16, Intimidation +14, History Lore +19, Occultism +17, Performance +19 (+21 for oratory), Religion +15, Society +15

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

Items book of fables, chain shirt, *+1 halfling sling staff* (20 bullets), *+1 shortsword*

Keen Eyes The halfling gains a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of them. 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.

Tale Specialist For encounters involving storytelling, local history, or lore, the yarnspinner is a 10th-level challenge.

AC 24; **Fort** +11, **Ref** +15, **Will** +18

HP 110

Guidance Through Tales ↷ (auditory, concentrate, linguistic, mental) **Trigger** An ally the yarnspinner can see fails a skill check; **Effect** The yarnspinner offers a brief reminder about a legendary hero, granting their ally a +2 circumstance bonus to the triggering skill check, potentially turning the failure into a success.

Speed 25 feet

Melee ❖ *shortsword* +16 (agile, finesse, magical, versatile S), **Damage** 1d6+3 piercing plus resonant weapons

Melee ❖ fist +15 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

(Continued on card 161)

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(Halfling Yarnspinner continued from card 160)

Ranged ❖ *halfling sling staff* +16 (magical, propulsive, range increment 30 feet, reload 1), **Damage** 1d10+3 bludgeoning plus resonant weapons

Occult Spontaneous Spells DC 26, attack +18; **4th** (3 slots) *confusion*, *honeyed words*, *translocate*; **3rd** (4 slots) *haste*, *heroism*, *ring of truth*, *soothe*; **2nd** (4 slots) *invisibility*, *laughing fit*, *revealing light*, *soothe*; **1st** (4 slots) *illusory disguise*, *illusory object*, *mindlink*, *ventriloquism*; **Cantrips (4th)** *daze*, *detect magic*, *figment*, *light*, *read aura*

Mesmerizing Tale ❖❖ (auditory, aura, incapacitation, linguistic, mental, occult) The yarnspinner weaves a long-winded but captivating narrative that enchants those nearby. Any creature that's in a 20-foot emanation or starts its turn in the aura must attempt a DC 24 Will save. The Mesmerizing Tale lasts until the end of the yarnspinner's next turn, but can be Sustained. The first time the yarnspinner Sustains the aura on subsequent rounds, the aura expands by 10 feet, to a maximum of 60 feet.

Critical Success The creature is unaffected, and is temporarily immune for 24 hours.

Success The creature is unaffected.

Failure The creature becomes fascinated with the yarnspinner until the start of its next turn, and must spend all its actions to move closer to the yarnspinner and listen to the tale.

Resonant Weapons (occult, sonic) If the yarnspinner's Mesmerizing Tale aura is active or they have cast a spell within the last round, their Strikes with magic weapons deal an additional 2d10 sonic damage.

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HALFLING, BILL-BAND CREATURE 5

GARGANTUAN HALFLING HUMANOID TROOP

Perception +10; keen eyes

Languages Common, Halfling

Skills Acrobatics +12, Athletics +13, Intimidation +13, Sports Lore +11

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

Keen Eyes The halfling gains a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of them. 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..

AC 20; **Fort** +13, **Ref** +12, **Will** +8; +3 status vs. Intimidation checks

HP 90 (4 segments); **Thresholds** 60 (3 segments), 30 (2 segments); **Weaknesses** area damage 5, splash damage 5

Troop Defenses

Speed 25 feet; overwhelming scrum, troop movement

Down to Our Level ❖❖ **Frequency** once per round; **Effect** The bill-band deliberately gets under the feet of their opponents, proving they are greater than the sum of their parts. The bill-band attempts to Trip all creatures in or adjacent to their space. They roll one Athletics check and compare the result to the Reflex DC of each target.

Firecracker Salvo ❖❖ **Frequency** once per round; **Effect** The bill-band launches a barrage of lit firecrackers that, upon impact, burst into light and sound. Each creature in a 10-foot burst within 60 feet takes 1d12 sonic damage with a DC 19 basic Reflex save. A creature that fails its save is also dazzled for 1 round. When the bill-band is reduced to 2 or fewer segments, this area decreases to a 5-foot burst.

(Continued on card 163)

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(Halfling, Bill-band continued from card 162)

Overwhelming Scrum The bill-band swarms in and around other creatures. They can move into other creatures' spaces, and other creatures can move into their spaces. The bill-band's spaces are difficult terrain to other creatures.

Stick It to 'Em! ❖ to ❖❖❖ **Frequency** once per round; **Effect** The bill-band swings barely coordinated fists and feet at each enemy in their space and in a 5-foot emanation, with a DC 19 basic Reflex save. The damage depends on the number of actions.

❖ 1d6 bludgeoning damage

❖❖ 2d6+4 bludgeoning damage

❖❖❖ 3d6+6 bludgeoning damage

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HARBORMASTER CREATURE 3

MEDIUM | HUMAN | HUMANOID

Perception +6

Languages Common, up to 2 additional languages

Skills Acrobatics +9, Athletics +9, Diplomacy +5, Fishing Lore +8, Intimidation +5, Sailing Lore +10

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

Items fishing tackle, hatchet (2), ledger, manacles, spyglass

Steady Balance Whenever the harbormaster rolls a success on a check to Balance, they get a critical success instead. They're not off-guard while Balancing on narrow surfaces and uneven ground.

AC 18; **Fort** +8, **Ref** +10, **Will** +8

HP 45

Speed 25 feet

Melee ❖ hatchet +12 (agile, sweep), **Damage** 1d6+7 slashing

Melee ❖ fist +12 (agile, nonlethal, unarmed), **Damage** 1d4+7 bludgeoning

Ranged ❖ hatchet +10 (agile, sweep, thrown 10 feet), **Damage** 1d6+7 slashing

Experienced Hand The harbormaster has endured their share of adverse conditions at sea. Any creature that's in adverse weather or aboard a vessel on rough water is off-guard to the harbormaster.

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HARROW READER CREATURE –1

MEDIUM HUMAN HUMANOID

Perception +7

Languages Common

Skills Diplomacy +10, Fortune-Telling Lore +11, Occultism +5, Performance +5 (+11 when fortune-telling), Society +5

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

Items harrow deck, sickle

Cold Reading Specialist For encounters involving fortune-telling, the harrow reader is a 3rd-level challenge.

AC 14; **Fort** +3, **Ref** +6, **Will** +10

HP 8

Speed 25 feet

Melee ❖ sickle +6 (agile, finesse, trip), **Damage** 1d4+1 slashing

Melee ❖ fist +6 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+1 bludgeoning

Fated Doom Though harrow readers try to avoid combat, no throw of the cards can avoid fate, so a harrow reader learns how best to survive. In the harrow reader's first encounter each day, they gain a +1 status bonus to their initiative roll, attack rolls, and AC.

Read the Harrow (exploration, occult, prediction) The harrow reader can conduct a reading over the course of 10 minutes to duplicate the effects of the *augury* spell. The harrow reader can conduct up to five readings per day, but the flat check DC increases by 2. This is cumulative, to a maximum of DC 14 for the fifth.

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HEAVY CAVALRY CREATURE 7

GARGANTUAN ANIMAL HUMAN HUMANOID TROOP

Perception +14

Languages Common

Skills Acrobatics +13, Athletics +17, Intimidation +15, Nature +12, Warfare Lore +15

Str +7, **Dex** +2, **Con** +4, **Int** +0, **Wis** +1, **Cha** +2

AC 25; **Fort** +17, **Ref** +13, **Will** +14

HP 105 (4 segments); **Thresholds** 70 (3 segments), 35 (2 segments); **Weaknesses** area damage 8, splash damage 8

Mounted Troop Effects that target only animals or only humanoids might not work on the cavalry brigade, subject to the GM's discretion.

Troop Defenses

Speed 40 feet; troop movement

Join the Fray ❖ to ❖❖❖ **Frequency** once per round; **Effect** The heavy cavalry swing flails at each enemy in a 5-foot emanation, with a DC 22 basic Reflex save. The damage depends on the number of actions.

❖ 1d6+3 bludgeoning damage

❖❖ 2d6+7 bludgeoning damage

❖❖❖ 3d6+10 bludgeoning damage

Thunder of Hooves ❖ **Frequency** once per round; **Effect** The heavy cavalry Strides. At the end of their movement, the cavalry can either attempt an Athletics check to Trip each adjacent enemy or an Intimidation check to Demoralize each enemy within 30 feet. Roll only once and compare the result to each enemy's Reflex DC (for Trip) or Will DC (for Demoralize).

Trample ❖❖❖ Medium or smaller, 2d8+7 bludgeoning, DC 22; creatures that fail the save are also knocked prone.

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HELLKNIGHT CAVALRY BRIGADE CREATURE 8

GARGANTUAN | ANIMAL | HUMAN | HUMANOID | TROOP

Perception +16

Languages Common, Diabolic

Skills Acrobatics +13, Athletics +18, Hell Lore +12, Intimidation +17, Religion +12, Society +12

Str +7, **Dex** +1, **Con** +4, **Int** +2, **Wis** +2, **Cha** +3

AC 27; **Fort** +18, **Ref** +13, **Will** +16

HP 135 (4 segments); **Thresholds** 90 (3 segments), 45 (2 segments); **Weaknesses** area damage 8, splash damage 8; **Resistances** mental 5, slashing 5

Mounted Troop Effects that target only animals or only humanoids might not work on the Hellknight cavalry brigade, subject to the GM's discretion.

Troop Defenses

Speed 40 feet; trailblazing stride, troop movement

Arrow Volley ❖❖ The Hellknights draw or reload their longbows, then launch a ranged attack in the form of a volley. This volley is a 10-foot burst within 100 feet that deals 3d8 piercing damage (DC 23 basic Reflex save). When the troop is reduced to 2 or fewer segments, this area decreases to a 5-foot burst.

Lance Charge ❖❖❖ The brigade Strides twice with a +10-foot circumstance bonus to its Speed. If it moves at least 10 feet, the brigade deals 3d8+14 piercing damage with a DC 26 basic Reflex save to each enemy in a 10-foot emanation at the end of its movement.

(Continued on card 168)

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(Hellknight Cavalry Brigade continued from card 167)

Stab from the Saddle ❖ to ❖❖❖ **Frequency** once per round; **Effect** The brigade engages in a coordinated lance attack against each enemy in a 10-foot emanation with a DC 23 basic Reflex save. The damage depends on the number of actions.

❖ 1d6+3 piercing damage

❖❖ 2d6+10 piercing damage

❖❖❖ 3d6+14 piercing damage

Trailblazing Stride While moving on land, the Hellknight cavalry brigade ignores difficult terrain.

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HERO HUNTER — CREATURE 13

MEDIUM HUMAN HUMANOID

Perception +25

Languages Common

Skills Acrobatics +23, Athletics +26, Crafting +24, Deception +19, Nature +21, Stealth +27, Survival +25 (+29 to Track)

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

Items *+1 striking greataxe*, *+1 striking hand crossbow* (20 bolts), *+1 resilient studded leather*

Prepared Trapper A hero hunter carries the materials to Craft two alarm snares, two grasping snares, one snagging hook snare, and one stunning snare. The hero hunter replenishes any used supplies each time they make their daily preparations. Snare rules and stat blocks are on pages 297–300 of *Player Core 2*.

AC 33; **Fort** +22, **Ref** +25, **Will** +21

HP 230

Nimble Dodge ↷ Trigger The hero hunter is targeted with a melee or ranged attack by an attacker they can see; **Effect** The hero hunter gains a +2 circumstance bonus to AC against the triggering attack.

Reactive Strike ↷

Speed 25 feet, climb 10 feet

Melee ❖ *greataxe* +27 (magical, sweep), **Damage** 2d12+13 slashing plus hunter's precision

Melee ❖ fist +26 (agile, nonlethal, unarmed), **Damage** 1d4+13 bludgeoning plus hunter's precision

Ranged ❖ *hand crossbow* +26 (magical, range increment 60 feet, reload 1), **Damage** 2d6+8 piercing plus hunter's precision

(Continued on card 170)

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(Hero Hunter continued from card 169)

Deadly Snares ❖❖❖ (manipulate) The hero hunter Crafts a snare that would normally take 1 minute or less to Craft. The Stealth DC to locate the snare and DC to disable it with Thievery are equal to the hero hunter's Crafting DC if it's higher than the snare's DC.

Felling Shot ❖ The hero hunter makes a ranged Strike. If it hits and deals damage to a flying target, the target falls up to 120 feet but takes no damage from the fall. The creature can't Fly, Leap, levitate or otherwise leave the ground until the end of the hero hunter's next turn.

Hunter's Precision ❖ (stance) The hero hunter knows how to hunt and kill any game. While in this stance, all the hero hunter's Strikes deal an additional 2d8 precision damage, and the range increment for their ranged weapon Strikes is 20 feet longer than normal. If the hunter gets a critical hit with a weapon Strike, the target also takes 2d6 persistent bleed damage.

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HIGH PRIEST OF PHARASMA CREATURE 9

MEDIUM HUMAN HUMANOID

Perception +20

Languages Common, Requian

Skills Boneyard Lore +27, Diplomacy +25, Intimidation +17, Medicine +18, Performance +17, Religion +26

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

Items *+1 striking dagger*, hand crossbow (20 bolts), healer's toolkit, holy water (4), religious symbol of Pharasma, religious text of Pharasma, *scroll of cleanse affliction* (4th rank)

Religious Specialist For encounters involving religious debates, church politics, and conflicts of doctrine, the high priest is a 13th-level challenge.

AC 26; **Fort** +16, **Ref** +17, **Will** +21; **Resistances** void 5

HP 150

Steward of the Faithful (aura, divine, vitality) 30 feet. Each ally in the aura who worships Pharasma gains resistance 5 to void and a +1 status bonus to Will saves, Diplomacy checks, and Medicine checks.

Unshakable Faith During a religious debate, clash of church politics, or similar conflict, the high priest gains a +4 circumstance bonus to Perception check to Sense Motive and to their Perception DC against attempt to lie to them.

Speed 25 feet

Melee ❖ *dagger* +18 (agile, finesse, magical, versatile S), **Damage** 2d4+7 piercing plus 1d10 spirit

Melee ❖ fist +17 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+7 bludgeoning plus 1d10 spirit

Ranged ❖ hand crossbow +17 (range increment 60 feet, reload 1), **Damage** 1d6+7 piercing plus 1d10 spirit

Melee ❖ *dagger* +17 (agile, magical, thrown 10 feet, versatile S), **Damage** 2d4+7 piercing plus 1d10 spirit

(Continued on card 172)

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(High Priest of Pharasma continued from card 171)

Divine Prepared Spells DC 28, attack +20; **5th** *breath of life*, *heal* (×5), *vision of death*; **4th** *holy light* (×2), *vital beacon*; **3rd** *fear*, *ghostly weapon*, *heroism*; **2nd** *augury*, *darkvision*, *status*; **1st** *command*, *mindlink*, *spirit link*; **Cantrips (4th)** *daze*, *detect magic*, *message*, *read aura*, *vitality lash*

Cleric Domain Spells 2 Focus Points, DC 28; **4th** *death's call* (*Player Core* 373), *eradicate undeath* (*Player Core* 374)

Rituals DC 28; *atone*, *consecrate*, *heartbond*[PC2], *rest eternal*[PC2], *resurrect*

Healing Hands When the high priest casts *heal*, they roll d10s instead of d8s.

Restorative Channel The high priest can sacrifice one prepared *heal* spell to instead cast *cleanse affliction*, *clear mind*, *sound body*, or *sure footing* at the same spell rank.

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HIGH ROLLER CREATURE 11

MEDIUM HUMAN HUMANOID

Perception +22 (+26 for Sense Motive)

Languages Common

Skills Deception +24, Games Lore +26, Intimidation +22, Society +21, Thievery +22

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

Items playing cards (54-card deck), *predictable silver piece* (*Player Core 2* 307), *+1 striking rapier*

Gaming Arsenal The high roller treats all game tools—such as cards (used in the stat block's Strike entries), dice, coins, and gambling tokens—as melee weapons with a d4 damage die and the agile, finesse and thrown 20 feet traits. The high roller gets a +1 item bonus to attack rolls with them and deals two damage dice. The damage type depends on the item and is determined by the GM.

AC 30; **Fort** +17, **Ref** +24, **Will** +22

HP 150

Tip the Scales ↷ (divine, fortune) **Trigger** A creature the high roller is observing critically fails a check; **Effect** The high roller picks up on luck that others dropped. They roll twice on their next d20 roll before the end of their next turn and take the better result.

Speed 25 feet

Melee ❖ *rapier* +23 (deadly d8, disarm, finesse, magical), **Damage** 2d6+11 piercing

Melee ❖ fist +22 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+11 bludgeoning **Melee** ❖ card +23 (agile, finesse), **Damage** 2d4+11 slashing

Ranged ❖ card +23 (agile, thrown 20 feet), **Damage** 2d4+11 slashing

(Continued on card 174)

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(High Roller continued from card 173)

Lucky Momentum ❖ **Requirements** The high roller's last action was a critical success; **Effect** The high roller either Strides twice or attempts a Strike that deals an additional 4d6 precision damage and deals half damage on a failure (but not a critical failure).

Royal Flush Flurry ❖❖ **Frequency** once per hour; **Requirements** The high roller has at least 16 cards in one hand; **Effect** The high roller unleashes the cards in a 30-foot cone, dealing 16d4 slashing damage to all creatures in the area with a DC 30 basic Reflex save. This ability expends the full deck of cards held.

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HOBGOBLIN BATTALION CREATURE 6

GARGANTUAN HOBGOBLIN HUMANOID TROOP

Perception +15; darkvision

Languages Common, Goblin

Skills Athletics +15, Intimidation +14, Warfare Lore +12

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

AC 23; **Fort** +15, **Ref** +12, **Will** +14

HP 90 (4 segments); **Thresholds** 60 (3 segments), 30 (2 segments); **Weaknesses** area damage 8, splash damage 8

Reactive Strike ↩

Troop Defenses

Speed 25 feet; troop movement (see page 231)

Coordinated Strikes ◆ to ◆◆◆ **Frequency** once per round; **Effect** The battalion thrusts their spears at each enemy in a 5-foot emanation with a DC 21 basic Reflex save. The damage depends on the number of actions.

◆ 1d6+2 slashing damage

◆◆ 2d6+5 slashing damage

◆◆◆ 3d12+7 slashing damage

Focused Volley ◆◆ The hobgoblin battalion's archers draw or reload their crossbows, then launch a ranged attack in the form of a volley. This volley is a 10-foot burst within 120 feet that deals 2d8 piercing damage with a DC 21 basic Reflex save. When the hobgoblin battalion is reduced to 2 or fewer segments, this area is reduced to a 5-foot burst.

Perfect Formation ◆ The battalion raises a perfect guard against explosions. It gains a +2 item bonus to AC and a +2 status bonus to Reflex saves until the start of its next turn.

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HOBGOBLIN SPELLBREAKER CREATURE 3

MEDIUM | HOBGOBLIN | HUMANOID

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

Languages Common, Goblin

Skills Acrobatics +9, Arcana +10, Athletics +10, Intimidate +9, Stealth +9

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

Items breaching pike (*Player Core 2* 275), crossbow (10 bolts), scale mail, shortsword

Arcane Magic Sense The hobgoblin spellbreaker can detect the source of any arcane magic within range as an imprecise sense.

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

HP 50

Spellbreaking Reactive Strike ↷ As Reactive Strike, but if it was triggered by a creature casting an arcane spell, the target must succeed at a DC 11 flat check or the spell is disrupted. If the Strike was a critical hit, the spell is disrupted automatically.

Speed 25 feet

Melee ◆ breaching pike +12 (razing, reach), **Damage** 1d6+6 piercing

Melee ◆ shortsword +12 (agile, versatile S), **Damage** 1d6+6 piercing

Melee ◆ fist +12 (agile, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Ranged ◆ crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8+3 piercing

Shatter Spell ◆◆ The hobgoblin spellbreaker attempts a melee Strike against a creature under the effects of a beneficial arcane spell. If the Strike hits and deals damage, the hobgoblin spellbreaker can attempt to counteract a single arcane spell or arcane magical effect on the target (counteract rank 2, counteract modifier +10). If it fails, the hobgoblin spellbreaker can't attempt to counteract the same effect for 1 hour.

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HOBGOBLIN VANGUARD CREATURE 8

MEDIUM HOBGOBLIN HUMANOID

Perception +16; darkvision

Languages Common, Goblin

Skills Athletics +18, Crafting +17, Intimidation +16, Survival +16

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

Items alchemical grenades (4), alchemist's toolkit, full plate, *+1 striking maul*

AC 27; **Fort** +19, **Ref** +13, **Will** +16

HP 150

Speed 20 feet

Melee ❖ *maul* +19 (magical, shove), **Damage** 2d12+8 bludgeoning plus Knockdown

Melee ❖ fist +19 (agile, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Ranged ❖ alchemical grenade +16 (range increment 20 feet, splash), **Damage** 2d8 acid, cold, electricity, or fire plus 2 persistent damage and 2 splash damage of the same type

Shock and Awe ↻ (emotion, mental, visual) **Trigger** The hobgoblin vanguard critically hits a creature with an alchemical grenade Strike; **Effect** The hobgoblin vanguard attempts to Demoralize the creature with a mere look. If the target creature was reduced to 0 Hit Points by the triggering Strike, the hobgoblin vanguard can instead attempt to Demoralize all opponents within 30 feet, rolling once and comparing the result to each target's Will DC.

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HORSE, VETERAN WAR HORSE CREATURE 5

LARGE ANIMAL

Perception +10; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +12, Athletics +15, Intimidation +12

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

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

HP 90

Buck ↷ DC 21 (see page 230)

Speed 40 feet

Melee ❖ hoof +13, **Damage** 2d6+6 bludgeoning

Gallop ❖❖ The veteran war horse Strides twice. It has a +10-foot circumstance bonus to its Speed during these Strides.

Into the Fray ❖ The veteran war horse Strides then Demoralizes an adjacent Medium or smaller creature. When it does, Demoralize loses the auditory trait and gains the visual trait, and it doesn't take a penalty for the veteran war horse not speaking a language.

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HUMANITARIAN HERMIT CREATURE 9

MEDIUM HUMAN HUMANOID

Perception +17

Languages Common, Fey, Wildsong

Skills Athletics +19 (+20 using their staff), Diplomacy +14, Medicine +21, Nature +19, Society +14, Survival +17

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

Items hide armor, expanded healer's toolkit, primal symbol, *+1 striking staff of healing*

Plant Empathy The humanitarian hermit can ask questions of, receive answers from, and use the Diplomacy skill with plants and fungus.

AC 26; **Fort** +18, **Ref** +16, **Will** +19

HP 150

Speed 25 feet

Melee ❖ *staff* +20 (parry, reach, trip, two-hand d8), **Damage** 2d4+10 bludgeoning plus 2d8 vitality

Melee ❖ fist +19 (agile, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning

Primal Prepared Spells DC 27, attack +19; **5th** *heal* (×4), *vital beacon*; **4th** *cleanse affliction* (×2), *mountain resilience*; **3rd** *earthbind*, *haste*, *safe passage*; **2nd** *create food*, *environmental endurance, peaceful rest*; **1st** *cleanse cuisine, create water*, *vanishing tracks*; **Cantrips (5th)** *electric arc*, *light, know the way*, *stabilize, vitality lash*

Rituals DC 27; *reincarnate*[PC2]

Cleansing Earth ❖❖❖ (plant, primal) **Frequency** once per hour; **Effect** The humanitarian blesses the land and their allies. In a 30-foot emanation, plants grow and become difficult terrain. Additionally, all allies in the emanation gain 20 temporary Hit Points and can ignore the difficult terrain. These effects last for 1 minute.

(continued on card 180)

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(Humanitarian Hermit continued from card 179)

Primal Staff A staff wielded by the humanitarian hermit gains the parry, reach, and trip traits, and Strikes with it deal an additional 2d8 vitality damage.

Steady Spellcasting If a reaction would disrupt the humanitarian hermit's spellcasting action, the hermit attempts a DC 15 flat check. On a success, the action isn't disrupted.

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HUNTER CREATURE 7

MEDIUM HUMAN HUMANOID

Perception +17

Languages Common

Skills Forest Lore +13, Medicine +15, Nature +17, Stealth +17, Survival +17

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

Items *+1 composite longbow*, dagger, leather armor, shortsword

Expert Subsistence While using Survival to Subsist, if the hunter rolls any result worse than a success, they get a success. On a success, they can provide subsistence living for themselves and 16 additional creatures (or 32 additional creatures on a critical success).

Forest Walker The hunter ignores the effects of difficult terrain in a forest environment.

AC 25; **Fort** +12, **Ref** +17, **Will** +15

HP 115

Speed 25 feet

Melee ❖ dagger +17 (agile, finesse, versatile S), **Damage** 1d4+10 piercing

Melee ❖ shortsword +17 (agile, finesse, versatile S), **Damage** 1d6+10 piercing

Melee ❖ fist +17 (agile, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning

Ranged ❖ *composite longbow* +18 (deadly d10, magical, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+8 piercing

On the Hunt ❖ (concentrate) The hunter designates one creature they're observing or 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 hunter hits the designated prey in a round, they deal an additional 1d8 precision damage. These effects last until the hunter uses On the Hunt again.

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INFANTRY SOLDIER CREATURE 2

MEDIUM | HUMAN | HUMANOID

Perception +8

Languages Common

Skills Athletics +10, Intimidation +7, Warfare Lore +6

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

Items chainmail, crossbow (10 bolts), shortsword, wooden shield (Hardness 3, Hit Points 12, BT 6)

AC 18 (20 with shield raised); **Fort** +9, **Ref** +6, **Will** +6

HP 28

Reactive Strike ↻

Shield Block ↻

Speed 25 feet

Melee ❖ shortsword +10 (agile, versatile S), **Damage** 1d6+6 piercing

Melee ❖ fist +10 (agile, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Ranged ❖ crossbow +6 (range increment 120 feet, reload 1), **Damage** 1d8+2 piercing

Guardian Shield ❖ The infantry soldier Raises their Shield, but grants the benefit to an adjacent ally and can Shield Block for that ally. Guardian Shield ends early if at any point the ally is no longer adjacent.

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INFERNAL REGISTRAR CREATURE 10

RARE MEDIUM HUMAN HUMANOID UNHOLY

Perception +19 (+33 to Sense Motive)

Languages Common, Diabolic

Skills Deception +22, Diplomacy +33, Legal Lore +33, Religion +30, Scribe Lore +30, Society +33

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

Items *staff of office* (functions as *+1 flaming striking staff*)

Contract Specialist For encounters involving matters of contracts and dealings with Hell, the infernal registrar is an 18th-level challenge.

Death is a Promotion The infernal registrar does not fear death, as they have a signed infernal contract for immediate promotion to a mid-ranked devil upon their soul's arrival in Hell. They're immune to all Intimidation checks to Coerce involving threats of death.

Friends in Low Places Though devils do not respect most mortals, they respect the office of infernal registrar. No creature with the devil trait of 18th level or lower will knowingly and willingly attack an infernal registrar.

Technically Correct The infernal registrar uses their Legal Lore modifier on all Deception checks to Lie.

AC 27; **Fort** +19, **Ref** +16, **Will** +33; +2 circumstance to all saves vs. fear

HP 180; **Resistances** fire 10

Speed 25 feet

Melee ❖ *staff of office* +19 (magical, two-hand d8), **Damage** 2d4+8 bludgeoning plus 1d6 fire

Melee ❖ fist +18 (agile, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Divine Innate Spells DC 29, attack +21; **5th** *banishment, divine immolation*, *locate*; **4th** *detect scrying, suggestion*; **3rd** *chilling darkness*, *fear*, *ring of truth*; **2nd** *translate* (at will); **Cantrips (5th)** *detect magic*, *ignition*, *read aura*

(Continued on card 184)

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(Infernal Registrar continued from card 183)

A Favor for a Favor ❖❯❯❯ (concentrate, divine) The infernal registrar has the authority to make limited infernal contracts with other mortals. They summon a contract with the legal language they desire. Detecting hidden clauses in the contract requires a successful DC 43 Society or a DC 38 Legal Lore check. Once signed, the contract vanishes into the infernal filing system in Hell. The infernal registrar cannot grant any boons beyond their own personal power (usually limited to information, advice, or access to elements of the infernal bureaucracy).

Request Document ❖❯❯❯ (concentrate, divine) The infernal registrar makes a request to summon a copy of any infernal contract a specific creature has signed. They must know enough information to specifically identify the individual who signed. The infernal registrar attempts a Legal Lore check with a DC equal to a hard DC of the level of the creature in question. The infernal registrar will never promise a successful use of this ability in the agreements they make. Each agreement is typically for one attempt. Any copy summoned is simply a copy, has no impact on the original contract if destroyed or altered, and will vanish if taken more than 20 feet from the infernal registrar.

Critical Success A copy of the contract appears before the infernal registrar after 10 minutes.

Success A copy of the contract appears before the infernal registrar after 1 hour.

Failure The attempt fails, but the infernal registrar can try again after 24 hours.

Critical Failure The attempt fails, and the infernal registrar can't try again for the named creature for 1 year.

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INNKEEPER CREATURE 1

MEDIUM HUMAN HUMANOID

Perception +7

Languages Common

Skills Accounting Lore +5, Alcohol Lore +7, Cooking Lore +5, Deception +6, Diplomacy +6, Society +7

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

Items broom (functions as a staff), innkeeper's apron (functions as leather armor), ledger, pewter mug

Font of Gossip The innkeeper's business gives them insight into the neighborhood's happenings. A person can Gather Information from an innkeeper in 30 minutes rather than canvassing an entire neighborhood. Each person can learn gossip from an innkeeper only once per day, and only if the innkeeper is friendly or helpful to that individual. Whatever information the innkeeper knows about a given topic doesn't change if someone else asks the innkeeper about that topic, unless the innkeeper has since learned more.

AC 14; **Fort** +7, **Ref** +3, **Will** +9

HP 20

Speed 25 feet

Melee ❖ broom +7 (two-hand d8), **Damage** 1d4+2 bludgeoning

Melee ❖ fist +7 (agile, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Ranged ❖ pewter mug +5 (thrown 10 feet), **Damage** 1d4+2 bludgeoning

Home Base Brawler The innkeeper knows how to settle fights that break out. When the innkeeper is fighting in their establishment, their Strikes gain a +1 circumstance bonus to the attack roll, deal an additional 1d4 damage, and gain the nonlethal trait if they don't already have it. The innkeeper can choose not to gain this benefit.

(Continued on card 186)

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(Innkeeper continued from card 185)

Innkeeper's Advice ◆◆◆ (auditory, fortune, linguistic, mental) **Frequency** once per day; **Effect** The innkeeper gives some pertinent advice to a single creature other than themself. For 24 hours, when that creature fails a skill check or saving throw, they can recall this advice and reroll the check, using the second result instead. Once that creature uses this ability, its effect ends. A creature that receives the Innkeeper's Advice is temporarily immune to the ability for 1 month.

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INSPECTOR CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +12 (+15 to Sense Motive, Seek, or Search)

Languages Common, up to 3 additional languages

Skills Athletics +9, Diplomacy +12, Intimidation +13, Legal Lore +13, Medicine +8 (+13 to Recall Knowledge), Society +12

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

Items leather armor, shortsword

Investigation Specialist For encounters involving investigation, the inspector is a 5th-level challenge.

Sense Demise The inspector can Sense Motive on a corpse, learning about the creature in the moments before its death.

AC 19; **Fort** +5, **Ref** +10, **Will** +12

HP 40

Speed 25 feet

Melee ❖ shortsword +12 (agile, finesse, versatile S), **Damage** 1d6+4 piercing plus 1 precision

Melee ❖ fist +12 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning plus 1 precision

Unavoidable Question ❖ (linguistic) **Frequency** once per turn; **Effect** The inspector Demoralizes a creature and asks a question. On a success, the next Strike the inspector attempts against that target deals an additional 1d6 precision damage. If the target spends an action on their next turn to answer the question, either truthfully or by succeeding at a DC 25 Deception check, they are temporarily immune to the inspector's Unavoidable Question for 1 minute.

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INTERROGATOR CREATURE 6

MEDIUM HUMAN HUMANOID

Perception +13

Languages Common

Skills Athletics +15, Intimidation +13, Medicine +13

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

Items dart (5), healer's toolkit, leather apron (functions as leather armor), *+1 war razor*

AC 22; **Fort** +12, **Ref** +12, **Will** +11

HP 90

Speed 25 feet

Melee ❖ *war razor* +17 (agile, backstabber, deadly d8, magical), **Damage** 1d4+10 slashing plus torment

Melee ❖ fist +16 (agile, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning plus torment

Ranged ❖ dart +15 (agile, thrown 20 feet), **Damage** 1d4+7 piercing plus torment

Blood and Fear ❖❖ The interrogator Strikes with a slashing melee weapon. If they hit and deal damage, the target takes an additional 1d4 persistent bleed damage and is frightened 1 (or 2d4 persistent bleed damage and frightened 2 on a critical hit). Each of the interrogator's other enemies in a 30-foot emanation around the target that witnesses the bloodshed must succeed at a DC 19 Will save or be frightened 1. The frightened part of this ability is an emotion, fear, mental, and visual effect.

Hobble ❖ **Requirements** A creature is grabbed or restrained by the interrogator; **Effect** One creature grabbed or restrained by the interrogator takes 2d6 bludgeoning damage with a DC 23 basic Fortitude save. If the creature fails its save, it also gains a condition of the interrogator's choice: clumsy 2 for 1 minute, enfeebled 2 for 1 minute, or drained 1.

Torment The interrogator's Strikes deal an additional 1d8 mental damage to frightened creatures.

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JAILER CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +9 (+10 to find concealed objects)

Languages Common

Skills Athletics +11, Diplomacy +5, Intimidation +7

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

Items club, crossbow (20 bolts), keyring, simple manacles, signal whistle, studded leather armor

AC 18; **Fort** +8, **Ref** +10, **Will** +7

HP 45

Reactive Strike ↻

Speed 25 feet

Melee ◆ club +11, **Damage** 1d6+8 bludgeoning

Melee ◆ fist +11 (agile, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Ranged ◆ crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8+4 piercing

Ranged ◆ club +10 (thrown 10 feet), **Damage** 1d6+8 bludgeoning

Efficient Capture ◆◆◆ (attack, manipulate) **Requirements** The jailer has manacles in hand and is adjacent to a creature; **Effect** The jailer attempts to bind the creature's wrists or ankles with the manacles. If the jailer succeeds at an attack roll with a +9 modifier against the target's AC, they apply the manacles.

Intimidating Strike ◆◆ (emotion, fear, mental) The jailer makes a melee Strike. If it hits and deals damage, the target is frightened 1, or frightened 2 on a critical hit.

Subdue Prisoners The jailer doesn't take the normal penalty for making a nonlethal attack when attacking with their club.

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JUDGE CREATURE –1

MEDIUM HUMAN HUMANOID

Perception +8 (+15 to Sense Motive)

Languages Common

Skills Deception +8, Diplomacy +12, Intimidation +12, Legal Lore +16, Society +14

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

Items gavel (functions as a club), judge's robes, *Law and Rhetoric* (book worth 3 gp)

Group Impression When the judge Makes an Impression, they can compare their Diplomacy check result to the Will DCs of up to four targets instead of one.

Legal Specialist In a legal proceeding, the judge is a 6th-level challenge.

AC 13; **Fort** +5, **Ref** +1, **Will** +12

HP 5

Speed 25 feet

Melee ❖ gavel +4, **Damage** 1d6 bludgeoning

Melee ❖ fist +4 (agile, nonlethal, unarmed), **Damage** 1d4 bludgeoning

Ranged ❖ gavel +3 (thrown 10 feet), **Damage** 1d4 bludgeoning

Remember, You're Under Oath ❖❖ (auditory, concentrate, emotion, fear, mental) The judge reminds a creature of the oath they swore to the court. The judge makes an Intimidation check against the target' s Will DC. On a success, the target takes a –2 status penalty to Deception checks to Lie for 10 minutes (or a –4 status penalty on a critical success). Regardless of the result, the target is temporarily immune to this ability for 24 hours.

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JUGGERNAUT CREATURE 13

RARE LARGE HUMAN HUMANOID

Perception +21; darkvision

Languages Common

Skills Athletics +27, Crafting +26, Intimidation +26, Engineering Lore +24

Str +8, **Dex** +3, **Con** +4, **Int** +2, **Wis** +2, **Cha** +2

Items artisan's toolkit (blacksmithing), juggernaut armor, repair toolkit

Integrated Weapon A juggernaut's armor includes one integrated melee weapon, such as a diamond-tipped rotary saw blade, massive pneumatic drill, or heavy spiked gauntlet. The specifics don't change the damage dealt by its Strikes, but determines whether it deals bludgeoning, piercing, or slashing damage. A juggernaut with tools and a workshop can spend 2 hours to swap their armor's integrated weapon.

Power Source Juggernaut armor requires a power source built into the armor—such as a steam boiler, Stasian coil, or alchemical reservoir. This determines a damage type—cold, electricity, fire, or poison—for certain abilities.

AC 33; **Fort** +25, **Ref** +19, **Will** +21

HP 250; **Resistances** galvanized plating

Galvanized Plating The juggernaut has resistance 10 to the damage type of the armor's power source.

Self-Destruct ↷ **Trigger** The juggernaut is reduced to 0 Hit Points; **Effect** The juggernaut collapses and their armor emits a steady ticking sound. At the beginning of what would have been the juggernaut's next turn, the armor's power source explodes, destroying it completely and dealing 10d6 damage in a 30-foot emanation with a DC 33 basic Reflex save. The explosion deals the damage type of the armor's power source. An adjacent creature can cancel the self-destruct sequence by succeeding at a DC 31 Thievery check to Disable a Device.

Speed 20 feet

(Continued on card 192)

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(Juggernaut continued from card 191)

Melee ❖ integrated weapon +27, **Damage** 3d8+12 and see integrated weapon

Melee ❖ plated fist +27, **Damage** 3d4+14 bludgeoning

Energy Projector ❖❖ (alchemical) A juggernaut carries a powerful cannon-like projectile weapon that requires two hands to wield and deals 14d6 damage to all creatures in its area with a DC 31 basic save; the damage type, area, and save are based on the armor's power source, as listed below. Once activated, Energy Projector can't be used again for 1d4 rounds.

- **Cold** 30-foot cone of cold (Reflex)
- **Electricity** 60-foot line of electricity (Reflex)
- **Fire** 30-foot cone of fire (Reflex)
- **Poison** 30-foot cone of poison gas (Fortitude)

Jump Jets ❖ (alchemical) The juggernaut gains a Fly speed of 15 feet until the end of their current turn. If the juggernaut isn't on solid ground when they lose their fly Speed, they fall. After the effect ends, the juggernaut can't use Jump Jets again for 1 round.

Trample ❖❖❖ Medium or smaller, plated fist, DC 33

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JUGGLER CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +9

Languages Common

Skills Acrobatics +8, Athletics +8, Circus Lore +8, Performance +11 (+13 when juggling)

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

Items juggling club (3, functions as a light hammer), dart (10), torch (3)

Juggling Specialist For encounters involving juggling and other circus acts, the juggler is a 5th-level challenge.

AC 17; **Fort** +6, **Ref** +11, **Will** +7

HP 30

Return Throw ↷ **Trigger** A physical ranged attack with a throwing weapon critically fails to hit the juggler; **Effect** The juggler snatches the weapon from the air and immediately makes a ranged Strike against the attacker using that weapon.

Speed 25 feet

Melee ❖ juggling club +9 (agile), **Damage** 1d6+4 bludgeoning

Melee ❖ fist +10 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ❖ dart +10 (agile, thrown 20 feet), **Damage** 1d4+4 piercing

Ranged ❖ juggling club +10 (agile, thrown 20 feet), **Damage** 1d6+4 bludgeoning

Ranged ❖ torch +10 (thrown 10 feet), **Damage** 1d4+4 bludgeoning plus 1 fire

(Continued on card 194)

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(Juggler continued from card 193)

Juggle ❖ (concentrate, manipulate) The juggler begins juggling up to three items of light or negligible Bulk. They can choose items in their hands or Interact to draw items on their person or pick up unattended items in reach. While juggling, they can Interact to add up to two items to their juggle, though they must drop an item for each one they add. The juggler is wielding all items they juggle, but the only actions they can take that require their hands are Return Throw, Juggling Bounce, Strike using a juggled weapon, Interact to add items to their juggle, or Dismiss to stop juggling. When the juggler Dismisses Juggle, they can choose to continue to wield, drop, or stow each juggled item, though they can't wield more items than they have hands. If at any point the juggler isn't wielding any items or becomes restrained or unconscious, the juggle ends and the juggler drops all the items.

Juggling Bounce ❖ The juggler Strikes with a thrown weapon they're juggling. If the Strike hits, the weapon bounces to a different creature in the weapon's first range increment. The juggler repeats the Strike, which uses the same multiple attack penalty and doesn't increase their multiple attack penalty.

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KHOLO OUTRIDER CREATURE 7

MEDIUM HUMANOID KHOLO

Perception +18; low-light vision

Languages Common, Kholo

Skills Acrobatics +13, Athletics +18, Intimidation +13, Stealth +15, Survival +18

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

Items *+1 composite shortbow* (20 arrows), *+1 hatchet* (2), hide armor

AC 25; **Fort** +14, **Ref** +18, **Will** +13

HP 120

Reactive Strike ↻

Speed 30 feet

Melee ◆ *hatchet* +19 (agile, magical, sweep), **Damage** 1d6+7 slashing

Melee ◆ jaws +18, **Damage** 1d6+7 piercing

Ranged ◆ *hatchet* +17 (agile, magical, sweep, thrown 10 feet), **Damage** 1d6+7 slashing

Ranged ◆ *composite shortbow* +17 (deadly d10, magical, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+5 piercing

Bloody Flurry ◆◆ The kholo outrider Strikes, Steps, then Strikes again. If the kholo outrider hits the same enemy with both Strikes, that enemy takes an additional 1d6 persistent bleed damage.

Rugged Travel A kholo ignores the first square of difficult terrain they move into each time they Step or Stride.

Solo Hunter A kholo outrider deals 1d6 extra damage while adjacent to at least 2 enemies and no allies.

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KHOLO PRAGMATIST CREATURE 1

MEDIUM HUMANOID KHOLO

Perception +7; low-light vision

Languages Common, Kholo

Skills Acrobatics +6, Athletics +6, Society +4, Stealth +7, Survival +7

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

Items leather armor, longspear, sling (20 bullets)

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

HP 22

Speed 25 feet

Melee ❖ longspear +7 (reach), **Damage** 1d8+2 piercing

Melee ❖ jaws +7, **Damage** 1d6+2 piercing

Ranged ❖ sling +7 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+1 bludgeoning

Pack Attack A kholo pragmatist deals 1d4 extra damage to any creature that's within reach of at least two of the kholo pragmatist's allies.

Pragmatic Aid ❖ (concentrate, visual) **Requirements** The kholo pragmatist is adjacent to a foe; **Effect** The kholo pragmatist sets up an advantageous avenue of attack for an ally within 10 feet of the same foe and then Steps away from that foe. The foe is off-guard to the kholo pragmatist's ally's next attack.

Rugged Travel A kholo ignores the first square of difficult terrain they move into each time they Step or Stride.

Spear Parry ❖ **Requirements** The kholo pragmatist is wielding a longspear; **Effect** The kholo pragmatist positions their spear defensively, gaining a +1 circumstance bonus to AC until the start of their next turn.

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KHOLO, BONE SCAVENGER CREATURE 0

SMALL HUMANOID KHOLO

Perception +6; low-light vision

Languages Common, Kholo

Skills Acrobatics +5, Athletics +2, Deception +4, Stealth +6, Survival +4

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

Items dagger (2)

AC 16; **Fort** +3, **Ref** +6, **Will** +3

HP 16

Bone Armor ↷ **Trigger** The bone scavenger takes bludgeoning damage; **Effect** The bone scavenger angles their makeshift armor to absorb some of the blow, causing shards of bone to splinter outward. All adjacent creatures take 2d4 piercing damage (DC 16 basic Reflex save).

Speed 25 feet

Melee ❖ dagger +6 (agile, finesse, versatile S), **Damage** 1d4+2 piercing

Melee ❖ jaws +5, **Damage** 1d6+2 piercing

Ranged ❖ dagger +6 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

Rugged Travel A kholo ignores the first square of difficult terrain they move into each time they Step or Stride.

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KNIGHT CREATURE 7

MEDIUM HUMAN HUMANOID

Perception +13

Languages Common

Skills Athletics +17, Diplomacy +12, Intimidation +16, Society +13, Warfare Lore +15

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

Items *+1 bastard sword*, full plate with livery, spear (3), steel shield (Hardness 5, 20 HP, BT 10)

AC 25 (27 with shield raised); **Fort** +14, **Ref** +14, **Will** +13

HP 110

Knight's Courage Any time the knight gains the frightened condition, they reduce its value by 1.

Reactive Strike ↻

Shield Block ↻ The knight can Shield Block for an adjacent ally, preventing that ally from taking damage instead of themself.

Speed 25 feet

Melee ◆ *bastard sword* +18 (magical, two-hand d12), **Damage** 1d8+10 slashing

Melee ◆ spear +17, **Damage** 1d6+10 piercing

Melee ◆ gauntlet +17 (agile, free-hand), **Damage** 1d4+10 bludgeoning

Ranged ◆ spear +17 (thrown 20 feet), **Damage** 1d6+10 piercing

Intimidating Strike ◆◆ (emotion, fear, fighter, mental) The knight makes a melee Strike. If it hits and deals damage, the target is frightened 1, or frightened 2 on a critical hit.

Rearming Advance ◆ The knight Strides or Steps. During this movement, they can Interact to swap from wielding their bastard sword in two hands to wielding it in one hand and wielding their shield in the other, or vice versa. This Interact action doesn't trigger reactions that can be triggered by manipulate actions.

(Continued on card 199)

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(Knight continued from card 198)

Warding Shift ❖ **Requirements** The knight is adjacent to a willing ally; **Effect** The knight moves an adjacent willing ally 5 feet in any direction and can Step into the space the ally vacated.

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KOBOLD EARTH DIVER CREATURE 4

UNCOMMON SMALL HUMANOID KOBOLD

Perception +13; darkvision, tremorsense (imprecise) 10 feet

Languages Common, Petran, Sakvroth

Skills Acrobatics +10, Athletics +12, Geology Lore +11, Nature +10, Stealth +10, Survival +8

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

Items crossbow (20 bolts), map (depicting landmarks above and below ground in 1 square mile), leather armor, pick

AC 20; **Fort** +8, **Ref** +14, **Will** +11

HP 60

Speed 25 feet, burrow 10 feet

Melee ❖ pick +14 (fatal d10), **Damage** 1d6+10 piercing

Melee ❖ claw +14 (agile, unarmed), **Damage** 1d4+10 slashing

Ranged ❖ crossbow +13 (range increment 120 feet, reload 1), **Damage** 1d8+6 piercing

Pick Smash ❖❖ The kobold earth diver smashes their pick into the ground, sending debris exploding in a 5-foot emanation. All creatures and unattended objects in range take 3d6 bludgeoning damage with a DC 20 basic Reflex save. A creature that is restrained by an earth diver's Sinkhole takes an additional 1d6 bludgeoning damage.

Sinkhole ❖❖ **Requirements** The earth diver is burrowed beneath a Medium or smaller creature aboveground; **Effect** The earth diver creates a small sinkhole under the creature, who must attempt a DC 20 Reflex save. Regardless of the result, the target's space becomes difficult terrain.

Failure The creature falls into the sinkhole and is restrained until it Escapes (DC 18).

Critical Failure As failure, and the creature takes 2d8 bludgeoning damage.

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KOBOLD EGG GUARDIAN CREATURE 3

SMALL HUMANOID KOBOLD

Perception +9; darkvision

Languages Common, Sakvroth

Skills Acrobatics +9, Athletics +11, Deception +9, Diplomacy +9

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

Items crossbow (20 bolts), leather armor, longspear

AC 19; **Fort** +9, **Ref** +12, **Will** +6

HP 48

Speed 25 feet

Melee ◆ longspear +12 (reach 10 feet), **Damage** 1d8+5 piercing

Melee ◆ claw +12 (agile, unarmed), **Damage** 1d4+5 slashing

Ranged ◆ crossbow +12 (range increment 120 feet, reload 1), **Damage** 1d8+2 piercing

Immobilizing Thrust ◆◆ The kobold egg guardian makes a longspear Strike. If the Strike hits, the target must attempt a DC 20 Reflex save. On a failure, the creature is immobilized until the kobold egg guardian moves, attacks with the longspear, or is no longer wielding the longspear.

Luring Retreat ◆◆ (auditory, mental, visual) The kobold egg guardian screams and Strides up to their Speed. Each enemy who sees or hears the kobold egg guardian must succeed at a DC 17 Will save or be fascinated by the egg guardian for 1 round. On the creature's turn, it must use at least 1 action (or 2 actions on a critical failure) to move closer to the kobold egg guardian (while avoiding obvious dangers). Regardless of the result of the save, targets are then immune to Luring Retreat for 24 hours.

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KOBOLD TRAPPER CREATURE 2

SMALL HUMANOID KOBOLD

Perception +7 (+9 to Seek for traps); darkvision

Languages Common, Sakvroth

Skills Acrobatics +5**,** Crafting +8, Stealth +7, Survival +7

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

Items backpack, crossbow (20 bolts), formula book (containing formulas for three 1st- or 2nd-level snares; *Player Core 2* 297), leather armor, light hammer

Booby-Trapped A kobold trapper protects items in their backpack with a booby trap. This booby trap requires a successful DC 18 Perception check to notice, and two successful DC 15 Thievery checks to disable. Accessing the backpack without disabling the trap destroys its contents, and splinters explode in a 10-foot burst centered on the backpack, dealing 3d6 piercing damage (DC 15 basic Reflex save).

AC 18; **Fort** +5, **Ref** +11, **Will** +8; +1 circumstance to all defenses vs. traps

HP 32

Speed 25 feet

Melee ❖ light hammer +7 (agile), **Damage** 1d6+1 bludgeoning

Melee ❖ claw +7 (agile, unarmed), **Damage** 1d4+1 slashing

Ranged ❖ crossbow +9 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

Ranged ❖ light hammer +9 (agile, thrown 20 feet), **Damage** 1d6+1 bludgeoning

Construct Trap ❖❖❖ (manipulate) The kobold trapper creates a rudimentary trap on a surface in an adjacent square. The trap activates the next time a creature moves adjacent to it. The creature takes 2d6 bludgeoning, piercing, or slashing damage (determined by the trapper when the trap is constructed) with a DC 18 basic Reflex save. On a failure, the creature also takes a –5 status penalty to all Speeds for 1 minute. The trap is destroyed when activated or after 8 hours, whichever comes first. A trapper typically carries enough raw materials to make six traps each day.

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LEGBREAKER CREATURE 6

MEDIUM HUMAN HUMANOID

Perception +14

Languages Common

Skills Athletics +16 (+17 when Shoving with their maul), Intimidation +15, Stealth +15, Thievery +13

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

Items *+1 maul*, studded leather

AC 23; **Fort** +15, **Ref** +15, **Will** +12

HP 110

Reactive Strike ↻

Speed 30 feet

Melee ◆ *maul* +17 (magical, shove), **Damage** 1d10+10 bludgeoning

Melee ◆ fist +16 (agile, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning

Break Legs! ◆◆ The legbreaker makes a maul Strike against an adjacent creature. If it hits, the creature is knocked prone and becomes clumsy 1 for 1 minute. As long as this clumsy condition lasts, the creature also takes a –5-foot penalty to its Speeds and has weakness 5 to the legbreaker's Strikes.

Rushing Strike ◆◆ The legbreaker Strides twice. If they end their movement within melee reach of an enemy, they can make a melee Strike against that enemy.

Stampeding Shove ◆ The legbreaker Shoves a creature, gaining a +2 circumstance bonus to their Athletics check if the target is prone. If the Shove succeeds, the target takes 2d10 bludgeoning damage (double damage on a critical success).

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LESHY, CORN LESHY THRONG CREATURE 4

GARGANTUAN | LESHY | PLANT | TROOP

Perception +10; low-light vision

Languages Common, Fey; *speak with plants* (corn only)

Skills Acrobatics +11, Athletics +10, Nature +12

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

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

HP 54 (4 segments); **Thresholds** 36 (3 segments), 18 (2 segments); **Weaknesses** area damage 5, splash damage 5

Encircling Maze A corn leshy throng is arranged in rows of stalks to envelop foes, stretching upward to block their vision. It can move into other creatures' spaces, and other creatures can move into its squares.

When a Medium or smaller creature attempts to enter any of the corn leshy throng's spaces, it must attempt a DC 20 Survival check. If the creature fails, it gets turned around—all the throng's squares are greater difficult terrain for it until the end of this turn. A creature needs to attempt this check only the first time in a round it attempts to enter one of the throng's squares.

Troop Defenses

Verdant Burst (healing, primal, vitality) When the throng dies, a burst of primal energy explodes from their bodies, restoring 3d8 Hit Points to each plant creature in a 30-foot emanation. This area immediately fills with stalks of corn, becoming difficult terrain. If the terrain is not a viable environment for these plants, they wither after 24 hours.

Speed 25 feet; troop movement

(Continued on card 205)

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(Leshy, Corn Leshy Throng continued from card 204)

Boxing Ears ◆ to ◆◆◆ **Frequency** once per round; **Effect** The corn leshy throng lashes out with hardened ears of corn to attack each enemy in its space and in a 5-foot emanation, with a DC 18 basic Reflex save. The damage depends on the number of actions.

◆ 1d6 bludgeoning damage

◆◆ 2d6+4 bludgeoning damage

◆◆◆ 2d6+8 bludgeoning damage

Kernel Barrage ◆◆ The throng's members fling a bombardment of corn kernels. Each creature in a 30-foot cone takes 2d6 bludgeoning damage with a DC 18 basic Reflex save. When the throng is reduced to 2 or fewer segments, this area decreases to a 15-foot cone.

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LESHY, GOURD LESHY WITCH CREATURE 6

SMALL LESHY PLANT

Perception +12; low-light vision

Languages Common, Fey; *speak with plants* (gourds only)

Skills Acrobatics +12, Intimidation +13, Nature +14, Occultism +16, Survival +12

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

Items *+1 broom* (functions as a staff), dagger

AC 22; **Fort** +11, **Ref** +14, **Will** +14

HP 80

Verdant Burst (healing, primal, vitality) When the gourd leshy witch dies, a burst of primal energy explodes from their body, restoring 4d8 Hit Points to each plant creature in a 30-foot emanation. This area immediately fills with gourds, becoming difficult terrain. If the terrain is not a viable environment for these plants, they wither after 24 hours.

Speed 25 feet

Melee ❖ *broom* +13 (magical, two-hand 1d8), **Damage** 1d4+6 bludgeoning plus 1d6 void

Melee ❖ dagger +12 (agile, finesse, versatile S), **Damage** 1d4+6 piercing plus 1d6 void

Melee ❖ fist +12 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning plus 1d6 void

Ranged ❖ dagger +12 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing plus 1d6 void

Occult Prepared Spells DC 24, attack +16; **3rd** *force barrage, slow, vampiric feast*; **2nd** *force barrage*, *grim tendrils*, *paranoia*; **1st** *fear* (×2), *ill omen*; **Cantrips (3rd)** *daze*, *detect magic*, *figment*, *shield, void warp*

Witch Hex Spells 1 Focus Point, DC 24; **3rd** *wilding word* (*Player Core* 387)

Primal Innate Spells DC 24; **Constant (3rd)** *speak with plants* (gourds only)

(Continued on card 207)

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(Leshy, Gourd Leshy Witch continued from card 206)

Change Shape ❖ (concentrate, polymorph, primal) The gourd leshy witch transforms into a Small gourd. This ability otherwise uses the effects of *one with plants*.

Short Flight ❖ to ❖❖ (concentrate, occult) **Frequency** once per round; **Requirements** The gourd leshy witch is wielding a broom; **Effect** The gourd leshy hops on their broom, which briefly takes flight. The witch Flies 20 feet (or 40 feet if they spend 2 actions), though they must end this movement on solid ground or fall at the end of their turn.

Sweeping Spell ❖ (manipulate, occult, spellshape) **Requirements** The gourd leshy witch is wielding their broom; **Effect** If the next action the gourd leshy witch uses is to cast a non-cantrip spell that deals damage to a single target, the witch's broom flies out and attempts to Shove that creature with an Athletics modifier of +16. On a critical success, the target is also knocked prone. The broom immediately returns to the gourd leshy witch's hand.

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LESHY, ROOT LESHY GROUNDSKEEPER CREATURE –1

SMALL LESHY PLANT

Perception +5; low-light vision

Languages Common, Fey; *speak with plants* (root vegetables only)

Skills Athletics +5, Labor Lore +2, Nature +5, Stealth +4, Survival +5

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

Items shovel (functions as pick)

AC 14; **Fort** +8, **Ref** +2, **Will** +5

HP 9

Verdant Burst (healing, primal, vitality) When the root leshy groundskeeper 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 immediately fills with roots and vines, becoming difficult terrain. If the terrain is not a viable environment for these plants, they wither after 24 hours.

Speed 25 feet

Melee ❖ shovel +5 (fatal d10), **Damage** 1d6+3 piercing

Melee ❖ fist +5 (agile, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Primal Innate Spells DC 13; **Constant (3rd)** *speak with plants* (root vegetables only)

Change Shape ❖ (concentrate, polymorph, primal) The root leshy groundskeeper transforms into a Small root vegetable. This ability otherwise uses the effects of *one with plants*.

Root in Place ❖ (manipulate, primal) The root leshy groundskeeper roots themself into the ground, reducing their Speed to 0 and granting them a +1 circumstance bonus to AC and 2 temporary Hit Points until the start of their next turn.

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LESHY, TUMBLEWEED LESHY COURIER CREATURE 3

SMALL LESHY PLANT

Perception +12; low-light vision

Languages Common, Fey; *speak with plants* (tumbleweeds and scrubland brush only)

Skills Acrobatics +11 (+13 when Tumbling Through), Diplomacy +8, Nature +10, Society +7, Stealth +9, Survival +10

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

Items crossbow (20 bolts), dagger

Tumbling Traveler The tumbleweed leshy courier gains a +10-foot circumstance bonus to Speed while traveling during exploration mode.

AC 19; **Fort** +6, **Ref** +12, **Will** +9

HP 35

Spiny Burst (healing, primal, vitality) When the tumbleweed leshy courier dies, a burst of primal energy explodes from their body, restoring 2d8 Hit Points to each plant creature in a 30-foot emanation. This area immediately fills with brambles and thistles, becoming difficult terrain. Any creature that moves through the area takes 1 piercing damage per square traversed. If the terrain is not a viable environment for these plants, they wither after 24 hours.

Nimble Dodge ↷ Trigger The tumbleweed leshy courier is targeted with an attack by an attacker they can see; **Effect** The leshy gains a +2 circumstance bonus to AC against the triggering attack.

Speed 30 feet

Melee ❖ dagger +11 (agile, finesse, versatile S), **Damage** 1d4+5 piercing

Melee ❖ fist +11 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Ranged ❖ crossbow +12 (range increment 120 feet, reload 1), **Damage** 1d8+2 piercing

(Continued on card 210)

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(Leshy, Tumbleweed Leshy Courier continued from card 209)

Primal Innate Spells DC 17; **Constant (3rd)** *speak with plants* (tumbleweeds and scrubland brush only)

Change Shape ❖ (concentrate, polymorph, primal) The tumbleweed leshy courier transforms into a Small tumbleweed. This ability otherwise uses the effects of *one with plants*. Additionally, when the leshy uses their Change Shape ability, they still have a Speed of 10 feet for the purpose of travel during exploration mode.

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LIBRARIAN CREATURE –1

MEDIUM HUMAN HUMANOID

Perception +7

Languages Common, Draconic, Elven, up to 4 additional languages

Skills Academia Lore +11, Arcana +9, Library Lore +13, Nature +8, Religion +8

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

Items books (3), dagger, writing set

Research Specialist A librarian is a 3rd-level challenge for encounters involving research.

Methodical Research (concentrate) When Searching through stacks of books, a librarian can find the answer to almost any question. This allows the librarian to use Library Lore in place of other lore skills, given enough time. The GM determines the DC of the check and the amount of time it takes (typically, a librarian can attempt three or four checks during 1 day of downtime).

AC 13; **Fort** +2, **Ref** +3, **Will** +7

HP 6

Speed 25 feet

Melee ❖ book +4 (nonlethal), **Damage** 1d4 bludgeoning

Melee ❖ fist +5 (agile, finesse, nonlethal, unarmed), **Damage** 1d4 bludgeoning

Ranged ❖ book +5 (nonlethal, thrown 10 feet), **Damage** 1d4 bludgeoning

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LINE INFANTRY CREATURE 6

GARGANTUAN HUMAN HUMANOID TROOP

Perception +13

Languages Common

Skills Athletics +15, Warfare Lore +12

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

AC 24; **Fort** +15, **Ref** +14, **Will** +13

HP 96 (4 segments); **Thresholds** 64 (3 segments), 32 (2 segments); **Weaknesses** area damage 5, splash damage 5

No Retreat These soldiers have been extensively trained to hold their ground no matter the situation. If any effect would force the line infantry to move, reduce the distance by 5 feet. Any time they would be affected by the fleeing condition, the line infantry is instead slowed 2 for the same duration.

Troop Defenses

Speed 20 feet; troop movement

Bolt Salvo ❖❖❖ The line infantry draws, loads, and shoots a salvo from their crossbows. The salvo is a 10-foot burst within 120 feet that deals 2d8 piercing damage (DC 21 basic Reflex save). When the line infantry is reduced to 2 or fewer segments, this area decreases to a 5-foot burst.

Clash of Steel ❖ to ❖❖❖ **Frequency** once per round; **Effect** The line infantry lays into each enemy in a 5-foot emanation, with a DC 21 basic Reflex save. The damage depends on the number of actions.

❖ 1d6+2 slashing damage

❖❖ 2d6+7 slashing damage

❖❖❖ 3d6+10 slashing damage

Drilled in Formations ❖ **Frequency** once per round; **Effect** The line infantry uses Change Formation (*NPC Core* 95). A line infantry unit typically knows the marching column and wedge formations.

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LIZARDFOLK, IRUXI MASKED MUMMER CREATURE 9

UNCOMMON MEDIUM HUMANOID LIZARDFOLK

Perception +18

Languages Common, Draconic, Iruxi, Thalassic

Skills Acrobatics +17, Athletics +17, Intimidation +19, Iruxi Lore +20, Nature +18, Performance +20, Society +16, Survival +18

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

Items ceremonial skull mask, *+1 striking handwraps of mighty blows*, mummer's costume, *lesser maestro instrument* (hand drum)

Deep Breath An iruxi masked mummer can hold their breath for 20 minutes.

AC 27; **Fort** +15, **Ref** +19, **Will** +18

HP 155

Speed 25 feet, swim 20 feet

Melee ◆ tail +20 (finesse, sweep), **Damage** 2d6+8 bludgeoning

Melee ◆ claws +20 (agile, finesse, versatile P), **Damage** 2d4+8 slashing

Ranged ◆◆ spectral roar +19 (primal, range 30 feet, sonic), **Damage** 3d10 sonic

Don Mask ◆◆◆ (primal) **Frequency** once per 10 minutes; **Effect** The mummer dons a ceremonial skull mask, calling an ancestral spirit to come to their aid. The spirit answers with a spell the mummer can cast as a primal innate spell (5th rank, DC 27) as part of the Don Mask activity. The mummer also gains a primal boon that lasts for 1 minute. After the minute is over or the mask is removed, the spell and boon end if either is still active, and the mummer is fatigued. The most common legendary spirits the masks can invoke are:

- **Fiery Akkarok** (tyrannosaurus mask); **Spell** *blazing bolt* (3-action version); **Boon** The mummer's melee Strikes deal an additional 2d6 fire damage.

(Continued on card 214)

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(Lizardfolk, Iruxi Masked Mummer continued from card 213)

- **Hazi Zephyr-Borne** (griffon or iruxi mask); **Spell** *wall of wind*; **Boon** The mummer gains a fly Speed of 20 feet.
- **King of Storms** (roc or horned dragon mask); **Spell** *howling blizzard*; **Boon** The mummer gains the Reactive Strike reaction that can be used only with their tail.
- **Nessek, the Wave Dancer** (mosasaur mask); **Spell** *slither*; **Boon** The mummer's claw Strikes deal an additional 2d4 persistent bleed damage.
- **Zalok, Who was Called to Black Harbor** (naga or spinosaurus mask); **Spell** *hydraulic torrent*; **Boon** The mummer gains a +10-foot status bonus to their land Speed and swim Speed.

Starry Presence ❖ (aura, illusion, light, mental, primal) 30 feet. With a quick dance, the iruxi masked mummer surrounds themself with a starlight image resembling a figure from legend. The image lasts until the start of the mummer's next turn. An enemy that enters or starts its turn in the aura must succeed at a DC 25 Will save or become dazzled until the start of its next turn.

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LIZARDFOLK, TIDEWATER GUARD CREATURE 4

MEDIUM HUMANOID LIZARDFOLK

Perception +10

Languages Common, Iruxi

Skills Acrobatics +11, Athletics +12, Nature +10, Stealth +11 (+12 while underwater), Survival +10

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

Items studded leather armor, trident with 50 feet of line (2)

Deep Breath A tidewater guard can hold their breath for 20 minutes.

Tethered Tridents The tidewater guard's tridents are specially prepared to be aquadynamic and tethered by ropes. They have the tethered trait, meaning that a wielder who has a free hand can Interact to pull the weapon back into their grasp after they have thrown it as a ranged attack or after it has been disarmed (unless it is being held by another creature).

AC 21; **Fort** +11, **Ref** +11, **Will** +10

HP 60

Reactive Strike ↻

Speed 25 feet, swim 25 feet

Melee ◆ trident +14 (tethered), **Damage** 1d8+7 piercing

Melee ◆ claw +14 (agile), **Damage** 1d6+7 piercing

Ranged ◆ trident +13 (tethered, thrown 20 feet), **Damage** 1d8+7 piercing

Reel In ◆◆ The tidewater guard makes a ranged Strike with their trident. If the Strike hits, the guard can haul on the attached line, moving the target up to 30 feet in a straight line toward the iruxi.

Terrain Advantage Non-lizardfolk creatures that are in difficult terrain or are in water and lack a swim Speed are off-guard to the tidewater guard.

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LOAN SHARK CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +8

Languages Common

Skills Accounting Lore +17, Athletics +9, Deception +8, Diplomacy +8, Intimidation +8, Society +15

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

Items breastplate, dragon-headed cane (functions as a staff)

Business Savvy When making monetary deals, the loan shark gets a +8 circumstance bonus to Deception checks, Diplomacy checks, and their Perception DC.

Loan Specialist For encounters involving monetary deals, the loan shark is a 7th-level challenge.

AC 18; **Fort** +7, **Ref** +6, **Will** +10

HP 25

Never off the Hook (aura, emotion, mental) 60 feet. Creatures in the aura who owe the loan shark money take a –3 circumstance penalty to their Will DC against the loan shark's attempts to Demoralize or Coerce them and can't reduce their frightened value below 1 while in the aura.

Speed 25 feet

Melee ❖ dragon-headed cane +9 (two-hand d8), **Damage** 1d4+5 bludgeoning

Melee ❖ fist +9 (agile, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Interest is Due! ❖ (auditory, concentrate, linguistic, mental) **Frequency** once per round; **Effect** The loan shark commands an ally within 30 feet to attack a creature who owes the loan shark money. The ally can use a reaction to Strike the debtor, dealing an additional 1d6 mental damage.

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LOCAL HERBALIST CREATURE 1

MEDIUM HUMAN HUMANOID

Perception +7

Languages Common

Skills Crafting +6 (+7 for items with the healing trait), Diplomacy +4, Nature +7, Survival +7

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

Items cooking pot, medicine bag (functions as a healer's toolkit), staff

Herbalism Specialist For encounters involving collecting herbs or making medicine from them, the local herbalist is a 3rd-level challenge.

Natural Medicine The herbalist can use Nature instead of Medicine to Treat Wounds or Administer First Aid, and gains a +3 circumstance bonus to the check if they're in the wilderness with access to fresh herbal ingredients.

AC 13; **Fort** +8, **Ref** +5, **Will** +9

HP 24

Saving Touch ↷ **Frequency** once per 10 minutes; **Trigger** An ally close enough for the herbalist to reach with a Stride is reduced to 0 Hit Points; **Effect** The herbalist Strides until adjacent to the ally and Administers First Aid to that ally.

Speed 25 feet

Melee ❖ staff +5 (two-hand d8), **Damage** 1d4+2 bludgeoning

Melee ❖ fist +5 (agile, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Ranged ❖ fungal spores +7 (fungus, poison, range increment 10 feet), **Damage** 1d4 poison plus 1d4 persistent poison

Prompt Poultice ❖ (manipulate) **Frequency** once per day; **Effect** The local herbalist quickly mixes together a potent healing salve with the most precious ingredients from their medicine bag. They create a temporary lesser elixir of life. This elixir remains potent for 1 round before becoming sour and useless.

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MAESTRO CREATURE 11

MEDIUM HUMAN HUMANOID

Perception +22

Languages Common

Skills Acrobatics +21, Deception +23, Diplomacy +23, Intimidation +23, Music Lore +21, Occultism +19, Performance +30, Society +21

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

Items *+1 striking composite shortbow* (30 arrows), *+1 leather armor*, lyre (*moderate maestro's instrument*), *+1 striking rapier*

Bardic Lore The maestro can Recall Knowledge on any subject with a +19 modifier.

Performing Specialist For encounters involving acting, music, or storytelling, the maestro is a 15th-level challenge.

AC 30; **Fort** +18, **Ref** +24, **Will** +21; +1 circumstance bonus to saves vs. auditory, illusion, linguistic, sonic, or visual

HP 180

Resolve When the maestro rolls a success on a Will save, they get a critical success instead.

Speed 25 feet

Melee ❖ *rapier* +24 (deadly 1d8, disarm, finesse, magical), **Damage** 2d6+10 piercing plus resonating weaponry

Melee ❖ fist +23 (agile, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning

Ranged ❖ *composite shortbow* +24 (deadly d10, magical, propulsive, range increment 60 feet, reload 0), **Damage** 2d6+9 piercing plus resonating weaponry

Occult Spontaneous Spells DC 30, attack +22; **6th** (2 slots) *spirit blast*, *vibrant pattern*; **5th** (3 slots) *illusory scene*, *truespeech*, *wave of despair*; **4th** (3 slots) *fly*, *shatter*, *translocate*; **Cantrips (6th)** *light*, *figment*, *message*, *summon instrument*, *telekinetic projectile*

(Continued on card 219)

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(Maestro continued from card 218)

Bard Composition Spells 1 Focus Point, DC 30; **6th** *counter performance* (*Player Core* 370); **Cantrips (6th)** *courageous anthem* (*Player Core* 370), *dirge of doom* (*Player Core* 370)

Resonating Weaponry The maestro funnels musical energy from their compositions into attacks, dealing additional 1d6 sonic damage with their weapon Strikes on any turn they cast a composition spell.

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MAGE FOR HIRE

CREATURE 3

MEDIUM | HUMAN | HUMANOID

Perception +7

Languages Common

Skills Arcana +11, Society +9, Stealth +7, Thievery +9

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

Items *invisibility potion*, spellbook, staff, thieves' toolkit

AC 17; **Fort** +8, **Ref** +9, **Will** +10

HP 30

Speed 25 feet

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

Arcane Prepared Spells DC 20, attack +12; **2nd** *floating flame*, *knock*, *see the unseen*; **1st** *force barrage, grease*, *mystic armor*, *sure strike*; **Cantrips (2nd)** *daze*, *detect magic*, *electric arc*, *light*, *message*, *shield, telekinetic hand*

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MAGE KILLER CREATURE 8

MEDIUM HUMAN HUMANOID

Perception +16

Languages Common

Skills Acrobatics +17, Arcana +13, Athletics +16 (+18 to disarm magic staves and wands), Stealth +18

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

Items daggers (4), *+1 striking rapier,* studded leather armor

AC 25; **Fort** +16, **Ref** +17, **Will** +16

HP 145; **Resistances** cold 10

Spell Dodge ↷ Trigger The mage killer is targeted by a spell; **Effect** The mage killer gains a +2 circumstance bonus to AC and saving throws against the triggering spell.

Spell Interception ↷ Trigger A creature within 10 feet of the mage killer Casts a Spell; **Effect** The mage killer makes a melee Strike or thrown dagger Strike against the triggering creature. If it hits, the spell is disrupted.

Speed 25 feet

Melee ❖ *rapier* +20 (deadly d8, disarm, finesse, magical), **Damage** 2d6+10 piercing plus magical static

Melee ❖ dagger +19 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+10 piercing plus magical static

Melee ❖ fist +19 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning plus magical static

Ranged ❖ dagger +19 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+10 piercing plus magical static

Magical Static (arcane, mental) The mage killer's Strikes deal an additional 1d8 mental damage to a creature that has Cast (or attempted to Cast) a Spell within the last round, and on a critical hit, the creature is stupefied 1 for 1 minute.

(Continued on card 222)

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(Mage Killer continued from card 221)

Shift Energy Runes ❖ (arcane, concentrate) **Frequency** once per hour; **Effect** The mage killer alters the magical countermeasures in the runes on their armor. They change their resistance to the energy type of their choice (acid, cold, electricity, fire, force, sonic, vitality, or void).

Sudden Charge ❖❖ The mage killer Strides twice. If they end their movement within melee reach of at least one enemy, they can make a melee Strike against it.

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MAGE KNIGHT — CREATURE 10

MEDIUM | HUMAN | HUMANOID

Perception +17

Languages Common

Skills Arcana +22, Athletics +21, Warfare Lore +20

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

Items *+1 full plate, +1 striking mace*, spellbook, steel shield (Hardness 5, HP 20, BT 10)

AC 29; **Fort** +18, **Ref** +13 (+16 against damaging effects), **Will** +21

HP 140

Shield Block ↷

Speed 20 feet

Melee ❖ *mace* +22 (magical, shove), **Damage** 2d6+11 bludgeoning

Melee ❖ fist +21 (agile, nonlethal, unarmed), **Damage** 1d4+11 bludgeoning

Arcane Prepared Spells DC 28, attack +20; **5th** *force barrage, impaling spike*, *toxic cloud*; **4th** *fireball, fly*, *weapon storm*; **3rd** *earthbind*, *vampiric feast*, *wall of thorns*; **2nd** *invisibility* (×2), *mist*; **1st** *enfeeble*, *fleet step*, *sure strike*; **Cantrips (5th)** *detect magic*, *electric arc*, *frostbite*, *light*, *read aura, telekinetic hand, telekinetic projectile*

Wizard School Spells 2 Focus Points, DC 28; **5th** *energy absorption* (*Player Core* 387), *force bolt* (*Player Core* 387)

Bespell Strikes ◆ **Frequency** once per turn; **Requirements** The mage knight's most recent action was to cast a non-cantrip spell; **Effect** The mage knight siphons spell energy into one weapon they're wielding, or into one of their unarmed attacks. Until the end of the turn, the weapon or unarmed attack deals an extra 2d6 force damage and gains the arcane trait if it didn't have it already. If the spell dealt a different type of damage, the Strike deals this type of damage instead.

(Continued on card 224)

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(Mage Knight continued from card 223)

Drain Bonded Item ◈ (arcane) **Frequency** once per day; **Requirements** The mage knight hasn't acted yet on this turn; **Effect** The mage knight expends the power stored in their bonded item (typically their shield). This gives them the ability to cast one prepared spell they prepared today and already cast, without spending a slot.

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MARTIAL STUDENT CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +9

Languages Common

Skills Acrobatics +9, Athletics +10

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

Items handwraps

AC 18; **Fort** +8, **Ref** +10, **Will** +6

HP 40

Speed 35 feet

Melee ❖ fist +11 (agile, nonlethal, unarmed), **Damage** 1d6+4 bludgeoning

Fancy Footwork ❖ The martial student Steps and Strides in any order.

Flurry of Blows ❖ **Frequency** once per round; **Effect** The martial student makes two fist Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.

Powerful Fists The martial student's fist Strikes don't take penalties when making lethal attacks.

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MASTER OF DISGUISE CREATURE 7

MEDIUM HUMAN HUMANOID

Perception +17 (+21 to Sense Motive)

Languages Common, Dwarven, Elven, Gnomish, Halfling

Skills Deception +18, Diplomacy +16, Performance +16, Society +17, Stealth +17, Thievery +15, Underworld Lore +15

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

Items dagger (5), elite disguise kit, *masquerade scarf*

Deep Cover At most times, a master of disguise has infiltrated a specific organization, gaining a +2 circumstance bonus to Gather Information, Impersonate, Lie, or Request when dealing with its members.

Disguise Specialist For social encounters involving impersonation, the master of disguise is a 10th-level challenge.

AC 25; **Fort** +11, **Ref** +17, **Will** +16

HP 110

Speed 25 feet

Melee ❖ dagger +16 (agile, finesse, versatile S), **Damage** 1d4+6 piercing

Melee ❖ fist +16 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Ranged ❖ dagger +16 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing

Double Take If the master of disguise and the creature they're Impersonating are in each others' presence, the genuine creature must Lie if they're vouching for their own identity, and are treated as though they were Impersonating themself if someone Seeks in an attempt to pierce their disguise. The genuine creature can use their Deception modifier, Diplomacy modifier, or a +15 modifier, whichever is highest.

(Continued on card 227)

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(Master of Disguise continued from card 226)

Impeccable Disguise ❖❖❖ The master of disguise creates a disguise and Impersonates. They gain a +5 status bonus to Deception checks to Impersonate or to tell a Lie that helps them maintain their disguise. When a spell or magical effect tries to read their mind, detect whether they're lying, or reveal their identity, they can attempt a Deception check against the spell or effect's DC. If they succeed, the effect reveals information appropriate to their cover identity or nothing (the GM determines which).

Shocking Reveal ❖ (manipulate) The master of disguise removes their disguise with a dramatic gesture. Any creatures that previously failed to see through the disguise is off-guard to the master of disguise until the end of the turn.

Sneak Attack The master of disguise deals an additional 3d6 precision damage to off-guard creatures.

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MASTERMIND CREATURE 4

MEDIUM HUMAN HUMANOID

Perception +10 (+17 to Sense Motive)

Languages Common, two additional languages

Skills Arcana +13, Deception +15, Diplomacy +15, Intimidation +15, Occultism +15, Performance +17, Religion +11, Society +17, Stealth +11, Thievery +9, Underworld Lore +17

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

Items disguise kit, hand crossbow (10 bolts), leather armor, shortsword

Manipulation Specialist When competing in a social or intellectual arena, the mastermind is a 7th-level challenge.

Versatile Performance The mastermind can use Performance instead of Diplomacy to Make an Impression and instead of Deception to Impersonate.

AC 20; **Fort** +6, **Ref** +11, **Will** +16

HP 55

Speed 25 feet

Melee ❖ shortsword +13 (agile, finesse, versatile S), **Damage** 1d6+6 slashing

Melee ❖ fist +13 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Ranged ❖ hand crossbow +13 (range increment 60 feet, reload 1), **Damage** 1d6+6 piercing

Occult Spontaneous Spells DC 22, attack +14; **2nd** (3 slots) *blur*, *charm*, *invisibility*, *paranoia*; **1st** (3 slots) *charm*, *illusory disguise*, *illusory object*; **Cantrips (2nd)** *daze*, *detect magic*, *message*, *prestidigitation*, *sigil*

Bard Composition Spells DC 22; **Cantrips (2nd)** *courageous anthem* (*Player Core* 370), *uplifting overture* (*Player Core* 372)

(Continued on card 229)

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(Mastermind continued from card 228)

Scoundrel's Feint When the mastermind successfully Feints, the target is off-guard against the mastermind's melee attacks until the end of the mastermind's next turn. On a critical success, the target is off-guard against all melee attacks for that time, not just the mastermind's.

Sneak Attack The mastermind deals an extra 1d6 precision damage to off-guard creatures.

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MAYOR CREATURE 0

MEDIUM HUMAN HUMANOID

Perception +9

Languages Common, up to 2 additional languages spoken in their settlement

Skills Deception +15, Diplomacy +15, Guild Lore +11, Intimidation +15, Society +13

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

Items decorative sword of station (functions as shortsword)

Political Specialist For encounters involving seeking political favors, the mayor is a 6th-level challenge.

Pulse of the Electorate The mayor can quickly find things out, and 1 hour after anyone in their settlement becomes aware of an event or activity, the mayor becomes aware of it, so long as they have had time to hobnob with their constituents.

AC 14; **Fort** +6, **Ref** +3, **Will** +14

HP 16

But Will It Lose Me Votes ↷ **Frequency** once per hour; **Trigger** A creature succeeds (but doesn't critically succeed) at a Diplomacy check to make a Request of the mayor; **Effect** The triggering creature (or one of its allies) must attempt the check again within the next hour, this time against the mayor's Society DC. Society or a relevant Lore skill may be used for this check instead of Diplomacy.

Speed 25 feet

Melee ❖ decorative sword of station +6 (agile, finesse, versatile S), **Damage** 1d6 piercing

Melee ❖ fist +6 (agile, finesse, nonlethal, unarmed), **Damage** 1d4 bludgeoning

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MECHANIC CREATURE 1

MEDIUM HUMAN HUMANOID

Perception +5

Skills Athletics +7, Crafting +16 (+18 when repairing mechanical devices), Engineering Lore +16, Thievery +6

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

Items arbalest (20 bolts), heavy wrench (functions as a mace), repair toolkit

Mechanical Repair The mechanic is trained in Crafting, but a master in Crafting for mechanical devices, siege weapons, and vehicles. They can Repair in 1 minute instead of 10 minutes, or in 3 actions for a mechanical device, siege weapon, or vehicle.

Mechanical Specialist For encounters involving mechanical repair, the mechanic is an 8th-level challenge.

AC 14; **Fort** +8, **Ref** +6, **Will** +3

HP 22

Speed 25 feet

Melee ❖ heavy wrench +7 (shove), **Damage** 1d6+4 bludgeoning

Melee ❖ fist +7 (agile, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ❖ arbalest +8 (backstabber, range increment 110 feet, reload 1), **Damage** 1d10 piercing

Risky Upgrade ❖❖ (concentrate, manipulate) The mechanic pushes a mechanical device, siege weapon, or vehicle pasts its regular limits with a temporary upgrade chosen from the list below. An item can have only one risky upgrade at a time. If an item has an upgrade at the start of the mechanic's turn, the mechanic must attempt a DC 5 flat check. (These flat checks continue even if the mechanic is dead or otherwise can't take turns.) On a failure, the item explodes, dealing damage equal to the item's level to all adjacent creatures and ending the upgrade.

(Continued on card 232)

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(Mechanic continued from card 231)

- **Overheat Weapons** If the item would deal damage, it deals an additional 1d6 fire damage. This increases to 2d6 if the item is 8th level or higher.
- **Pressured Plating** The item gains a +3 status bonus to its Hardness and gains temporary Hit Points equal to double its level that last for 10 minutes.
- **Propelled Boost** If the item has a Speed, the item gains a +15-foot status bonus to Speed.

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MERCENARY BAND CREATURE 9

GARGANTUAN HUMAN HUMANOID TROOP

Perception +17

Languages Common

Skills Athletics +19, Intimidation +18, Military Lore +14, Society +14, Survival +15, Thievery +19

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

AC 26; **Fort** +18, **Ref** +17, **Will** +15

HP 180; **Thresholds** 120 (3 segments), 60 (2 segments); **Weaknesses** area damage 10, splash damage 10

Troop Defenses

Speed 25 feet; troop movement

Let 'em Have It! ◆ to ◆◆◆ **Frequency** once per round; **Effect** The mercenary band engages in a coordinated attack with its wide array of melee weapons against each enemy in a 5-foot emanation with a DC 25 basic Reflex save. The damage depends on the number of actions.

◆ 1d8+2 bludgeoning, piercing, or slashing

◆◆ 3d8+4 bludgeoning, piercing, or slashing

◆◆◆ 4d8+6 bludgeoning, piercing, or slashing

Ready... Fire! ◆◆ The mercenary band draws or reloads their bows, crossbows, and slings, then launches a ranged attack in the form of a volley. This volley is a 10-foot burst within 120 feet that deals 2d8+4 piercing or bludgeoning damage with a DC 25 basic Reflex save. When the mercenary band is reduced to 2 or fewer segments, this area decreases to a 5-foot burst.

Spoils of War ◆ **Requirements** The band's last action was Let 'em Have It and at least one creature failed its save; **Effect** The mercenary band attempts to Steal one object from each enemy that failed its save, even if the enemy is in combat or on guard.

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MERCHANT CREATURE -1

MEDIUM HUMAN HUMANOID

Perception +6

Languages Common

Skills Deception +10, Diplomacy +12, Mercantile Lore +12, Performance +8, Society +8

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

Items club, padded armor

Sales Specialist For encounters involving negotiation or mercantile skill, a merchant is a 4th-level challenge.

Appraising Eye The merchant can use Mercantile Lore to Recall Knowledge about items, including determining their value. They can also attempt to Identify Magic using Mercantile Lore and can do so without first knowing whether the item is magical.

AC 13; **Fort** +1, **Ref** +2, **Will** +10

HP 7

Speed 25 feet

Melee ❖ club +4, **Damage** 1d6+2 bludgeoning

Melee ❖ fist +4 (agile, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Ranged ❖ club +4 (thrown 10 feet), **Damage** 1d6+2 bludgeoning

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MESSENGER CREATURE 1

MEDIUM HUMAN HUMANOID

Perception +6

Languages Common

Skills Acrobatics +8, Athletics +5, Diplomacy +6, Society +7, Survival +4

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

Items dagger, satchel of mail, sling (10 bullets)

Don't Shoot the Messenger Messengers get a +2 circumstance bonus to Diplomacy checks to convince another creature not to blame them for any news they deliver.

Road Runner Messengers can use Society in place of Survival to Sense Direction when they're on a road.

AC 16; **Fort** +7, **Ref** +10, **Will** +4

HP 20

Speed 30 feet

Melee ❖ dagger +8 (agile, finesse, versatile S), **Damage** 1d4+2 piercing

Melee ❖ fist +8 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Ranged ❖ dagger +8 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

Ranged ❖ sling +8 (range increment 50 feet, propulsive), **Damage** 1d6+2 bludgeoning

Express Messenger Allies traveling with the messenger gain a +5-foot circumstance bonus to travel Speed, to a maximum of the messenger's travel Speed. If they use the Hustle activity, they can Hustle for a minimum of 1 hour instead of the usual amount.

Special Delivery ❖❖ The messenger Interacts to take an item of light Bulk or less held by a willing ally within reach, Strides, then delivers the item to a willing ally in reach at their new location.

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MIME CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +11

Languages Common; sign language

Skills Acrobatics +10, Athletics +8, Deception +10, Performance +10 (+14 when acting or miming), Stealth +10

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

Mimicry Specialist For encounters involving mimicry or pantomime, the mime is a 6th-level challenge.

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

HP 45; **Resistances** sonic 5

Skill Mimicry The mime receives a +1 circumstance bonus to skill checks to perform actions they have witnessed another creature successfully perform in the last minute, or +2 if they witness a creature critically succeed instead.

Versatile Performance The mime can use Performance instead of Diplomacy to Make an Impression, instead of Intimidation to Demoralize, and instead of Deception to Impersonate.

Speed 25 feet

Melee ❖ fist +12 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Mimic Assault ❖❖ (attack, mental, visual) **Frequency** once per round; **Requirements** A creature damaged the mime with a weapon Strike since their previous turn; **Effect** The mime makes a Performance check against the Perception DC of the creature who damaged them, gesturing as if making an attack with the same weapon. On a success, the mime deals two dice of damage to the creature, using the same type and die size as the required weapon Strike.

(Continued on card 237)

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(Mime continued from card 236)

Pantomime ◆◆ (illusion, mental, visual) The mime uses exaggerated movements to emulate one of the following effects, which lasts until the end of their next turn. Any creature who sees this ability can attempt to disbelieve this ability as it is used with a DC 14 Will save. Creatures that disbelieve are temporarily immune to pantomime for 1 minute.

Barrier: The mime creates an invisible 10-foot-by-10-foot stretch of wall adjacent to them and within their reach. The wall has AC 10, 5 hardness, and 10 HP. If the mime Sustains this effect, they can add an additional wall in the same manner.

Rope: The mime tugs an invisible rope, trying to knock over or pull at a creature within 15 feet. If the creature fails to disbelieve the pantomime, the mime can choose to either knock the creature prone or to move it 5 feet toward them.

Wind: The mime creates a 30-foot line of imaginary wind. Creatures who don't disbelieve the pantomime treat this area as difficult terrain, and if they enter or begin their turn in the area, they fall prone.

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MINER CREATURE 0

MEDIUM HUMAN HUMANOID

Perception +6

Languages Common

Skills Acrobatics +3, Athletics +6, Mining Lore +4, Survival +4

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

Items hammer, lantern, miner's harness (functions as leather armor), pick, piton (5), rope (100 feet)

AC 14; **Fort** +7, **Ref** +5, **Will** +4

HP 20

Speed 25 feet

Melee ❖ pick +6 (fatal d10), **Damage** 1d6+2 piercing

Melee ❖ fist +6 (agile, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Piton Pin ❖ (attack) **Requirements** The miner has their hammer in hand; **Effect** The miner Interacts to draw a piton, then hammers it into a creature to pin them in place, attempting an Athletics check against the target's Reflex DC. On a hit, the target is immobilized until it removes the piton with a successful DC 10 Athletics check made as an Interact action.

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MIRROR SEER CREATURE 9

RARE MEDIUM HUMAN HUMANOID

Perception +16

Languages Common, Diabolic, Fey, Shadowtongue

Skills Deception +21, Diplomacy +17, Occultism +19, Performance +17, Society +17, Stealth +17

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

Items *+1 dagger*, *enchanted hand mirror*, *scroll of false vision*, *+1 striking staff*

Looking Glass Magic The mirror seer accesses power from their wicked benefactor through two mirrors: one full-sized *malefic mirror* in their sanctum and an *enchanted hand mirror* they can carry on their person.

- **Malefic Mirror** The mirror seer must visit the *malefic mirror* once per day to retain their spellcasting abilities, and they can activate the mirror for special *scrying* and *illusory disguise* spells as noted in the mirror's stat block (*NPC Core* 107).
- **Enchanted Hand Mirror** Without their *enchanted hand mirror* on their person, the mirror seer takes a –2 circumstance penalty to spell attack rolls and DCs and can't cast their 7th-rank spells. If it's not attended by the mirror seer, the hand mirror has AC 10, Hardness 0, and 1 HP.

AC 27; **Fort** +14, **Ref** +17, **Will** +20

HP 140

Rightfully Mine ↷ Trigger The mirror seer observes a creature making a Strike, casting a spell of 4th rank or lower, or using a special action (the triggering action must take 2 actions or fewer); **Effect** The mirror seer expends a 4th-rank spell slot (or higher) to duplicate the triggering action. This mimicked action occurs immediately after the triggering action, using the triggering creature's statistics unless the mirror seer's are higher. The creature the mirror seer mimicked is then temporarily immune to this ability for 10 minutes.

(Continued on card 240)

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(Mirror Seer continued from card 239)

Speed 25 feet

Melee ❖ *staff* +19 (magical, two-hand d8), **Damage** 2d4+8 bludgeoning

Melee ❖ *dagger* +19 (agile, magical, versatile S), **Damage** 1d4+8 piercing

Melee ❖ fist +18 (agile, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Ranged ❖ *dagger* +19 (agile, magical, thrown 10 feet, versatile S), **Damage** 1d4+8 piercing

Occult Spontaneous Spells DC 29, attack +21; **7th** (2 slots) *illusory disguise* (self only), *scrying*; **5th** (2 slots) *illusory scene*, *shadow blast*; **4th** (3 slots) *clairvoyance*, *detect scrying*, *peaceful bubble*; **3rd** (3 slots) *clairaudience*, *hypnotize*, *locate*; **2nd** (3 slots) *invisibility*, *revealing light*, *status*; **1st** (3 slots) *alarm*, *fear*, *item facade*; **Cantrips** *daze*, *figment*, *prestidigitation*, *telekinetic projectile*, *void warp*

A Fairer Face ❖ (concentrate, emotion, mental, occult) The mirror seer chooses a creature within 100 feet that can see its own reflection in a mirror. The creature must succeed at a DC 29 Will save or become fascinated by their reflection for 1 minute. The creature can attempt a new save to end the effect at the end of each of its turns.

Hall of Mirrors ❖❖❖ (concentrate, illusion, manipulate, occult) **Frequency** once per day; **Effect** The mirror seer causes all surfaces in a 30-foot burst within 100 feet to become reflective for 1 minute. Every creature in the area or that later enters the area must succeed at a DC 27 Will save or become confused by the reflections and refractions. The confusion ends if the creature leaves the area, and the creature can attempt a new save to end the effect at the end of each of its turns. When the effect ends for a creature, that creature becomes temporarily immune for 10 minutes.

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MIXED MARTIAL ARTIST CREATURE 7

MEDIUM HUMAN HUMANOID

Perception +15

Languages Common

Skills Acrobatics +15, Athletics +17, Martial Arts Lore +17

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

Items *+1 handwraps of mighty blows*

AC 24; **Fort** +18, **Ref** +15, **Will** +12

HP 130

Speed 35 feet

Melee ❖ *fist* +16 (agile, magical, nonlethal, unarmed) **Damage** 1d8+6 bludgeoning

Powerful Fists The mixed martial artist's fist Strikes don't take penalties when making lethal attacks.

Stance Shift ❖ (stance) The mixed martial artist enters a stance of their choice, gaining the listed circumstance bonus and Strike but losing the ability to make other Strikes.

- **Elbow Knockout Stance** +2 to Athletics checks to Shove or Trip; **Melee** ❖ cross elbow +16 (nonlethal, trip, unarmed) **Damage** 2d6+8 bludgeoning
- **Secure Grapple Stance** +2 to Athletics checks to Grapple; **Melee** ❖ grappling limb + 16 (grapple, nonlethal, unarmed) **Damage** 2d4+8 bludgeoning
- **Thrashing Barrage Stance** +2 to damage against off-guard opponents; **Melee** ❖ thrashing fist + 16 (forceful, nonlethal, unarmed) **Damage** 2d8+8 bludgeoning

Takedown Fluidity ↷ **Trigger** The mixed martial artist's last action was a successful Grapple, Shove, or Trip. **Effect** The mixed martial artist uses Stance Shift.

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MONSTER HUNTER — CREATURE 6

MEDIUM | HUMAN | HUMANOID

Perception +13

Languages Common

Skills Athletics +15, Monster Lore +13, Stealth +13, Survival +11

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

Items composite longbow (20 arrows), *+1 greataxe*, hide armor

Favored Game A monster hunter specializes in bringing down certain non-humanoid creatures. These favored game are typically animals and beasts, but an individual might hunt dragons, plants, or more specialized creatures like tigers or manticores.

AC 22; **Fort** +15, **Ref** +11, **Will** +13

HP 105

Reactive Strike ↻

Speed 20 feet

Melee ❖ *greataxe* +15 (magical, sweep), **Damage** 1d12+8 slashing plus primal fear

Ranged ❖ composite longbow +14 (deadly d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+6 piercing plus primal fear

Hunter's Onslaught ❖ (concentrate, emotion, mental) **Frequency** once per hour; **Requirements** The monster hunter isn't fatigued; **Effect** The monster hunter leads an attack against their monstrous foe. The monster hunter chooses an enemy they can see that qualifies as their favored game. The monster hunter becomes fascinated by that creature and gains 10 temporary Hit Points that last as long as the onslaught does. During the onslaught, the hunter gains a +8 status bonus to damage rolls against the designated enemy, and allies in a 30-foot aura around the hunter gain half that bonus. The onslaught lasts for 1 minute or until either the monster hunter or the designated creature falls unconscious.

(Continued on card 243)

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(Monster Hunter continued from card 242)

Primal Fear (emotion, fear, mental) When the monster hunter hits a creature that qualifies as their favored game, that creature is frightened 1 (or frightened 2 on a critical hit).

Sudden Charge ◆◆ The monster hunter Strides twice and makes a melee Strike.

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MOUNTAIN GUARDIAN CREATURE 6

MEDIUM HUMAN HUMANOID

Perception +9, tremorsense 10 feet

Languages Common, Petran

Skills Acrobatics +9, Athletics +15, Intimidation +13, Nature +11, Survival +9

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

AC 24; **Fort** +14, **Ref** +11 (+13 vs. damaging effects), **Will** +11

HP 100; **Resistances** earth 6, poison 6

Kinetic Aura (aura, earth, primal) 10 feet. Pieces of rock and earth float in the aura. The aura must be active for the guardian to use impulse actions, and deactivates if the guardian uses an overflow impulse, is knocked out, or Dismisses it. The guardian can Channel Elements to reactivate it.

Speed 20 feet

Melee ❖ elemental blast +16 (concentrate, earth, impulse, primal, versatile P), **Damage** 2d8+4 bludgeoning

Melee ❖ fist +14 (agile, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ❖ elemental blast +16 (concentrate, earth, impulse, primal, range increment 30 feet, versatile P), **Damage** 2d8 bludgeoning

Base Kinesis ❖❖ The mountain guardian generates, moves, or suppresses up to 1 Bulk of naturally occurring earthen matter within 15 feet. Generating creates earthen matter, moving moves existing matter up to 20 feet into any direction, and suppressing destroys a piece of that element (which can't be a durable crafted good, only natural forms of the element).

Channel Elements ❖ (primal) The mountain guardian reactivates their kinetic aura and can make an elemental blast Strike.

Empowered Blast ❖❖ The mountain guardian makes a melee or ranged elemental blast Strike with a +4 status bonus to damage.

(Continued on card 245)

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(Mountain Guardian continued from card 244)

Tremor ◆◆◆ (concentrate, earth, impulse, overflow, primal) The mountain guardian stomps on natural earth or stone, causing a localized tremor. All creatures in a 10-foot burst within 30 feet take 3d10 bludgeoning damage with a DC 24 basic Fortitude save. A creature that critically fails is knocked prone. Earth and stone in the area is difficult terrain until the start of the mountain guardian's next turn.

Weight of Stone ◆◆◆◆ (concentrate, earth, impulse, overflow, primal) The mountain guardian calls down boulders in a cylinder 20 feet in diameter and 80 feet high within 120 feet. Each creature in the area takes 4d8 bludgeoning damage with a DC 24 basic Reflex save. A creature that fails is also pushed downward 40 feet (80 feet on a critical failure) without taking falling damage and can't leave the ground for 1 round.

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MOUNTAINEER CREATURE 5

MEDIUM | HUMAN | HUMANOID

Perception +15

Languages Common, Petran, Pyric

Skills Acrobatics +13 (+15 to Balance on slippery ice), Athletics +13, Mountain Lore +15, Nature +12, Survival +12

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

Items chalk (10), extreme climbing kit, compass, hatchet (2), hide armor, pick, spyglass, survey map

Experienced Steps A mountaineer isn't impeded by difficult terrain caused by snow or ice. They gain a +2 circumstance bonus to Acrobatics checks to Balance on slippery ice.

Professional Climber While climbing, the mountaineer can have up to five allies Following the Expert and grants a +3 circumstance bonus to Athletics checks to Climb.

AC 21; **Fort** +14, **Ref** +12, **Will** +9

HP 80

Lost My Footing ↷ **Frequency** once per day; **Trigger** The mountaineer critically fails a check to Balance or Climb; **Effect** Training kicks in, and the mountaineer catches themself, improving the check from a critical failure to a failure.

Tuck and Roll During an avalanche, the mountaineer gains a +2 circumstance bonus to their Reflex save against bludgeoning damage and natural disasters.

Speed 25 feet; arctic passage

Melee ❖ pick +14 (fatal d10), **Damage** 1d6+10 piercing

Melee ❖ hatchet +14 (agile, sweep), **Damage** 1d6+10 slashing

Melee ❖ fist +14 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning

Ranged ❖ hatchet +13 (agile, thrown 10 feet), **Damage** 1d6+10 slashing

(Continued on card 247)

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(Mountaineer continued from card 246)

Arctic Passage The mountaineer ignores difficult terrain caused by ice or snow.

Team Awareness ❖ **Requirements** A creature is undetected by one or more of the mountaineer's allies but is observed by the mountaineer; **Effect** The mountaineer Points Out an enemy and makes a Strike against them.

Chasm Crossing ❖❖ The mountaineer Strides twice and Leaps up to 20 feet horizontally.

Quick Draw ❖ The mountaineer Interacts to draw their hatchet or pick, then Strikes with the weapon.

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MUSKETEER CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +10

Languages Common

Skills Acrobatics +11, Athletics +8, Deception +8 (+10 to Feint), Intimidation +10, Stealth +11, Thievery +9

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

Items flintlock musket (10 rounds), leather armor, rapier

AC 20; **Fort** +8, **Ref** +11, **Will** +6

HP 40

Speed 25 feet

Melee ❖ rapier +11 (deadly d8, disarm, finesse), **Damage** 1d6+5 piercing

Melee ❖ fist +11 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Ranged ❖ flintlock musket +11 (concussive, fatal d10, range increment 70 feet, reload 1), **Damage** 1d6+4 piercing

Musketeer's Advance ❖❖ **Requirements** The musketeer is wielding a flintlock musket; **Effect** The musketeer makes a flintlock musket Strike. If the Strike hits, the target is off-guard to melee attacks by the musketeer until the end of the musketeer's next turn. Regardless of whether the Strike hit, the musketeer then Interacts to swap their flintlock musket for their rapier and Strides toward the creature they attacked.

One for All ❖ **Requirements** The musketeer is wielding a single one-handed weapon in one hand and has their other hand free; **Effect** The musketeer grants a +1 circumstance bonus to AC to themself until the start of their next turn. Allies also gain this bonus while adjacent to the musketeer. If a creature would benefit from more than one creature's One for All ability, the bonus is +2 instead of +1.

Sneak Attack The musketeer deals an extra 1d6 precision damage to off-guard creatures.

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NATURAL SCIENTIST CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +11

Languages Common

Skills Diplomacy +5, Nature +8, Scouting Lore +10, Stealth +5, Survival +8

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

Items explorer's clothing, staff, writing set

Never Lost The natural scientist can always tell true north and gains a +4 circumstance bonus to Survival checks to Sense Direction. They don't take a –2 item penalty to the check if they don't have a compass.

Trained Observer The natural scientist is accustomed to blending into their surroundings and taking notes, giving them a +2 circumstance bonus to Gather Information.

AC 16; **Fort** +8, **Ref** +5, **Will** +11

HP 25

Speed 25 feet

Melee ❖ staff +7 (two-handed d8), **Damage** 1d4+3 bludgeoning

Melee ❖ fist +7 (agile, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Ranged ❖ rock +7 (thrown 10 feet), **Damage** 1d4+3 bludgeoning

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NAVIGATOR CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +9

Languages Common

Skills Acrobatics +6, Nature +11, Sailing Lore +14, Society +8, Survival +9

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

Items dagger, scroll case with ship's charts, writing set

Chart a Course (concentrate) By spending 10 minutes of work and succeeding at a DC 22 Sailing Lore check, the navigator plots an optimal course. The severity of environmental conditions during the journey is reduced by one step for 24 hours (two steps on a critical success). This changes moderate damage to minor damage, winds that create greater difficult terrain cause only difficult terrain, and so on.

Sailing Specialist For encounters involving navigation or sailing, the navigator is a 4th-level challenge.

AC 17; **Fort** +7, **Ref** +8, **Will** +9

HP 30

Speed 25 feet

Melee ❖ dagger +9 (agile, finesse, versatile S), **Damage** 1d4+4 piercing plus navigator's edge

Melee ❖ fist +9 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ❖ dagger +9 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing plus navigator's edge

Navigator's Edge The navigator's Strikes deal an additional 1d6 damage when on a ship.

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NECROMANCER CREATURE 5

MEDIUM HUMAN HUMANOID

Perception +10

Languages Common, Necril

Skills Arcana +11, Intimidation +8, Occultism +13

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

Items hooded robe, light mace

Stench of Decay (aura, occult, olfactory) The necromancer emits a scent of putrid rot in a 5-foot emanation. A living creature that enters or begins its turn in the aura is sickened 1.

AC 20; **Fort** +11, **Ref** +12, **Will** +11

HP 65

Speed 25 feet

Melee ❖ light mace +14 (agile, finesse, shove), **Damage** 1d4+8 bludgeoning

Melee ❖ fist +14 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Occult Innate Spells DC 23; **Cantrips (3rd)** *void warp*

Undead, Arise! ❖ (concentrate, manipulate, occult) The necromancer summons two Medium undead entities in different empty squares up to 30 feet away. These undead entities can take the form of zombies, skeletons, or ghosts, chosen by the necromancer. The entities block movement as though they were creatures and can be attacked. Each entity has 1 Hit Point and the same AC and saves as the necromancer. They can't take actions of their own and deteriorate if the necromancer is reduced to 0 Hit Points. The necromancer can have up to four undead entities at any given time. If they call another, the oldest undead entity deteriorates.

(Continued on card 252)

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(Necromancer continued from card 251)

Undead, Attack! ◆❯❯ (concentrate, occult) **Requirements** The necromancer has at least one undead entity active; **Effect** The necromancer commands all their undead entities to attack. Each entity can Stride up to 20 feet into an empty square and make a Strike. The Strike has a +15 attack modifier and deals 2d12 bludgeoning damage (or spirit damage if the entity is a spirit). The Strike has the magical trait, and no multiple attack penalty applies to it.

Wave of Death ◆❯❯ (concentrate, manipulate, occult, void) **Requirements** The necromancer isn't drained and has at least one undead entity active; **Effect** The necromancer overloads their undead entities with void energy, causing all of them to explode. Each entity is destroyed, dealing 4d12 void damage to each creature in a 10-foot emanation with a DC 23 basic Fortitude save. A creature in more than one explosion is damaged only once. The necromancer becomes drained 1.

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NOBLE CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +11

Languages Common

Skills Deception +10, Diplomacy +10, Games Lore +8, Intimidation +9, Society +10

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

Items fashionable fine clothes, loaded dice, rapier, silver flask, signet ring

Lip Reader After years of sticking their nose where it doesn't belong, the noble has learned to read lips from afar. If they're trying to read lips in an encounter or attempting a difficult feat of lip reading, they are fascinated and off-guard, and might need to succeed at a Society check with a DC determined by the GM.

AC 18; **Fort** +6, **Ref** +10, **Will** +11

HP 50

Speed 25 feet

Melee ❖ rapier +10 (deadly d8, disarm, finesse), **Damage** 1d6+6 piercing

Melee ❖ fist +10 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Noble's Ruse ❖ **Frequency** once per round; **Effect** The noble Feints. On a success, the noble Strikes the target.

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

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OBSESSIVE RESEARCHER CREATURE –1

MEDIUM | HUMAN | HUMANOID

Perception +3

Languages Common, up to 3 additional uncommon languages

Skills Academia Lore +19, Library Lore +23, Narrow Lore +25, Stealth +5

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

Items writing set, entirely too many books

Monomania Each obsessive researcher is preoccupied with a hyper-specialized, niche body of knowledge (their Narrow Lore) in which they are the acknowledged world authority. The catch is that when such an expert goes wrong, they go badly wrong—if an obsessive researcher gets a success on a Narrow Lore roll, they get a critical success instead. But if they roll a failure, then they get a critical failure instead.

World-Class Authority In their narrow field of interest, the obsessive researcher is a 10th-level challenge.

AC 14; **Fort** +3, **Ref** +2, **Will** +7

HP 7

Idée Fixe Nothing gets between the obsessive researcher and their subject. If the obsessive researcher is targeted by a spell or ability with a Will save that would prompt them to give up, ignore, or divert course from the subject of their Narrow Lore (for example, using a *suggestion* to get a specialist in Jistkan artificing to give up a construct part), then the obsessive researcher can use their Narrow Lore skill in place of their Will save.

Speed 25 feet

Melee ❖ fist +5 (agile, finesse, nonlethal, unarmed), **Damage** 1d4 bludgeoning

Melee ❖ pen +4 (agile, finesse, nonlethal), **Damage** 1d4 piercing

(Continued on card 255)

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(Obsessive Researcher continued from card 254)

Furious Harangue ◆◆ (auditory, emotion, fear, mental) The researcher starts hectoring an enemy within 30 feet, upbraiding them for daring to interrupt such valuable research. The target must attempt a DC 15 Will save. On a failure, they are frightened 2 (frightened 3 and fleeing for 1 round on a critical failure). Regardless of the result of its save, the target is temporarily immune for 1 hour.

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OCEAN NOMAD CREATURE 6

MEDIUM HUMAN HUMANOID

Perception +16

Languages Common, Thalassic

Skills Athletics +15, Nature +10, Sailing Lore +18, Survival +13

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

Items leather armor, net, *+1 trident*

Master Sailor Any watercraft the ocean nomad pilots gains a +10-foot circumstance bonus to its Speed and reduces the minimum distance it must move to turn by half. An ocean nomad ignores difficult terrain or uneven ground from a ship's motion.

Practiced Swimmer When the ocean nomad rolls a success on an Athletics check to Swim, they get a critical success instead.

Strong Lungs The ocean nomad can hold their breath for up to 10 minutes (100 rounds).

AC 24; **Fort** +14, **Ref** +17, **Will** +11

HP 100

Tidal Pressure ↷ (water) **Trigger** An adjacent creature attempts an Athletics check to Swim; **Effect** The ocean nomad chooses to either prop the swimmer up or yanks them down into the depths. Increase or decrease the result of the Athletics check by one step. If the ocean nomad chooses to decrease the result, the creature can attempt a DC 24 Fortitude save to negate the effect.

Speed 25 feet, swim 25 feet

Melee ❖ *trident* +17, **Damage** 1d8+10 piercing

Ranged ❖ *trident* +17 (thrown 20 feet), **Damage** 1d8+10 piercing

Melee ❖ fist +16 (agile, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning

Stab and Twist ❖ **Requirements** The ocean nomad's last action was a successful melee trident Strike; **Effect** The ocean nomad wrenches out the barbed tines of their trident, inflicting 1d6 persistent bleed to the target.

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ORC AGRICULTURALIST CREATURE 1

MEDIUM HUMANOID ORC

Perception +7; darkvision

Languages Common, Orcish

Skills Athletics +5, Crafting +3, Farming Lore +13, Nature +11, Survival +7

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

Items blowgun (20 darts), pitchfork (as longspear), poisonous herb (5), sickle

Farming Specialist For encounters involving farming, harvesting, or identifying plants, the agriculturalist is a 5th-level challenge.

AC 14; **Fort** +9, **Ref** +6, **Will** +7

HP 25

Speed 25 feet

Melee ❖ pitchfork +7 (reach), **Damage** 1d8+2 piercing

Melee ❖ sickle +7 (agile, trip), **Damage** 1d4+2 slashing

Melee ❖ fist +7 (agile, nonlethal, unarmed)**, Damage** 1d4+2 bludgeoning

Ranged ❖ blowgun +6 (agile, nonlethal, range increment 20 feet, reload 1), **Damage** 1 piercing

Herbal Poison ❖ (manipulate, poison) The agriculturalist quickly turns some of their supplies of poisonous herbs into an herbal poison, then applies it to a melee weapon or piece of ammunition in their possession. The next successful attack with a weapon poisoned this way deals an additional 1d6 poison damage. The applied poison fades after its damage is applied to an attack or 1 minute passes, whichever happens first.

Poison Detector ❖❖ The orc agriculturalist attempts a Farming Lore or Nature check to determine whether an object is poison or has been poisoned. The DC is the poison's DC (if any), or the standard DC of the poison's level. On a critical success, they also learn the number and types of poison involved.

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ORC GAMEKEEPER CREATURE 4

MEDIUM HUMANOID ORC

Perception +13; darkvision

Languages Common, Orcish

Skills Athletics +13, Diplomacy +9, Nature +13, Stealth +12, Survival +11

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

Items bola (4), hampering snare (2, *Player Core 2* 298), net, whip

Insistent Command When the gamekeeper rolls a success to Command an Animal, they get a critical success instead; if they roll a critical failure, they get a failure instead.

AC 20; **Fort** +10, **Ref** +12, **Will** +9

HP 65

Play Chicken ↷ Trigger An adjacent enemy misses the gamekeeper with a melee attack; **Effect** The gamekeeper attempts to capture the flailing assailant. They attempt an Athletics check to Grapple the attacker.

Speed 25 feet

Melee ❖ whip +14 (disarm, finesse, nonlethal, reach, trip), **Damage** 1d4+9 slashing

Melee ❖ fist +14 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+9 bludgeoning

Ranged ❖ bola +14 (nonlethal, ranged trip, thrown 20 feet), **Damage** 1d6+9 bludgeoning

Animal Tandem ❖❖ The orc gamekeeper makes a Strike against a creature adjacent to one of the gamekeeper's animal allies. If it hits, the animal ally deals one die of damage to the target, using the highest damage die among its unarmed attacks.

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ORC SKULLCRUSHERS CREATURE 7

GARGANTUAN HUMANOID ORC TROOP

Perception +15; darkvision

Languages Common, Orcish

Skills Athletics +17, Intimidation +15, Stealth +16, Survival +13

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

AC 24; **Fort** +17, **Ref** +16, **Will** +13

HP 120 (4 segments); **Thresholds** 80 (3 segments), 40 (2 segments); **Resistances** void 8; **Weaknesses** area damage 8, splash damage 8

Troop Defenses

Speed 25 feet; troop movement

Chant of Dominance ❖ (divine, holy, spirit) **Effect** Orc war drummers lead the other skullcrushers in a holy chant extolling their superiority in battle. Any creature damaged by the skullcrushers this turn also takes 1d6 persistent spirit damage.

Crush Skulls ❖ to ❖❖❖ **Frequency** once per round; **Effect** The skullcrushers smash their mauls and clubs against each enemy in a 5-foot emanation, with a DC 22 basic Reflex save. The damage depends on the number of actions.

❖ 1d12 bludgeoning damage

❖❖ 1d12+8 bludgeoning damage

❖❖❖ 2d12+8 bludgeoning damage

Sacred Salvo ❖❖ (divine, vitality) The skullcrushers fling a fusillade of sling bullets enchanted with life energy intended to destroy undead. This barrage is a 10-foot burst within 50 feet that deals 3d6 bludgeoning damage plus 1d6 vitality damage to undead, with a DC 22 basic Reflex save. When the troop is reduced to 2 or fewer segments, this area decreases to a 5-foot burst.

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ORC VETERAN MASTER CREATURE 10

MEDIUM | HUMANOID | ORC

Perception +20; darkvision

Languages Common, Orcish

Skills Acrobatics +20, Athletics +23, Diplomacy +15, Intimidation +20, Warfare Lore +18, Stealth +20

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

Items *+1 striking bo staff*, *+1 breastplate*, *+1 striking composite longbow* (20 arrows)

AC 30; **Fort** +19, **Ref** +20, **Will** +18

HP 175

Fly Through Battle The veteran master gains an additional reaction each round that can be used only to make a Reactive Pursuit.

Reactive Pursuit ↷ **Trigger** An enemy within reach attempts to move away; **Effect** The veteran master Strides up to their Speed, following the enemy and keeping it in reach throughout its movement until it stops moving or the master has moved their full Speed.

Reactive Strike ↷

Speed 30 feet

Melee ❖ *bo staff* +24 (magical, parry, reach, trip), **Damage** 2d8+13 bludgeoning

Melee ❖ fist +24 (agile, nonlethal, unarmed), **Damage** 2d4+13 bludgeoning

Ranged ❖ *composite longbow* +23 (deadly d10, magical, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 2d8+10 piercing

Staff Swipe ❖❖ The veteran master extends their reach to smash multiple creatures with their bo. They attempt a bo staff Strike against each enemy in a 15-foot cone. This counts as two attacks toward their multiple attack penalty, but the penalty doesn't increase until after all the attacks.

Reshape the Battle ❖ The veteran master attempts a bo staff Strike. If it hits a creature of the master's size or smaller, the master can automatically Reposition it to any space within the bo staff's reach.

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ORC, DROMAAR LOREKEEPER CREATURE 5

MEDIUM | DROMAAR | HUMAN | HUMANOID | ORC

Perception +10; low-light vision

Languages Common, Orcish

Skills Diplomacy +12, Occultism +11, Orc Lore +15, Performance +12, Society +13

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

Items dagger, lute (handheld musical instrument)

Spotlight Ready When performing for crowds of 10 or more, the dromaar lorekeeper gains a +2 circumstance bonus to their Performance checks.

AC 21; **Fort** +9, **Ref** +12, **Will** +13

HP 70

Final Tale (auditory, mental, occult) When the lorekeeper dies, they utter a brief but poignant final story that shakes those nearby to their core. Each creature in a 10-foot emanation must succeed at a DC 20 Will save or be paralyzed for 1 round.

Speed 25 feet

Melee ❖ dagger +14 (agile, finesse, versatile S), **Damage** 1d4+4 piercing plus 1d10 sonic

Melee ❖ fist +14 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 piercing plus 1d10 sonic

Ranged ❖ dagger +14 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing plus 1d10 sonic

Occult Spontaneous Spells DC 22, attack +14; **3rd** (2 slots) *enthrall*, *heroism*; **2nd** (3 slots) *laughing fit*, *noise blast*, *translate*; **1st** (3 slots) *bless*, *phantasmal minion*, *ventriloquism*; **Cantrips (3rd)** *daze*, *figment*, *message*, *summon instrument*, *telekinetic projectile*

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PACK LEADER CREATURE 4

MEDIUM HUMAN HUMANOID

Perception +12

Languages Common, Wildsong

Skills Athletics +6, Diplomacy +9 (+12 against animals), Nature +12, Stealth +9, Survival +10

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

Items leather armor, sickle, sling (10 bullets)

Animal Empathy The pack leader can ask questions of, receive answers from, and use the Diplomacy skill with animals.

AC 20; **Fort** +9, **Ref** +9, **Will** +12

HP 55

Stay Strong! ↷ **Trigger** An allied animal within 30 feet attempts a saving throw; **Effect** The pack leader shouts a word of encouragement, granting the allied animal a +1 circumstance bonus to the save.

Speed 25 feet

Melee ❖ sickle +11 (agile, finesse, trip), **Damage** 1d4+4 slashing

Melee ❖ fist +11 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ❖ sling +11 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+4 bludgeoning

Primal Prepared Spells DC 20, attack +12; **2nd** *animal messenger, enlarge*, *summon animal*; **1st** *gentle landing, heal*, *pet cache*; **Cantrips (2nd)** *gouging claw*, *guidance*, *ignition, stabilize*, *tangle vine*

Druid Order Focus Spells 1 Focus Point, DC 20; **2nd** *heal animal* (*Player Core* 382)

Timely Trick ❖ (auditory, concentrate, mental) The pack leader commands an animal ally within 30 feet to perform a specific action; the target can spend its reaction to immediately Step, Stride, or Strike.

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PALACE GUARD CREATURE 4

MEDIUM HUMAN HUMANOID

Perception +12 (+14 when rolling initiative)

Languages Common

Skills Athletics +14, Diplomacy +8, Intimidation +8

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

Items chain mail with palace insignia, halberd, simple manacles

AC 21; **Fort** +12, **Ref** +10, **Will** +10

HP 60

Guard's Parry ↻ **Trigger** A creature attacks the palace guard's liege, and the liege is within the guard's melee reach; **Effect** The liege gains a +2 circumstance bonus to AC against the triggering attack, and the palace guard gains a +2 circumstance bonus to attack and damage rolls until the end of their next turn.

Reactive Strike ↻

Speed 25 feet

Melee ❖ halberd +14 (reach 10 feet, versatile S), **Damage** 1d10+7 piercing

Melee ❖ fist +14 (agile, nonlethal, unarmed), **Damage** 1d4+7 bludgeoning

Crowd Control ❖ **Requirements** The palace guard's last action was a successful halberd Strike; **Effect** The palace guard attempts to Reposition the creature they hit using their halberd's reach. This attempt neither applies nor counts toward the guard's multiple attack penalty.

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PEERLESS DUELIST CREATURE 12

UNCOMMON MEDIUM HUMAN HUMANOID

Perception +24 (+27 for initiative); tremorsense 30 feet

Languages Common

Skills Acrobatics +25, Athletics +23, Crafting +22, Deception +24, Dueling Lore +25, Intimidation +26

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

Items *obsidian goggles*, *+1 striking dueling pistol* (2, 40 rounds)

I See You The peerless duelist's Perception checks and firearm Strikes ignore lesser cover and the concealed condition.

AC 33; **Fort** +21, **Ref** +25, **Will** +21

HP 200

Threatening Aura (aura, emotion, fear, mental) 60 feet, Will DC 30. The duelist's presence makes foes hesitate. Any enemy that enters or starts its turn in the aura must succeed at the Will save or be stunned 1. Regardless of the result of its save, the creature is temporarily immune for 1 day.

Shoot First ↷ Trigger An attacker the duelist can see targets them with a Strike or spell; **Requirement** The duelist is holding a loaded firearm; **Effect** The duelist makes a firearm Strike against the triggering creature. On a critical hit, they disrupt the triggering action.

Speed 25 feet

Melee ❖ fist +25 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+11 bludgeoning

Ranged ❖ *dueling pistol* +26 (concealable, concussive, fatal d10, magical, range increment 60 feet, reload 1), **Damage** 3d6+13 piercing

Ace Shooter The peerless duelist deals an extra die of damage on any firearm Strike they attempt. This extra damage is already included in their *dueling pistol* Strike.

(Continued on card 265)

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(Peerless Duelist continued from 264)

Disarming Shot ❖ The duelist fires a dueling pistol to attempt a Disarm an enemy at range with the bullet. The duelist attempts an attack roll with the dueling pistol instead of an Athletics check, taking any penalty appropriate for the firearm's range increment. The duelist doesn't have to meet the requirements of the Disarm action.

Instead of Disarming, the duelist can use Disarming Shot to attempt an Escape action for the benefit of themself or an ally within range.

Double Reload ❖ **Requirements** The peerless duelist has an empty dueling pistol in each hand; **Effect** The peerless duelist Interacts to reload both dueling pistols.

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PENITENT OF CALISTRIA CREATURE 0

MEDIUM HUMAN HUMANOID

Perception +4

Languages Common

Skills Athletics, +6, Calistria Lore +6, Deception +5, Intimidation +3, Religion +4

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

Items dagger, explorer's clothing, religious symbol of Calistria, whip

AC 15; **Fort** +6, **Ref** +5, **Will** +6

HP 18

Speed 25 feet

Melee ❖ whip +6 (disarm, nonlethal, reach, trip), **Damage** 1d4+2 slashing

Melee ❖ dagger +6 (agile, versatile S), **Damage** 1d4+2 piercing

Melee ❖ fist +6 (agile, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Ranged ❖ dagger +5 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

Agonizing Drive The penitent ignores the penalty to attack rolls from being frightened and gains a status bonus to damage rolls equal to their frightened value.

Repentant Defiance ❖❖ The penitent Strikes, then increases their own frightened value by 2 and deals 3 slashing damage to themselves, bypassing resistance. The penitent then gains resistance 3 to physical damage until the start of their next turn.

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PHALANX FORMATION CREATURE 6

GARGANTUAN HUMAN HUMANOID TROOP

Perception +16

Languages Common

Skills Athletics +17, Intimidation +14, Warfare Lore +11

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

AC 23; **Fort** +16, **Ref** +12, **Will** +14

HP 99 (4 segments); **Thresholds** 66 (3 segments); 33 (2 segments); **Weaknesses** area damage 5, splash damage 5

Troop Defenses

Speed 25 feet; troop movement

Hurl Javelins ◆◆ The troop's members throw a volley of spears. Each creature in a 10-foot burst within 30 feet of the troop takes 2d6+5 piercing damage with a DC 21 basic Reflex save. When the phalanx formation is reduced to 2 or fewer segments, this area decreases to a 5-foot burst.

Spears Out! ◆ to ◆◆◆ **Frequency** once per round; **Effect** The phalanx formation thrusts their longspears out in all directions, striking all unfortunate enough to be near them. Each enemy in a 10-foot emanation must attempt a DC 21 basic Reflex save. The damage depends on the number of actions.

◆ 1d8+2 piercing damage

◆◆ 2d8+5 piercing damage

◆◆◆ 3d8+5 piercing damage

Shields Up! ◆ The phalanx formation raises their shields to protect one another. The formation gains a +2 circumstance bonus to AC and Reflex until the start of their next turn. This bonus increases to +3 against physical ranged attacks.

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PHYSICIAN CREATURE –1

MEDIUM HUMAN HUMANOID

Perception +6 (+8 to notice ailments)

Languages Common

Skills Diplomacy +6, Medicine +12, Society +5

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

Items minor elixir of life (2), healer's toolkit, medical textbook

Medical Specialist For medical matters, the physician is a 4th-level challenge.

Bedside Manner A physician has a +4 circumstance bonus to Diplomacy checks to Make an Impression on or make a Request of a diseased, poisoned, or wounded creature.

Doctor's Hand When the physician rolls a critical failure on a check to Treat Disease, Treat Poison, or Treat Wounds, they get a failure instead.

AC 13; **Fort** +9, **Ref** +3, **Will** +8

HP 8

Speed 25 feet

Melee ❖ fist +5 (agile, finesse, nonlethal, unarmed), **Damage** 1d4–1 bludgeoning

Ranged ❖ medical textbook +5 (nonlethal, thrown 10 feet), **Damage** 1d4–1 bludgeoning

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PILGRIM OF IRORI

CREATURE –1

MEDIUM | HUMAN | HUMANOID

Perception +5

Languages Common

Skills Athletics +5, Irori Lore +6, Religion +5, Society +4, Survival +5

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

Items explorer's clothing, religious symbol of Irori, walking stick (functions as a staff)

Ambulatory Oration Creatures that engage in conversation with the pilgrim gain a +1 circumstance bonus to all Recall Knowledge checks and Gather Information checks for 4 hours related to any topics discussed with the pilgrim.

Path of the Faithful The pilgrim can use their Religion modifier instead of their Diplomacy modifier to Gather Information or Make an Impression as long as the pilgrim includes their religious teachings.

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

HP 9

Speed 25 feet

Melee ❖ staff +5 (two-hand 1d8), **Damage** 1d4+1 bludgeoning

Melee ❖ fist +5 (agile, nonlethal, unarmed), **Damage** 1d6+1 bludgeoning

Ranged ❖ rock +4 (thrown 10 feet), **Damage** 1d4+1 bludgeoning

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PIRATE CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +6

Languages Common

Skills Acrobatics +7, Athletics +8, Deception +6, Intimidation +6, Sailing Lore +8

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

Items cutlass (functions as a scimitar), dagger, padded armor

AC 17; **Fort** +7, **Ref** +8, **Will** +6

HP 32

Bravery When the pirate rolls a success on a Will save against a fear effect, they get a critical success instead. In addition, anytime they gain the frightened condition, reduce its value by 1.

Reactive Strike ↻

Speed 25 feet

Melee ❖ cutlass +10 (forceful, sweep), **Damage** 1d6+5 slashing

Melee ❖ dagger +11 (agile, finesse, versatile S), **Damage** 1d4+5 piercing

Melee ❖ fist +11 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ❖ dagger +11 (agile, thrown 10 feet, versatile S), **Damage** 1d4+5 piercing

Boarding Action ❖❖ The pirate swings on a rope or Strides, moving up to double their Speed. If the pirate boarded or disembarked a boat during this movement, they can make a melee Strike at the end of their movement that deals one extra damage die on a hit.

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PLAGUE DOCTOR CREATURE 5

MEDIUM HUMAN HUMANOID

Perception +13

Languages Common

Skills Intimidation +9, Medicine +13, Plague Lore +13, Religion +13

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

Items crossbow (10 bolts), healer's toolkit, *minor potion of healing* (4), staff, studded leather

AC 20; **Fort** +13, **Ref** +8, **Will** +13; +2 circumstance to all saves vs. disease

HP 70

Speed 25 feet

Melee ❖ staff +9 (two-hand d8), **Damage** 1d4 bludgeoning

Melee ❖ fist +10 (agile, finesse, nonlethal, unarmed), **Damage** 1d4 bludgeoning

Ranged ❖ crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

Divine Prepared Spells DC 23; **3rd** *cleanse affliction* (×2), *heal* (×3); **2nd** *clear mind* (×2), *peaceful rest*; **1st** *detect poison*, *cleanse cuisine* (×2); **Cantrips (3rd)** *guidance*, *light*, *message*, *sigil*, *stabilize*

Cleric Domain Spells 1 Focus Point, DC 23; **3rd** *healer's blessing* (*Player Core* 375)

Healing Hands When the plague doctor casts *heal*, they roll d10s instead of d8s.

Improved Communal Healing When the plague doctor casts *heal* targeting a single creature, the plague doctor also restores Hit Points equal to the spell's level to themself or any other creature within range of the spell.

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POACHER CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +9

Languages Common

Skills Crafting +4, Deception +4, Nature +7, Stealth +8, Survival +7

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

Items composite shortbow (20 arrows), light mace, padded armor, snare toolkit (functions as artisan's toolkit)

Expert Subsistence While using Survival to Subsist, if the poacher rolls any result worse than a success, they get a success. On a success, they can provide subsistence living for themselves and four additional creatures, and on a critical success, they can take care of twice as many creatures as on a success.

Snare Crafting The poacher knows how to craft the following snares: alarm snare, hampering snare, marking snare, and signaling snare. They can create up to four each day, using 3 Interact actions to deploy a snare. The snare becomes inert after 24 hours.

AC 18; **Fort** +7, **Ref** +10, **Will** +7

HP 30

Speed 25 feet

Melee ❖ light mace +11, **Damage** 1d4+4 bludgeoning

Melee ❖ fist +11 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ❖ composite shortbow +11 (deadly 1d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+3 piercing

On the Hunt ❖ (concentrate) The poacher designates one creature they're observing or tracking as their prey. The poacher gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. The first time the poacher hits the designated prey in a round, they deal an additional 1d4 precision damage. These effects last until the poacher uses On the Hunt again.

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POLITICAL UPSTART — CREATURE 0

MEDIUM | HUMAN | HUMANOID

Perception +8 (+11 to Sense Motive)

Languages Common

Skills Deception +8, Diplomacy +10, Legal Lore +11, Performance +10, Society +11

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

Items long coat (functions as leather armor), political pamphlets, soapbox, writing set

Rhetoric Specialist For social encounters involving debate and legal logic, the political upstart is a 3rd-level challenge.

AC 14; **Fort** +4, **Ref** +7, **Will** +10

HP 15

Retort ↷ **Trigger** A creature fails a Charisma-based skill check against the political upstart; **Effect** The political upstart targets the creature with Fiery Rhetoric.

Speed 25 feet

Melee ❖ fist +5 (agile, finesse, nonlethal, unarmed), **Damage** 1d4 bludgeoning

Fiery Rhetoric ❖ (auditory, concentrate, emotion, linguistic, mental) The upstart rattles off talking points at an enemy within 30 feet. The target takes a –2 status penalty to Perception and Will saves for 1 minute.

Fascinating Speech ❖❖ (auditory, concentrate, emotion, linguistic, mental) The political upstart begins a rousing speech which they can Sustain up to 1 minute. Any creature within 30 feet that can hear the speech, must attempt a DC 17 Will save.

Success The creature is unaffected.

Failure The creature is fascinated with the upstart for 1 round.

Critical Failure The creature is fascinated with the upstart as long as the speech lasts.

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PRIEST OF SARENRAE

CREATURE 6

MEDIUM | HOLY | HUMAN | HUMANOID

Perception +14

Languages Common

Skills Diplomacy +12, Medicine +14, Religion +14, Society +11, Survival +12

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

Items *+1 scimitar*, religious symbol of Sarenrae

AC 21; **Fort** +11, **Ref** +13, **Will** +16

HP 80

Speed 25 feet

Melee ❖ *scimitar* +14 (forceful, magical, sweep), **Damage** 1d6+8 slashing

Melee ❖ fist +13 (agile, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Divine Prepared Spells DC 24, attack +16; **3rd** *fireball*, *heal* (×5), *holy light* (×2); **2nd** *resist energy*, *revealing light*, *spiritual armament*; **1st** *infuse vitality*, *breathe fire*, *spirit link*; **Cantrips (3rd)** *detect magic*, *divine lance*, *light*, *read aura*, *vitality lash*

Cleric Domain Spells 1 Focus Point, DC 24; **3rd** *dazzling flash* (*Player Core* 379)

Divine Rituals DC 24; *consecrate*

Healing Hands When the priest casts *heal*, they roll d10s instead of d8s.

Steady Spellcasting If another creature's reaction disrupts the priest's spellcasting action, the priest attempts a DC 15 flat check. If the priest succeeds, their action isn't disrupted.

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PRIME MINISTER CREATURE 0

MEDIUM HUMAN HUMANOID

Perception +9 (+19 to Sense Motive)

Languages Common, up to 3 additional languages spoken in their nation

Skills Deception +22, Diplomacy +22, Guild Lore +17, Intimidation +19, Legal Lore +19, Society +22

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

Items rapier

Political Specialist For encounters involving politics, the prime minister is a 10th-level challenge.

Unshakable Confidence All attempts to Coerce the prime minister have a result one degree worse.

AC 14; **Fort** +6, **Ref** +3, **Will** +19

HP 15

Cutting Counterpoint ↷ **Trigger** The prime minister hears a creature attempt a Deception, Diplomacy, or an Intimidation check against any creature other than the prime minister; **Effect** The prime minister interrupts with a witty barb, cutting the credibility of the creature's argument. The prime minister attempts their own check of the same type. If the result is higher than that of the triggering check, the triggering check is considered a failure regardless of its roll.

In extended negotiations, like a Victory Point challenge (*GM Core* 184), the prime minister can't use this ability again until every creature in the discussion has had an opportunity to attempt a check (even if they decide not to make one).

Speed 25 feet

Melee ❖ rapier +5 (deadly d8, disarm, finesse), **Damage** 1d6 piercing

Melee ❖ fist +5 (agile, finesse, nonlethal, unarmed), **Damage** 1d4 bludgeoning

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PRISONER CREATURE 1

MEDIUM HUMAN HUMANOID

Perception +6

Languages Common

Skills Acrobatics +7, Athletics +6, Intimidation +3, Stealth +7, Thievery +7

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

Items shiv

AC 16; **Fort** +4, **Ref** +9, **Will** +6

HP 17

Speed 25 feet

Melee ❖ shiv +7 (agile), **Damage** 1d4+3 piercing

Melee ❖ fist +7 (agile, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Sneak Attack The prisoner deals an extra 1d6 precision damage to off-guard creatures.

Surprise Attack On the first round of combat, creatures that haven't acted yet are off-guard to the prisoner.

You're Next ↷ (emotion, fear, mental) **Trigger** The prisoner reduces a creature to 0 Hit Points; **Effect** The prisoner attempts to Demoralize a creature that saw their victory, with a +2 circumstance bonus to the Intimidation check.

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PROPAGANDIST CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +10 (+12 to Sense Motive)

Languages Common

Skills Diplomacy +11, Legal Lore +8, Performance +10, Society +10

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

Items dagger (3), lute, shortsword, writing set

Nuanced Spin The propagandist phrases everything loosely and vaguely enough that, though it's always misleading, none of it is false. The propagandist can use Diplomacy instead of Deception to Create a Diversion or Feint, and instead of Intimidation to Coerce. A creature attempting to Sense Motive against the propagandist gets a result one degree of success worse than they rolled.

AC 17; **Fort** +6, **Ref** +9, **Will** +12

HP 40

Speed 25 feet

Melee ❖ shortsword +9 (agile, finesse, versatile S), **Damage** 1d6+4 piercing

Melee ❖ dagger +9 (agile, finesse, versatile S), **Damage** 1d4+4 piercing

Melee ❖ fist +9 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ❖ dagger +9 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing

Occult Spontaneous Spells DC 21, attack +13; **2nd** (2 slots) *blistering invective* [PC2], *paranoia*; **1st** (3 slots) *concordant choir* [PC2], *fear*, *sanctuary*; **Cantrips (2nd)** *bullhorn* [PC2], *detect magic*, *haunting hymn* [PC2], *message*, *summon instrument*

Bard Composition Spells 2 Focus Points, DC 21; **2nd** *hymn of healing* (*Player Core* 370), *lingering composition* (*Player Core* 371); **Cantrips (2nd)** *courageous anthem* (*Player Core* 370), *rallying anthem* (*Player Core* 371)

(Continued on card 278)

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(Propagandist continued from card 277)

No Hard Feelings ❖❖ (auditory, concentrate, emotional, linguistic, mental) The propagandist offers amnesty and other benefits to all who choose to join them. All enemies who can hear the propagandist must attempt a DC 19 Will save. If any of the propagandist's allies is currently benefiting from one of the propagandist's bard composition spells, any enemy who is aware of that takes a –2 circumstance penalty to the save.

Critical Success The creature sees through the propagandist's pitch and is temporarily immune for 24 hours.

Success The creature is unaffected.

Failure The creature's conviction stumbles. Until the end of its next turn, the creature must succeed at a DC 5 flat check to target the propagandist with a hostile action.

Critical Failure The creature finds the propagandist's offer too good to pass up, switching sides in the combat and instantly gaining any benefits the propagandist is currently granting their allies. At the end of each of its turns, the creature can attempt another DC 19 Will save to snap out of it and rejoin their allies.

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PROPHET CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +10

Languages Common

Skills Diplomacy +8, Performance +8 (+10 to spout prophecy), Religion +7, Survival +7

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

Items flail, manifesto (functions as a religious text), pouch of rocks (10), robes

AC 17; **Fort** +8, **Ref** +7, **Will** +11

HP 25

Speed 25 feet

Melee ❖ flail +8 (disarm, sweep, trip), **Damage** 1d6+2 bludgeoning

Melee ❖ fist +8 (agile, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Ranged ❖ rock +7 (thrown 10 feet), **Damage** 1d4+2 bludgeoning

Divine Spontaneous Spells DC 18, attack +10; **1st** (4 slots) *bless*, *enfeeble*, *heal*, *sanctuary*; **Cantrips (1st)** *daze*, *detect magic*, *guidance*, *know the way*, *light*, *read aura*

Cleric Domain Spells 1 Focus Point, DC 18; **1st** *read fate* (*Player Core* 375)

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RANCOROUS PRIESTHOOD CREATURE 11

UNCOMMON | GARGANTUAN | HUMAN | HUMANOID | TROOP | UNHOLY

Perception +21

Languages Chthonian, Common

Skills Athletics +22, Intimidation +21, Religion +22

Str +7, **Dex** +2, **Con** +6, **Int** +2, **Wis** +5, **Cha** +4

AC 31; **Fort** +23, **Ref** +17, **Will** +22

HP 195 (4 segments); **Thresholds** 130 (3 segments), 65 (2 segments); **Weaknesses** area damage 10, splash damage 10

Troop Defenses

Speed 25 feet, troop movement

Divine Spontaneous Spells DC 30, attack +22; **5th** (3 slots) *divine immolation*, *noise blast*, *shadow blast*; **Cantrips (6th)** *daze*, *detect magic*, *divine lance*

Cleric Domain Spells 2 Focus Points; DC 30, attack +22; **6th** *cry of destruction* (*Player Core* 374), *destructive aura* (*Player Core* 374)

Rituals DC 30; *blight* (doesn't require secondary casters)

Troop Spellcasting When the rancorous priesthood Cast a Spell that has an area of a burst, cone, or line and doesn't have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius is not affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

Wild Swing ❖ to ❖❖❖ **Frequency** once per round; **Effect** The members of the mob wildly swing their weapons in a chaotic attack at each enemy in a 5-foot emanation with a DC 25 basic Reflex save. The damage depends on the number of actions.

❖ 1d12+2 slashing damage

❖❖ 2d12+9 slashing damage

❖❖❖ 3d12+9 slashing damage

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RATFOLK, BONE MOTHER CREATURE 6

SMALL HUMANOID RATFOLK

Perception +13; low-light vision

Languages Common, Requian, Sakvroth, Ysoki

Skills Deception +14, Fortune-Telling Lore +16, Intimidation +14, Medicine +13, Occultism +16, Performance +14, Religion +13, Society +12

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

Items bones for fortune telling, *+1 dagger*

AC 23; **Fort** +12, **Ref** +13, **Will** +15

HP 80

Rattling Bones ↻ (occult, spirit) **Trigger** The bone mother or another ratfolk in their square takes damage from a melee Strike; **Effect** Spirits from the bones emerge to deal 2d6 spirit damage to the attacker with a DC 24 basic Will save.

Speed 25 feet; swarming

Melee ❖ *dagger* +16 (agile, finesse, versatile S), **Damage** 1d4+6 piercing plus 1d10 spirit

Melee ❖ jaws +15 (agile, finesse), **Damage** 1d4+6 piercing plus 1d10 spirit

Ranged ❖ *dagger* +16 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing plus 1d10 spirit

Occult Spontaneous Spells DC 24, attack +16; **3rd** (4 slots) *enthrall*, *haste*, *paralyze, ring of truth*; **2nd** (4 slots) *augury*, *cleanse affliction*, *dispel magic*, *translate*; **1st** (4 slots) *bless*, *command*, *mindlink*, *sanctuary*; **Cantrips (3rd)** *daze*, *detect magic*, *guidance*, *light*, *telekinetic projectile*

Swarming A bone mother 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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RATFOLK, SWARM VOICE CREATURE 3

SMALL HUMANOID RATFOLK

Perception +9 (+18 to Sense Motive); low-light vision

Languages Common, Ysoki

Skills Acrobatics +8, Athletics +9, Diplomacy +17, Intimidation +15, Legal Lore +16, Performance +15, Society +16, Survival +10

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

Items lesser acid flask (4), crossbow (20 bolts), longspear

Voice of the Swarm For encounters involving negotiation or diplomacy, the swarm voice is a 7th-level challenge.

AC 18; **Fort** +7, **Ref** +8, **Will** +11

HP 45

Speed 25 feet; swarming

Melee ◆ longspear +11 (reach), **Damage** 1d8+5 piercing

Melee ◆ jaws +11 (agile), **Damage** 1d4+5 piercing

Ranged ◆ alchemical bomb +10 (range increment 20 feet, splash), **Damage** 1d6 persistent acid plus 1 acid splash damage

Ranged ◆ crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8+3 piercing

Advise Swarm ◆◆ (auditory, linguistic, mental) The swarm voice issues orders to move. Each ratfolk from the same warren in a 15-foot emanation can spend a reaction to Step, Stride, or Take Cover.

Chittering Terror ◆◆ (auditory, emotion, fear, mental) Each enemy within 30 feet must succeed at a DC 19 Will save or be frightened 1 (or frightened 2 on a critical failure). An enemy takes a –2 circumstance penalty to its save if it's adjacent to one or more ratfolk allied with the swarm voice. Regardless of the result of a creature's save, it's then temporarily immune for 1 hour.

Swarming A swarm voice 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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RATFOLK, TUNNEL VIPER CREATURE 1

SMALL HUMANOID RATFOLK

Perception +7; darkvision

Languages Common, Sakvroth, Ysoki

Skills Acrobatics +6, Athletics +6, Nature +5, Stealth +8, Survival +5, Thievery +6

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

Items arbalest (20 bolts), caltrops (3), ranseur, scale mail

AC 16; **Fort** +5, **Ref** +9, **Will** +5

HP 20

Speed 25 feet; swarming, tunnel travel

Melee ❖ ranseur +8 (disarm, reach 10 feet), **Damage** 1d10+3 piercing

Melee ❖ jaws +8 (agile), **Damage** 1d4+3 piercing

Ranged ❖ arbalest +8 (backstabber, range increment 110 feet, reload 1), **Damage** 1d10 piercing

Running Reload ❖ The tunnel viper Strides, Steps, or Sneaks, then Interacts to reload.

Swarming A tunnel viper 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.

Tunnel Fighter The tunnel viper deals an additional 1d6 precision damage to creatures that are Squeezing or in difficult terrain due to narrow spaces.

Tunnel Travel Narrow spaces aren't difficult terrain for the tunnel viper, and the viper can Squeeze at 5 feet per round (or 10 feet on a critical success).

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RECKLESS SCIENTIST CREATURE 6

MEDIUM HUMAN HUMANOID

Perception +12

Languages Common

Skills Acrobatics +12, Crafting +16, Deception +9, Engineering Lore +14, Medicine +10, Stealth +14, Underworld Lore +14

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

Items alchemist's toolkit, *+1 sickle*, work coat (functions as leather armor)

Unstable Collection A reckless scientist carries a collection of poorly stowed alchemical items: 3 elixirs of life and 6 alchemical grenades. The scientist replenishes these items each day using scavenged materials. The alchemical grenades deal either acid, cold, or fire damage plus 2 persistent damage and 2 splash damage of the same type (typically the collection contains two of each grenade).

AC 23; **Fort** +16, **Ref** +14, **Will** +10; +1 status to all saves vs. poison

HP 95; **Resistances** poison 5

Unstable Explosion When an attacker scores a critical hit against the reckless scientist, one of the scientist's alchemical items bursts. The GM determines the item randomly. If it was a bomb, the alchemist takes damage from the bomb, and any creature adjacent to the alchemist takes the splash damage. Any other item is wasted.

Speed 25 feet

Melee ❖ *sickle* +17 (agile, finesse, magical, trip), **Damage** 1d4+7 slashing

Melee ❖ fist +16 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+7 bludgeoning

Ranged ❖ alchemical grenade +16 (range increment 20 feet, splash), **Damage** 2d6 acid, cold, or fire plus 2 persistent damage and 2 splash damage of the same type

Quick Grenadier ❖ The reckless scientist Interacts to draw an alchemical grenade with an Interact action and throws it as a ranged Strike.

(Continued on card 285)

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(Reckless Scientist continued from card 284)

Reckless Alchemy ❖❖ (concentrate, manipulate) The reckless scientist attempts to combine two alchemical grenades or two elixirs of life into one item. They can Interact to draw the items if necessary. They attempt a DC 22 Crafting check, destroying both component items to create one new item.

Success The new item has the full effect of both component items, and the reckless scientist can Activate it. If they don't Activate it before the end of their turn, the item explodes (as critical failure).

Failure The new item is inert.

Critical Failure The unstable item explodes, dealing 3d6 piercing damage to the reckless scientist.

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RIGGER CREATURE 1

MEDIUM HUMAN HUMANOID

Perception +10

Languages Common

Skills Acrobatics +6, Athletics +7 (+10 to Climb), Sailing Lore +6

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

Items dagger (2), rope (50 feet)

AC 15; **Fort** +7, **Ref** +10, **Will** +5

HP 20

Speed 30 feet

Melee ❖ dagger +9 (agile, finesse, versatile S), **Damage** 1d4+3 piercing

Melee ❖ fist +9 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Ranged ❖ dagger +9 (agile, thrown 10 feet, versatile S), **Damage** 1d4+3 piercing

Death from Above The rigger deals an additional 1d4 precision damage to any creature at a lower elevation than themself.

Practiced Climber The rigger requires only one hand free to Climb and is not off-guard when Climbing.

Rope Tension Spring ❖❖ (manipulate, move) **Requirements** The rigger is adjacent to a vertical rope on board a ship and is wielding a dagger; **Effect** The rigger loops the rope around one arm and severs the rope with their dagger. Counterweight and tension pull the rigger 20 feet straight up.

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ROCKETEER CREATURE 6

UNCOMMON MEDIUM HUMAN HUMANOID

Perception +14

Languages Common

Skills Acrobatics +13 (+17 to Maneuver in Flight), Crafting +14, Engineering Lore +14, Performance +12

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

Items artisan's toolkit (rocketry), flight suit (functions as leather armor), heavy wrench (functions as a mace), moderate alchemist's fire (4), *+1 slide pistol* (20 rounds)

AC 23; **Fort** +12, **Ref** +16, **Will** +14

HP 85

Fuel Tank Vulnerability When the rocketeer is struck by a critical hit that deals piercing or fire damage, they must attempt a DC 5 flat check. On a failure, the rocketeer's fuel tank explodes, dealing 6d6 fire damage to the rocketeer and all creatures in a 20-foot emanation and knocking the rocketeer prone. The rocketeer loses their fly Speed and can't use Explosive Liftoff, Mid-air Collision, or Rocketing Strafe until they repair their jet pack, which requires an appropriate set of artisan's tools and takes 2 hours.

Speed 25 feet, fly 30 feet

Melee ❖ heavy wrench +14 (shove), **Damage** 1d6+8 bludgeoning

Melee ❖ fist +16 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Ranged ❖ *slide pistol* +17 (capacity 5, concussive, fatal d10, range increment 30 feet, reload 1), **Damage** 1d6+6 piercing

(Continued on card 288)

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(Rocketeer continued from card 287)

Explosive Liftoff ❖❖ **Frequency** once per 10 minutes; **Requirements** The rocketeer is standing on a horizontal surface; **Effect** The rocketeer unleashes the full strength of their jets to launch themself into the air, dealing 7d6 fire and bludgeoning damage to all creatures in a 15-foot emanation with a DC 24 basic Reflex save. The rocketeer Flies twice, straight up into the air.

Mid-air Collision ❖❖ The rocketeer Flies twice, then attempts to Trip or Shove another flying creature. If they roll a success on the Athletics check, they get a critical success instead.

Rocketing Strafe ❖❖ The rocketeer Flies and makes two melee Strikes at any point during that movement. Each Strike must target a different creature. The rocketeer can forgo the melee Strikes to instead make one *slide pistol* Strike at any point during that movement and Interact to select the next loaded chamber of their *slide pistol*; they can do these in either order. Any Strike made as part of a Rocketing Strafe deals an additional 2d6 damage and takes the normal multiple attack penalty.

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RUFFIAN CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +8

Languages Common

Skills Athletics +7, Intimidation +6, Stealth +6

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

Items club, sling (10 bullets), studded leather armor

AC 18; **Fort** +9, **Ref** +8, **Will** +6

HP 30

Reactive Strike ↻

Speed 25 feet

Melee ❖ club +9, **Damage** 1d6+5 bludgeoning

Melee ❖ fist +9 (agile, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Ranged ❖ sling +8 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+5 bludgeoning

Ranged ❖ club +8 (thrown 10 feet), **Damage** 1d6+5 bludgeoning

Brutal Beating The ruffian's brutality shakes foes' confidence. When the ruffian deals damage on a critical hit, the target is frightened 1, and the ruffian can push the target up to 10 feet.

Combat Grab ❖ **Trigger** The ruffian has one hand free; **Effect** The ruffian makes a melee Strike while keeping one hand free. If this Strike hits, the ruffian Grabs the target using their free hand. The creature remains grabbed until the end of the ruffian's next turn or until it Escapes, whichever comes first.

Sneak Attack The ruffian deals an extra 1d6 precision damage to off-guard creatures.

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RUNAWAY BLUEBLOOD CREATURE 3

UNCOMMON MEDIUM HUMAN HUMANOID

Perception +7

Languages Common

Skills Deception +9, Diplomacy +9, Genealogy Lore +9, Society +11

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

Items dueling pistol (10 rounds), fine clothing, signet ring, shortsword

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

HP 45

Speed 25 feet

Melee ❖ shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+5 piercing

Melee ❖ fist +10 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Ranged ❖ dueling pistol +10 (concealable, concussive, fatal d10, range increment 60 feet, reload 1), **Damage** 1d6+4 piercing

"Courageous" Retreat ❖ **Requirements** The runaway blueblood is adjacent to at least one enemy; **Effect** The runaway blueblood gains the fleeing condition, gains a +5-foot status bonus to their Speed, and gains a +2 circumstance bonus to their AC against reactions triggered by their movement. The blueblood Strides. The effects last until the end of the blueblood's current turn.

Sneak Attack The runaway blueblood deals an extra 1d6 damage to off-guard creatures.

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SABOTEUR CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +8 (+10 to find traps)

Languages Common

Skills Acrobatics +7, Athletics +5, Crafting +6 (+8 to Craft snares), Deception +7, Diplomacy +5, Engineering Lore +8, Intimidation +5, Society +6, Stealth +9, Survival +6, Thievery +9, Underworld Lore +6

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

Items artisan's toolkit (snare toolkit), crowbar, disguise kit, hand crossbow (10 bolts), sap, thieves' toolkit

Snare Crafting The saboteur can Craft snares and has the supplies to make up to two caltrop snares and up to two hampering snares. Snare rules and stat blocks are on pages 297–300 of *Player Core 2*.

AC 17 (19 vs. traps); **Fort** +5, **Ref** +9 (+11 vs. traps), **Will** +8

HP 28

Speed 25 feet

Melee ❖ sap +7 (agile, nonlethal), **Damage** 1d6+3 bludgeoning

Melee ❖ fist +9 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Ranged ❖ hand crossbow +9 (range increment 60 feet, reload 1), **Damage** 1d6+2 piercing

Sneak Attack The saboteur deals an extra 1d6 precision damage to off-guard creatures.

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SAGE CREATURE 6

MEDIUM HUMAN HUMANOID

Perception +14

Languages Common, up to 4 additional languages

Skills Arcana +12, Diplomacy +13, Medicine +12, Nature +14, Occultism +12, Religion +12, Society +14

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

Items religious symbol, *+1 staff*

AC 22; **Fort** +10, **Ref** +12, **Will** +16

HP 86

Timely Advice ↷ (auditory, concentrate, linguistic, mental) **Trigger** An ally is about to attempt an attack roll or skill check and has not yet rolled; **Effect** The sage gives the ally a savvy piece of advice, providing valuable insight. The ally gains a +2 circumstance bonus to the triggering roll.

Speed 25 feet

Melee ❖ *staff* +13 (magical, two-hand d8), **Damage** 1d4+6 bludgeoning

Melee ❖ fist +12 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Sage's Analysis ❖ (concentrate) The sage studies a creature, attempting an Arcana, Nature, Occultism, Religion, or Society check against the creature's Recall Knowledge DC. On a success, the sage gains a +2 circumstance bonus to attack rolls and AC against that creature and deals an additional 2d6 damage to the creature with weapon attacks. These benefits last for 1 minute or until the sage uses this ability again.

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SERVANT CREATURE –1

MEDIUM HUMAN HUMANOID

Perception +7

Languages Common

Skills Acrobatics +5, Diplomacy +4, Lore (any one subcategory related to their job, such as Alcohol Lore, Baking Lore, or Household Lore) +6, Society +2

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

Items cutlery (10), servant's uniform, serving platter (Hardness 3, HP 6, BT 3)

AC 14 (15 with platter raised); **Fort** +5, **Ref** +7, **Will** +3

HP 7

Quick Catch ↷ **Trigger** An object the servant could hold in one hand is dropped within the servant's reach; **Requirements** The servant has at least one hand free; **Effect** The servant catches the dropped object before it hits the floor or leaves their reach.

Speed 25 feet

Melee ❖ cutlery +6 (agile, finesse, versatile S), **Damage** 1d4+1 piercing

Melee ❖ fist +6 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+1 bludgeoning

Ranged ❖ cutlery +6 (agile, thrown 15 feet, versatile S), **Damage** 1d4+1 piercing

Protective Platter The servant can raise their serving platter using the Raise a Shield action. The platter has the same statistics as a buckler but requires a hand to hold.

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SHIP CAPTAIN CREATURE 6

MEDIUM HUMAN HUMANOID

Perception +12

Languages Common

Skills Acrobatics +10, Athletics +12, Diplomacy +11, Intimidation +13, Sailing Lore +17, Survival +10

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

Items dagger, hand crossbow (10 bolts), leather armor, main-gauche, *+1 rapier*

AC 23; **Fort** +12, **Ref** +12, **Will** +14

HP 90

Bravery When the ship captain rolls a success on a Will save against a fear effect, they get a critical success instead. In addition, anytime they gain the frightened condition, reduce its value by 1.

Speed 25 feet

Melee ❖ *rapier* +17 (deadly d8, disarm, magical), **Damage** 1d6+10 piercing

Melee ❖ main-gauche +16 (agile, disarm, parry, versatile S), **Damage** 1d4+10 piercing

Melee ❖ fist +16 (agile, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning

Ranged ❖ hand crossbow +14 (range increment 60 feet, reload 1), **Damage** 1d6+6 piercing

Dual Disarm ❖❖ The captain makes two Strikes, one with their rapier and one with their main-gauche (in either order). If both Strikes hit, the ship captain can attempt to Disarm the target. Their multiple attack penalty increases only after all the attacks are made.

No Quarter! ❖ (auditory, concentrate, emotion, linguistic, mental) The captain orders their shipmates to fight without mercy. All allied creatures of equal or lower level within 20 feet of the ship captain gain a +1 status bonus to attack rolls and damage rolls until the end of the ship captain's next turn.

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SIBYL CREATURE 3

UNCOMMON | MEDIUM | HUMAN | HUMANOID

Perception +9, lifesense 60 feet

Languages Common

Skills Diplomacy +9, Occultism +9, Performance +9, Religion +11

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

Items bundles of herbs, dagger

Induce Awe The sibyl can use Religion instead of Intimidation to Coerce or Demoralize.

AC 18; **Fort** +6, **Ref** +8, **Will** +12

HP 40

Foresight ↷ **Trigger** The sibyl becomes the target of a spell with the detection, prediction, revelation, or scrying trait; **Effect** The sibyl's oracular awareness alerts them to danger. They gain a +2 circumstance bonus to their saving throw or AC against the spell.

Speed 25 feet

Melee ❖ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+4 piercing plus 1d6 spirit

Melee ❖ fist +10 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning plus 1d6 spirit

Ranged ❖ dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing plus 1d6 spirit

Divine Spontaneous Spells DC 19, attack +11; **2nd** (3 slots) *augury*, *darkness*, *sudden blight*[PC2]; **1st** (4 slots) *command*, *concordant choir*[PC2], *fear*, *mindlink*; **Cantrips (2nd)** *detect magic*, *divine lance*, *guidance*, *haunting hymn*[PC2], *know the way*

Oracle Focus Spells 1 Focus Point, DC 19; **2nd** *brain drain* (*Player Core 2* 261)

(Continued on card 296)

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(Sibyl continued from card 295)

Divine Frenzy ❖ (concentrate, divine, emotion, mental) **Requirements** The sibyl isn't fatigued or in a frenzy; **Effect** The sibyl enters into a divine frenzy that lasts 1 minute. The sibyl can't voluntarily stop frenzying. While in a divine frenzy, the sibyl takes a –2 penalty to Perception checks and Will saves and gains a +2 status bonus to their spell DC and spell attack modifier. During a divine frenzy, the sibyl can't use actions with the concentrate trait unless they're Casting a Spell or Seeking. The frenzy lasts for 1 minute, until the sibyl falls unconscious, or the encounter ends, whichever comes first. The sibyl can't voluntarily end the frenzy.

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SIEGEBREAKER CREATURE 14

MEDIUM HUMAN HUMANOID

Perception +24

Languages Common

Skills Acrobatics +25, Athletics +23, Crafting +27 (+31 to Craft alchemical items), Engineering Lore +29, Siege Lore +29, Stealth +25, Thievery +23

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

Items alchemist's toolkit, formula book, *+2 striking light mace*, *+1 resilient leather armor*

Alchemical Grenades A siegebreaker carries 15 alchemical grenades that deal either acid, cold, or fire damage plus 10 persistent damage and 10 splash damage of the same type (typically five of each damage type). They replenish these grenades each day.

AC 34; **Fort** +25, **Ref** +28, **Will** +23; **Resistances** alchemical items 10

HP 300

Explosive Compounds When an attacker scores a critical hit against the siegebreaker, one of the siegebreaker's alchemical grenades bursts. The GM determines the grenade randomly. The siegebreaker takes damage from the grenade as though they were hit by the grenade (applying their resistance normally), and any creature in a 10-foot emanation takes the splash damage.

Speed 25 feet

Melee ❖ *light mace* +27 (agile, finesse, magical, shove), **Damage** 2d4+18 bludgeoning

Melee ❖ fist +25 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+18 bludgeoning

Ranged ❖ alchemical grenade +27 (range increment 60 feet, splash), **Damage** 3d6 acid, cold, or fire plus 10 persistent damage and 10 splash damage of the same type

(Continued on card 298)

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(Siegebreaker continued from card 297)

Expanded Splash The siegebreaker's grenades deal splash damage in a 10-foot radius.

Quick Grenadier ❖ The siegebreaker Interacts to draw a grenade, then Strikes with it.

The Wall Must Fall (exploration) **Requirements** The siegebreaker is at the base of a fortified wall; **Effect** The siegebreaker has studied for years to gain exact knowledge of how to combine the alchemical ingredients in their grenades to exponentially multiply their power, creating a terrifying siege-ender bomb that can break open a city wall. The siegebreaker spends 10 minutes combining the ingredients from 9 different alchemical grenades of their choice. The siegebreaker then sets a fuse timer up to 1 minute long. When time's up, the bomb explodes in a concentrated 20-foot burst, dealing 20d6 acid, cold, or fire damage that ignores up to 10 Hardness of structures. Any creature in the area can reduce the damage they take with a DC 37 basic Reflex save.

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SKIN SHIFTER CREATURE 8

MEDIUM HUMAN HUMANOID

Perception +16 (+18 in animal form)

Languages Common, Wildsong

Skills Acrobatics +12 (+16 in animal form), Athletics +14 (+18 in animal form or –4 in pest form), Diplomacy +13, Intimidation +11 (+15 in animal form), Nature +18, Stealth +12 (+16 in animal form), Survival +18

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

Items hide armor, *+1 striking longbow* (20 arrows), spiked gauntlet

Animal Empathy The skin shifter can ask questions of, receive answers from, and use the Diplomacy skill with animals.

AC 25 (26 in animal form); **Fort** +15, **Ref** +14, **Will** +16

HP 140

Speed 25 feet

Melee ❖ spiked gauntlet +18 (agile, free-hand), **Damage** 1d4+10 piercing

Ranged ❖ *longbow* +17 (deadly d10, magical, range increment 100 feet, reload 0, volley 30 feet), **Damage** 2d8+6 piercing

Primal Innate Spells DC 26; **Cantrips (4th)** *gouging claw*, *know the way*

Gift of the Wild Spirits ❖ (primal) **Frequency** once per round; **Effect** The skin shifter casts their choice of a 4th-rank *aerial form*, *animal form*, *dinosaur form*, or *pest form* spell. They must transform into an animal of a kind they've seen within the last 24 hours. They can't gain temporary HP again from a spell cast with Gift of the Wild Spirits for 10 minutes. Their Strikes for forms other than *pest form* have reach 10 feet, a +20 attack modifier, and a +13 damage bonus (or a +9 damage bonus for *aerial form*). Most other changes to their statistics are listed above.

While polymorphed, the skin shifter can still use Gift of the Wild Spirits, though they're still prevented from casting other spells as normal.

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SMITH CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +5

Languages Common

Skills Athletics +8, Crafting +15, Diplomacy +5, Smithy Lore +15, Society +8

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

Items artisan's toolkit, leather apron (functions as padded armor), light hammer

Smithing Specialist For encounters involving smithing or other crafting tasks, the smith is a 6th-level challenge.

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

HP 50

Speed 25 feet

Melee ❖ light hammer +10 (agile), **Damage** 1d6+3 bludgeoning plus smith's fury

Melee ❖ fist +10 (agile, nonlethal, unarmed), **Damage** 1d4+3 bludgeoning

Ranged ❖ light hammer +8 (agile, thrown 20 feet), **Damage** 1d6+3 bludgeoning plus smith's fury

Smith's Fury The smith deals an additional 1d6 damage when they hit with a weapon they created.

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SNIPER CREATURE 5

MEDIUM HUMAN HUMANOID

Perception +15

Languages Common

Skills Acrobatics +11, Athletics +11, Medicine +11, Stealth +15, Survival +11

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

Items arquebus (20 cartridges), dagger, silencer (4)

Silencer A silencer is an uncommon item worth 1 sp (*Pathfinder Guns & Gears* 178–179). It has light Bulk and can be attached to a firearm in 1 minute; the sniper typically already has one attached before going into combat. The first time a shot is fired through it, the silencer is consumed and reduces the report to a quiet noise. A silencer doesn't work on scatter firearms.

AC 21; **Fort** +10, **Ref** +15, **Will** +11

HP 65

Speed 25 feet

Melee ❖ dagger (agile, finesse, versatile S) +15, **Damage** 1d4+8 piercing

Melee ❖ fist (agile, finesse, nonlethal, unarmed) +15, **Damage** 1d4+8 bludgeoning

Ranged ❖ arquebus +15 (range 150 feet, concussive, fatal d12, kickback, reload 1), **Damage** 1d8+6 piercing

Ranged ❖ dagger (agile, thrown 10 feet, versatile S) +15, **Damage** 1d4+8 piercing

Concussive Shot ❖❖ The sniper makes an arquebus Strike against a creature within the weapon's first range increment. On a success, the creature must succeed at a DC 21 Fortitude save or be stunned 1 (stunned 2 on a critical failure).

(Continued on card 302)

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(Sniper continued from card 301)

Full Bore ◆❯❯ The sniper makes an arquebus Strike against two creatures that are adjacent to each other. The attack ignores any lesser cover one target provides the other. Roll damage once, and apply it to each creature the sniper hits. This counts as two attacks when determining the sniper's multiple attack penalty.

Sniper's Edge The sniper's ranged Strikes deal 2d6 extra precision damage to off-guard creatures.

Surprise Attack All enemy creatures that have not yet acted in combat are off-guard to the sniper.

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SPIRIT BINDER CREATURE 11

MEDIUM HUMAN HUMANOID

Perception +20; spiritsense (imprecise) 60 feet

Languages Common, Necril, Shadowtongue

Skills Diplomacy +21 (+25 with spirits), Intimidation +21, Occultism +22, Spirits Lore +24

Str +1, **Dex** +3, **Con** +3, **Int** +5, **Wis** +4, **Cha** +6

Spiritsense (detection, occult) The spirit binder can sense the spirits of creatures, including living creatures, most non-mindless undead, and haunts within the listed range. Since spiritsense detects spiritual essence, not physical bodies, it can detect spirits projected by spells (such as *project image)* or possessing otherwise soulless objects. It can't detect soulless bodies, constructs, or objects, and like most senses, it doesn't penetrate through solid objects.

AC 28; **Fort** +19, **Ref** +19, **Will** +24

HP 175; **Resistance** spirit 10

Haunting Spirits (aura, occult, spirit) 30 feet. The spirits bound by a spirit binder swirl around, lashing out at their foes. An enemy that enters or starts its turn in the aura must succeed at a DC 27 Will save or take 3d6 spirit damage and be frightened 1 (double damage and frightened 2 on a critical failure).

Speed 25 feet

Melee ❖ ghost claw +19 (finesse, magical, spirit, unarmed), **Damage** 2d10+6 slashing plus 2d6 spirit

Ranged ❖❖ spirit pitch +19 (magical, range increment 60 feet, spirit), **Damage** 3d6 spirit plus 2d6 persistent spirit

(Continued on card 304)

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(Spirit Binder continued from card 303)

Occult Spontaneous Spells DC 31, attack +23; **7th** (3 slots) *interplanar teleport* (to or from the Ethereal Plane only); **6th** (2 slots) *dominate*, *spirit blast*; **5th** (3 slots) *invoke spirits*, *spiritual guardian*, *wave of despair*; **4th** (3 slots) *clairvoyance*, *fly*, *talking corpse*; **3rd** (3 slots) *clairaudience*, *ghostly weapon*, *levitate*; **2nd** (3 slots) *darkness*, *ghostly carrier*, *peaceful rest*; **1st** (3 slots) *bane*, *command*, *fear*; **Cantrips (6th)** *detect magic*, *figment*, *telekinetic hand*, *telekinetic projectile*, *void warp*

Spirit Scrying The spirit binder's scrying spells can target or detect spirits on other planes as though the spirits were in the Universe.

Succumb to the Void ❖ (concentrate, occult, void) The spirit binder taps into the more nefarious spirits of the Void, becoming something morbid and cruel. For 1d4 rounds, their resistance, aura of spirits, Strikes, and spirit spells change their damage type from spirit damage to void damage and replace their spirit trait with the void trait.

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SPY CREATURE 6

MEDIUM HUMAN HUMANOID

Perception +14

Languages Common

Skills Acrobatics +14, Deception +16, Diplomacy +14, Intimidation +14, Local Court Lore +16, Society +14, Stealth +16, Thievery +14

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

Items dagger (4), disguise kit, fine clothes, leather armor, *+1 rapier*, thieves' toolkit

Noble's Ally The spy has positioned themself to seem a trusted ally, gaining a +2 circumstance bonus to Gather Information or to Make an Impression among the nobles of that court.

AC 23; **Fort** +12, **Ref** +16, **Will** +14

HP 90

Speed 25 feet

Melee ❖ *rapier* +17 (deadly d8, disarm, finesse, magical), **Damage** 1d6+7 piercing

Melee ❖ dagger +16 (agile, finesse, versatile S), **Damage** 1d4+7 piercing

Melee ❖ fist +16 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+7 bludgeoning

Ranged ❖ dagger +16 (agile, thrown 10 feet, versatile S), **Damage** 1d4+7 piercing

Hidden Blade ❖ **Frequency** once per round; **Effect** The spy draws a weapon and then Strikes with it. The target of the Strike is off-guard against the attack.

Sneak Attack The spy deals an extra 2d6 precision damage to off-guard creatures.

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STANDARD BEARER CREATURE 4

MEDIUM HUMAN HUMANOID

Perception +12

Languages Common

Skills Diplomacy +11, Medicine +10, Society +8, Warfare Lore +10

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

Items battle standard (attached to ranseur), chain shirt, healer's tools, ranseur, shortsword

AC 20; **Fort** +10, **Ref** +8, **Will** +14

HP 60

Inspiring Aura (aura, emotion, mental, visual) 60 feet. The standard bearer and each ally in the aura who can see their battle standard gains a +1 status bonus to initiative rolls and saves against fear effects. Each time an affected creature gains the frightened condition, reduce the frightened value by 1.

Speed 25 feet

Melee ◆ ranseur +12 (disarm, reach 10 feet), **Damage** 1d10+8 piercing

Melee ◆ shortsword+12 (agile, versatile S), **Damage** 1d6+8 piercing

Melee ◆ fist+12 (agile, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Signal the Advance! ◆◆ (mental, visual) The standard bearer raises their flag to the sky, signaling their allies to charge. Each ally affected by inspiring aura can use a reaction to Stand, Step, or Stride.

Stay in the Fight! ◆◆ (auditory, mental) The standard bearer shouts an inspiring cry. Each ally affected by inspiring aura gains 10 temporary Hit Points that last for 1 minute.

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STREET MUSICIAN CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +9

Languages Common

Skills Athletics +6, Crafting +5, Deception +8, Diplomacy +8, Performance +8 (+11 when playing an instrument), Society +6

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

Items dagger, musical instrument (handheld)

AC 17; **Fort** +8, **Ref** +8, **Will** +9

HP 32

Speed 25 feet

Melee ❖ dagger +9 (agile, versatile S), **Damage** 1d4+4 piercing

Melee ❖ fist +9 (agile, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ❖ dagger +8 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing

Occult Spontaneous Spells DC 18, attack +10; **1st** (3 slots) *charm, force barrage, ventriloquism*; **Cantrips (1st)** *daze, figment, light, summon instrument*

Distracting Drone ❖ **Requirements** The street musician is playing their instrument; **Effect** The street musician attempts a Performance check compared to the Will DC of an observer within 30 feet. On a success, the target is fascinated by the street musician and off-guard for 1 round.

Sneak Attack The street musician deals an additional 1d4 precision damage to off-guard creatures. This increases to 1d6 against creatures off-guard due to the street musician's Feint or distracting drone.

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SUBAQUATIC MARAUDER CREATURE 5

UNCOMMON MEDIUM HUMAN HUMANOID

Perception +12

Languages Common

Skills Athletics +13, Crafting +13, Ocean Lore +12

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

Items chain (30 feet), diving suit (functions as half plate), gauntlet, javelin

Sealed Diving Suit The marauder's diving suit is a technological marvel. When sealed, it provides 1 hour of fresh air and protects the wearer from exposure to inhaled threats. Personalized modifications and a need for constant tinkering mean that other creatures are unable to take advantage of the special abilities of the diving suit and treat it as an ordinary suit of half plate.

AC 23; **Fort** +15, **Ref** +7, **Will** +12

HP 60; **Immunities** gases and other inhaled effects

Speed 20 feet, swim 20 feet

Melee ❖ gauntlet +15 (agile, free-hand), **Damage** 1d4+8 bludgeoning

Ranged ❖ javelin +15 (range 30 feet, tethered), **Damage** 1d6+8 piercing

Depth Charge ❖❖ (air, manipulate, sonic) The marauder pulls a release valve on their suit, expelling a pressure wave that deals 3d6 sonic and 3d6 bludgeoning damage (DC 22 basic Fortitude save) to all creatures in a 10-foot emanation. Creatures that fail the save take a –2 circumstance penalty to Acrobatics checks to Balance and Athletics checks to Swim for 1 minute as their inner ear is impaired. Creatures that critically fail the save are also deafened for 1 minute. The marauder can't use Depth Charge again for 1d4 rounds.

Retract ❖ **Requirements** The marauder's last action was a successful javelin strike; **Effect** The marauder reels in a chain connected to the javelin, pulling the target up to 10 feet closer. They then Interact to return the javelin to their hand.

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SURGEON CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +14

Languages Common

Skills Crafting +10, Diplomacy +8, Medicine +16

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

Items bonesaw (functions as a temple sword), healer's toolkit, scalpel (3, functions as a dagger)

Medical Specialist In medical matters, a surgeon is a 6th-level challenge.

Doctor's Hand When the surgeon rolls a critical failure on a check to Treat Disease, Treat Poison, or Treat Wounds, they get a failure instead.

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

HP 30

Speed 25 feet

Melee ❖ bonesaw +9 (trip), **Damage** 1d8+1 slashing

Melee ❖ scalpel +11 (agile, finesse, versatile S), **Damage** 1d4+1 piercing

Melee ❖ fist +11 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+1 bludgeoning

Ranged ❖ scalpel +11 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+1 piercing

Medical Malpractice ❖ The surgeon attempts a Medicine check against the Fortitude DC of one living creature they can see within 60 feet. On a success, the surgeon's melee Strikes deal an extra 1d6 precision damage against that creature (2d6 on a critical success) until 1 minute passes or the surgeon critically hits that creature, whichever comes first. Using this action again ends any previous one. A surgeon can target an individual creature no more than once per day with this ability.

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TAX COLLECTOR CREATURE –1

MEDIUM HUMAN HUMANOID

Perception +6 (DC 19 against Stealing)

Languages Common

Skills Deception +8, Diplomacy +8, Intimidation +8, Legal Lore +9, Mercantile Lore +10, Society +9, Thievery +6

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

Items crossbow (10 bolts), dagger, collection of expired documents with intact seals, merchant's scale, padded armor, tax documents in scroll case

Financial Specialist When dealing with matters of taxes and finance, the tax collector is a 3rd-level challenge.

AC 14; **Fort** +2, **Ref** +3, **Will** +8

HP 6

Speed 25 feet

Melee ❖ dagger +5 (agile, finesse, versatile S), **Damage** 1d4 piercing

Melee ❖ fist +5 (agile, finesse, nonlethal, unarmed), **Damage** 1d4 bludgeoning

Ranged ❖ crossbow +5 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

Glittering Distraction ❖ (emotion, mental) The tax collector Strides. At any point during this movement, they can Interact to hurl a handful of coins. If there are commoners about, this typically causes a scene. Crowds are usually difficult terrain and have other effects (*GM Core* 92).

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TEACHER CREATURE –1

MEDIUM | HUMAN | HUMANOID

Perception +4

Languages Common, up to 3 additional languages

Skills Academia Lore +14, Diplomacy +5, Intimidation +5, one additional Lore +14

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

Items cane (functions as staff), textbook, writing set

Academic Specialist For academic encounters, a teacher is a 4th-level challenge.

Font of Knowledge The teacher can attempt to Recall Knowledge on any general subject with a +10 modifier.

Inspirational Presence (aura, emotion, mental) 50 feet. Any of the teacher's students in the aura gain a +1 circumstance bonus to Recall Knowledge.

AC 12; **Fort** +1, **Ref** +2, **Will** +6

HP 5

Speed 25 feet

Melee ❖ cane +4 (two-hand d8), **Damage** 1d4 bludgeoning

Melee ❖ fist +4 (agile, nonlethal, unarmed), **Damage** 1d4 bludgeoning

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TEMPEST INCARNATE CREATURE 19

RARE MEDIUM HUMAN HUMANOID

Perception +29

Languages Common, Sussuran, Thalassic

Skills Acrobatics +35, Intimidation +37, Nature +34, Stealth +35, Survival +31

Str +2, **Dex** +5, **Con** +3, **Int** +1, **Wis** +4, **Cha** +6

Wind Rider A tempest incarnate ignores penalties and difficult terrain from strong winds. When flying, they don't need to Fly each round to avoid falling.

Items *+2 greater resilient explorer's clothing*, *+2 greater striking handwraps of mighty blows*

AC 40; **Fort** +30, **Ref** +34, **Will** +31

HP 360; **Resistances** cold 15, electricity 20; **Weaknesses** earthbound vulnerability

Hurricane Cloak (air, aura, primal) 10 feet. A creature that enters the area must succeed at a DC 38 Athletics check (if on the ground) or Acrobatics check to Maneuver in Flight (if flying) or end its movement. A creature that critically fails is also knocked back 5 feet and falls prone. Creatures making ranged projectile and thrown attacks that pass through the area must succeed on a DC 5 flat check or the attack fails. Massive projectiles, such as thrown boulders, are not affected. A tempest incarnate can activate or deactivate this ability with a single action that has the concentrate trait.

Earthbound Vulnerability A tempest incarnate who is hit by or fails a saving throw against an effect that prevents them from flying (such as *earthbind* or Felling Strike) takes 20 mental damage in addition to the usual effects.

Speed 25 feet, fly 60 feet; swiftness

(Continued on card 313)

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(Tempest Incarnate continued from card 312)

Melee ❖ *fist* +32 (agile, finesse, magical, nonlethal, unarmed), **Damage** 3d4+8 bludgeoning plus 3d12 electricity and Push 10 feet

Primal Spontaneous Spells DC 44, attack +37; **10th** (1 slot) *cataclysm*; **9th** (4 slots) *detonate magic* (items that grant flight only), *wrathful storm*; **8th** (4 slots) *arctic rift, chain lightning*; **7th** (4 slots) *fly*, *unfettered pack*; **6th** (4 slots) *field of life*, *truesight*; **5th** (4 slots) *control water, environmental endurance*; **4th** (4 slots) *hydraulic torrent, unfettered movement*; **3rd** (4 slots) *haste, wall of wind*; **2nd** (4 slots) *mist, water breathing*; **1st** (4 slots) *air bubble, gust of wind*; **Cantrips (10th)** *caustic blast*, *electric arc*, *frostbite*, *know the way*, *sigil*

Intimidating Storm (emotion, fear, mental) A creature that fails a saving throw against a *cataclysm* or *wrathful storm* spell cast by the tempest incarnate becomes frightened 2 (or frightened 3 on a critical failure). A creature can only be frightened once by each casting of *wrathful storm*.

Swiftness The tempest incarnate's movement doesn't trigger reactions.

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TENGU BLADESMITH CREATURE 6

MEDIUM HUMANOID TENGU

Perception +14; low-light vision

Languages Common, Tengu, plus two others

Skills Acrobatics +14, Athletics +16, Crafting +16 (+18 for blacksmithing), Deception +14, Intimidation +16, Tengu Lore +14

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

Items cold iron wakizashi, *+1 katana*

AC 24; **Fort** +15, **Ref** +16, **Will** +11

HP 100

Reactive Strike ↻

Speed 25 feet

Melee ❖ *katana* +17 (deadly d8, magical, two-hand d10, versatile P), **Damage** 1d6+7 slashing plus 1d4 persistent bleed

Melee ❖ cold iron wakizashi +15 (agile, deadly d8, versatile P), **Damage** 1d4+7 slashing

Melee ❖ beak +15, **Damage** 1d6+7 piercing

Feinting Failure ❖ **Frequency** once per round; **Requirements** The tengu bladesmith's previous action this turn was a Strike that failed or critically failed; **Effect** The tengu bladesmith Strikes the same target, who is off-guard against this attack. On a hit, the bladesmith deals 1d6 additional precision damage.

Swirling Blade ❖ The tengu bladesmith Interacts to draw a weapon in the sword group, then attempts to Disarm a weapon held by a foe within reach. The weapon the tengu bladesmith draws gains the disarm trait for this attempt.

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TENGU, GAMBLING COMPANION CREATURE 3

MEDIUM HUMANOID TENGU

Perception +12 (+14 to Sense Motive); low-light vision

Languages Common, Tengu, plus three others

Skills Deception +11, Diplomacy +11, Games Lore +16, Society +9, Thievery +9 (+11 for sleight of hand)

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

Items cards, dagger (3), dice

Social Specialist For social encounters involving gaming or gambling, the gambling companion is a 5th-level challenge.

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

HP 46

Gamer's Guidance (fortune) When the gambling companion successfully Aids a skill check related to games or gambling, the ally rolls twice and takes the higher result instead of gaining the usual bonus.

Speed 25 feet

Melee ❖ beak +10 (finesse), **Damage** 1d6+2 piercing

Melee ❖ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+2 piercing

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

Distracting Trick ❖❖ **Requirements** The gambling companion is wielding cards or dice; **Effect** The gambling companion performs a quick trick with the cards or dice to Feint, then makes a beak Strike against the same target. If the Feint succeeds, the Strike deals an additional 1d6 precision damage.

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TENGU, JINX EATER CREATURE 4

MEDIUM HUMANOID TENGU

Perception +12; low-light vision

Languages Common, Tengu, plus two others

Skills Acrobatics +13, Athletics +9, Deception +12, Intimidation +12, Occultism +10, Sailing Lore +12

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

Items bottle (containing fine alcohol to throw overboard as an offering), leather armor, tengu gale blade (*Player Core 2* 275),

AC 21; **Fort** +8, **Ref** +14, **Will** +11

HP 65

Eat Fortune ↷ (concentrate, divine) **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 ❖ tengu gale blade +13 (agile, disarm, finesse), **Damage** 1d6+4 slashing

Melee ❖ beak +13 (finesse), **Damage** 1d6+4 piercing

Jinxed Call ❖❖ (auditory, occult) The jinx eater gives an eerie croak. Each non-tengu in a 30-foot emanation must succeed at a DC 21 Will save or be clumsy 1 for 1 round (or 1 minute on a critical failure). Regardless of the results, each creature is then temporarily immune to Jinxed Call for 1 minute.

Sneak Attack The jinx eater deals 1d6 extra precision damage to off-guard creatures.

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THERAPEUTIC HEALER CREATURE 7

MEDIUM HUMAN HUMANOID

Perception +14 (+16 to Sense Motive)

Languages Common, two additional humanoid languages

Skills Diplomacy +17, Medicine +17, Occultism +16, Performance +15, Society +14

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

Items chain shirt, expanded healer's toolkit, staff

Doctor's Hand When the healer rolls a critical failure on a check to Treat Disease, Treat Poison, or Treat Wounds, they get a failure instead.

AC 24; **Fort** +15, **Ref** +12, **Will** +18; **Resistances** mental 5

HP 110

Speed 25 feet

Melee ❖ staff +13 (two-handed d8), **Damage** 1d8+6 bludgeoning

Melee ❖ fist +13 (agile, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Occult Spontaneous Spells DC 25, attack +17; **4th** (3 slots) *cleanse affliction*, *clear mind*, *soothe*; **3rd** (3 slots) *clear mind, soothe*, *veil of privacy*; **2nd** (3 slots) *soothe, status*, *translate*; **1st** (3 slots) *protection, sanctuary*, *soothe*; **Cantrips (4th)** *guidance*, *shield*, *message*, *prestidigitation*, *telekinetic projectile*

Bard Composition Spells 2 Focus Points, DC 25; **4th** *hymn of healing* (*Player Core* 370)

Emotionally Invested (emotion, healing, mental) When the therapeutic healer casts a spell with the healing trait on a creature other than themself, the healer regains HP equal to the spell's rank.

Therapeutic Care When Treating Wounds, the therapeutic healer can treat up to four targets. If they succeed at a DC 20 check to Treat Wounds, they can also reduce the value of one clumsy, enfeebled, or stupefied condition affecting a single patient by 1. They can reduce a drained or doomed condition instead if they succeed at a DC 30 check. This can't reduce permanent doomed conditions.

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TOADY CREATURE 0

MEDIUM HUMAN HUMANOID

Perception +3 (+9 to eavesdrop)

Languages Common, one additional language spoken by their boss

Skills Athletics +4, Deception +2, Stealth +6, Thievery +4

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

Items sap, supplies for the boss

Master Sends Their Regards A toady can deliver a message from their boss to Demoralize using their boss's Intimidation modifier instead of their own.

AC 14; **Fort** +9, **Ref** +6, **Will** +3

HP 20; **Weaknesses** mental 2

Human Shield ↩ **Trigger** The toady's boss takes damage from an attack, and the toady is adjacent to them; **Effect** The toady takes the damage instead, along with any secondary effects of attack. This damage can't be reduced in any way.

Speed 25 feet

Melee ◆ sap +6 (agile, nonlethal), **Damage** 1d6+2 bludgeoning

Melee ◆ fist +6 (agile, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Scurry ◆ The toady Strides, then can Hide. They can attempt to Hide from creatures without cover or being concealed, but at a –2 circumstance penalty.

Throw Cargo ◆◆ A toady carries a heavy load of supplies at their boss's behest. They hurl a heavy item they're carrying, which explodes on impact to deal 1d10 bludgeoning damage to all creatures in a 5-foot burst with a DC 14 basic Reflex save.

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TOMB RAIDER CREATURE 5

MEDIUM HUMAN HUMANOID

Perception +13

Languages Common

Skills Acrobatics +13, Architecture Lore +11, Athletics +13, Deception +7, Engineering Lore +11, Society +9, Stealth +11, Thievery +13

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

Items climbing kit, hand crossbow (20 bolts), kukri

Hazard Spotter Even if the tomb raider isn't Searching, they get a check to find traps that normally require them to be Searching.

AC 21; **Fort** +10, **Ref** +15, **Will** +11

HP 75

Speed 25 feet, climb 15 feet

Melee ❖ kukri +15 (agile, trip), **Damage** 1d6+9 slashing

Melee ❖ fist +15 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+9 bludgeoning

Ranged ❖ hand crossbow +15 (range increment 60 feet, reload 1), **Damage** 1d6+6 piercing

Trick Attack ❖ The tomb raider chooses one of their weapons. The next attack with that weapon this turn deals an additional 2d6 precision damage. In addition, the tomb raider can Interact to draw or reload the weapon.

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TONIC MERCHANT CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +6

Languages Common

Skills Crafting +11, Diplomacy +9, Medicine +10, Mercantile Lore +9, Society +9

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

Items moderate acid flask (×8), alchemist's toolkit, dagger, formula book, healer's toolkit

AC 17; **Fort** +10, **Ref** +9, **Will** +8

HP 50

Speed 25 feet

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

Melee ❖ fist +10 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ❖ acid flask +10 (splash, thrown 30 feet), **Damage** 2d6 persistent acid damage plus 2 acid splash damage

Ranged ❖ dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing

Healing Bomb ❖❖ (manipulate) The tonic merchant quickly crafts a lesser antidote, lesser antiplague, or minor elixir of life and lobs it at a willing or unconscious ally within 30 feet. The elixir affects the ally as though they imbibed it.

The tonic merchant can use the rarest materials in their toolkit to improve the item to a moderate antidote, moderate antiplague, or lesser elixir of life. Afterward, they must spend 10 minutes gathering new ingredients before they can do so again.

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TORCHBEARER CREATURE 0

MEDIUM HUMAN HUMANOID

Perception +5

Languages Common

Skills Acrobatics +5, Architecture Lore +2, Athletics +4, Stealth +5, Survival +3

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

Items climbing kit, dagger, hand crossbow (20 bolts), matchstick (5), torch (4)

AC 15; **Fort** +5, **Ref** +9, **Will** +4

HP 15

Speed 25 feet

Melee ❖ torch +5, **Damage** 1d6+2 bludgeoning plus 1 fire

Melee ❖ dagger +6 (agile, finesse, versatile S), **Damage** 1d4+2 piercing

Melee ❖ fist +6 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning

Ranged ❖ dagger +6 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

Ranged ❖ hand crossbow +6 (range increment 60 feet, reload 1), **Damage** 1d6 piercing

Torch Combatant A torchbearer is adept at attacking with torches and deals 1 persistent fire damage when they critically hit a creature with a torch.

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TOURNAMENT COMBATANT CREATURE 5

MEDIUM HUMAN HUMANOID

Perception +12

Languages Common

Skills Acrobatics +13, Athletics +12, Intimidation +11, Performance +11

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

Items nunchaku, shuriken (5)

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

HP 75

Speed 35 feet

Melee ❖ fist +14 (agile, finesse, nonlethal, unarmed), **Damage** 1d8+5 bludgeoning

Melee ❖ nunchaku +14 (backswing, disarm, finesse), **Damage** 1d6+5 bludgeoning

Ranged ❖ shuriken +14 (agile, reload 0, thrown 20 feet), **Damage** 1d6+5 piercing

Flying Attack ❖❖ The tournament combatant makes a Leap, High Jump, or Long Jump. At any point during the jump, if they're adjacent to an enemy, they can Strike that enemy with a fist or nunchaku Strike, even in midair. The combatant falls to the ground after the Strike. If the distance they fall is no more than the height of their jump, they land upright and take no damage.

Somersault Attack ❖ The tournament combatant attempts to Tumble Through a target's space. If they succeed, they can make a fist or nunchaku Strike against that target while moving through its space.

Powerful Fists The tournament combatant's fist Strikes don't take penalties when making lethal attacks.

Work The Crowd ❖ (emotion, mental) **Frequency** once per 10 minutes; **Requirements** The combatant is within 50 feet of at least three spectators; **Effect** The tournament combatant is quickened for 1 minute. They can use the extra action only to Strike or Stride.

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TOYMAKER CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +8

Languages Common

Skills Crafting +10 (+12 for toys), Diplomacy +9, Performance +9, Society +8, Toys Lore +12

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

Items artisan's toolkit (toymaking), hand crossbow (10 punchout bolts)

AC 18; **Fort** +6, **Ref** +10, **Will** +10

HP 45

Speed 25 feet

Melee ❖ fist +10 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ❖ hand crossbow +12 (nonlethal, range increment 60 feet, reload 1), **Damage** 1d6+5 bludgeoning plus punchout bolts

Punchout Bolts The toymaker's crossbow bolts are specially constructed with heavy, sap-like heads instead of piercing tips. Strikes with these bolts deal bludgeoning damage instead of piercing and have the nonlethal trait. In addition, a creature hit by one must succeed a DC 20 Fortitude saving throw or be pushed 10 feet back (or 20 feet on a critical failure).

Scatter Blocks ❖ (manipulate) The toymaker throws out a handful of toy building blocks of various sizes 20 feet away in a 5-foot burst. The area becomes difficult terrain and hazardous terrain. A creature that moves on the ground through the area takes 1 piercing damage for every square of that area it moves into.

(Continued on card 324)

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(Toymaker continued from card 323)

Wind-Up Soldier ❖❯❯ (manipulate) The toymaker releases a wind-up soldier that Strides 15 feet in a straight line. Whenever the soldier moves adjacent to a creature or a creature moves into a space adjacent to the soldier, the creature takes 2d8 slashing damage with a DC 20 basic Reflex save as the soldier wildly slashes its sword. A creature can take damage from the wind-up soldier only once per round.

At the start of each of the toymaker's turns, the solder Strides 15 feet further along the same path. The soldier falls apart after it moves three times.

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TRACKER CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +12

Languages Common

Skills Forest Lore +5, Nature +11, Stealth +9, Survival +13

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

Items composite longbow (60 arrows), dagger, leather armor

Expert Subsistence While using Survival to Subsist, if the tracker rolls any result worse than a success, they get a success. On a success, they can provide subsistence living for themselves and eight additional creatures (or 16 on a critical success).

Master Tracker The tracker can Track while moving at full speed.

AC 19; **Fort** +7, **Ref** +11, **Will** +9

HP 40

Speed 25 feet

Melee ❖ dagger +11 (agile, finesse, versatile S), **Damage** 1d4+6 piercing

Melee ❖ fist +11 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

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

Ranged ❖ composite longbow +11 (deadly 1d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+5 piercing

On the Hunt ❖ (concentrate) The tracker designates one creature they're observing or tracking as their prey. The tracker gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. The first time the tracker hits the designated prey in a round, they deal an additional 1d4 precision damage. These effects last until the tracker uses On the Hunt again.

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TRAVELING ACTOR CREATURE 3

MEDIUM HUMAN

Perception +12

Languages Common, up to 4 other languages

Skills Acrobatics +7, Athletics +7, Deception +10, Performance +10, Society +9, Theater Lore +9

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

Items padded armor, wooden sword (functions as a light mace)

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

HP 35

Dramatic Death ↷ Trigger The traveling actor takes any damage; **Effect** The traveling actor falls prone and dramatically announces their death. They appear to have died. Anyone who is suspicious of this "death" can Seek to attempt a secret Perception check against the traveling actor's Performance DC. On a success, they see through the ruse.

Versatile Performance The traveling actor can use Performance instead of Diplomacy to Make an Impression and instead of Intimidation to Demoralize.

Speed 25 feet

Melee ❖ wooden sword +12 (agile, finesse, shove), **Damage** 1d4+6 bludgeoning

Melee ❖ fist +12 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Overacted Strike ❖❖ (emotion, fear, mental, visual) The traveling actor puts all their expertise into an attack that strikes fear in those who witness it. The traveling actor Strikes. On a success, the traveling actor chooses another creature within 30 feet who can see the attack, who becomes frightened 1 (or frightened 2 on a critical success).

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TRAVELING PRIEST OF DESNA CREATURE 9

MEDIUM HUMAN HUMANOID

Perception +19

Languages Common, Empyrean, Elven

Skills Acrobatics +17, Diplomacy +17, Religion +21, Society +16, Survival +19

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

Items *shining symbol*, *+1 striking starknife*

Path of the Faithful The pilgrim can evangelize their religious teachings to use their Religion modifier instead of Diplomacy to Gather Information or Make an Impression.

Traveler's Lesson Creatures that engage in conversation with the traveling priest gain a +2 circumstance bonus to all Recall Knowledge checks and Gather Information checks for 4 hours related to any topics discussed with the traveling priest.

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

HP 140

Messenger's Amnesty (divine) A traveling priest with a message to deliver is continually protected by a DC 25 *sanctuary* spell. If the traveling priest breaks the *sanctuary*, the effect returns if the traveling priest ceases hostility for 10 minutes.

Speed 30 feet

Melee ❖ *starknife* +20 (agile, deadly d6, magical, finesse, versatile S), **Damage** 2d4+8 piercing

Melee ❖ fist +19 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Ranged ❖ *starknife* +20 (agile, deadly d6, magical, thrown 20 feet, versatile S), **Damage** 2d4+8 piercing

(Continued on card 328)

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(Traveling Priest of Desna continued from card 327)

Divine Prepared Spells DC 27, attack +19; **5th** *heal* (×5), *sending*, *translocate*; **4th** *sleep, spiritual armament*, *unfettered movement*; **3rd** *dream message*, *holy light*, *safe passage*; **2nd** *create food*, *environmental endurance*, *silence*; **1st** *alarm*, *create water*, *ventriloquism*; **Cantrips (5th)** *detect magic*, *divine lance*, *know the way*, *light*, *read aura*

Cleric Domain Spells DC 27, 2 Focus Points; **5th** *agile feet* (*Player Core* 379), *traveler's transit* (*Player Core* 379)

Blessing of Travel If the traveling priest takes an action with the move trait, their Strikes deal an extra 2d8 spirit damage until the end of their turn.

Zealous Rush ↷ **Trigger** The traveling priest casts a spell that takes 1 or more actions and affects only them; **Effect** The traveling priest Strides up to 10 feet, or up to their full Speed if the triggering spell took 2 actions or more to cast.

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TREE SINGER CREATURE 13

MEDIUM HUMAN HUMANOID

Perception +22

Languages Common, Wildsong

Skills Athletics +23, Diplomacy +25, Intimidation +23, Nature +26, Performance +27, Survival +22

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

Items *+1 striking composite longbow, +1 resilient leather armor, +1 striking longspear*

AC 32; **Fort** + 23, **Ref** +21, **Will** +25

HP 220

Bloodthirsty Plants ↻ (concentrate) **Trigger** An enemy in the tree singer's Verdant Aria aura (see below) attacks one of the tree singer's allies; **Effect** Vines and branches to lash out at the attacker, dealing 3d6 piercing damage.

Plant Empathy The tree singer can ask questions of, receive answers from, and use the Diplomacy skill with plants and fungus.

Speed 25 feet

Melee ❖ *longspear* +24 (magical, reach 10 feet), **Damage** 2d8+10 piercing plus 2d10 sonic

Melee ❖ fist +23 (agile, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning plus 2d10 sonic

Ranged ❖ *composite longbow* +23 (deadly d10, magical, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 2d8+8 piercing plus 1d10 sonic

(Continued on card 330)

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(Tree Singer continued from card 329)

Primal Prepared Spells DC 33, attack +25; **7th** *regenerate*, *tree of seasons*; **6th** *plant form*, *tangling creepers*, *wall of thorns*; **5th** *elemental form* (wood only), *nature's pathway*, *plant form*; **4th** *oaken resilience*, *resist energy*, *vapor form*; **3rd** *earthbind* (×2), *slow*; **2nd** *entangling flora*, *one with plants* (×2); **1st** *gentle landing* (×2), *ventriloquism*; **Cantrips (7th)** *detect magic*, *light*, *prestidigitation*, *stabilize*, *tangle vine*

Druid Order Spells 1 Focus Point, DC 33; **7th** *cornucopia* (*Player Core* 382)

Verdant Aria ❖ (auditory, aura, concentrate, linguistic, plant, primal, wood) The tree singer raises their voice in a haunting melody, creating an aura in a 30-foot emanation. Plants in the aura seem to come to life, swaying and rustling in response to the music. The tree singer's allies in the aura gain a +2 status bonus to AC and saving throws as the foliage around them shields and defends them from harm.

The aura lasts until the end of the tree singer's next turn but can be Sustained. It can be Sustained even if the tree singer is polymorphed. The effect ends early if the tree singer stops singing.

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TRIPKEE CAMOUFLEUR CREATURE 2

SMALL HUMANOID TRIPKEE

Perception +10; low-light vision

Languages Common, Tripkee

Skills Acrobatics +8, Athletics +5, Crafting +7, Nature +7, Stealth +11, Survival +7

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

Items darts (5), disguise kit, hand adze, leather armor

Camouflage Specialist For encounters involving avoiding detection or hiding an object or creature, the camoufleur is a 5th-level challenge.

Natural Disguise The camoufleur can use their disguise kit to disguise a creature or object as natural flora. A creature gains a +2 item bonus to Stealth checks while in a natural environment until its next daily preparations or until its disguise is ruined, whichever comes first. An object in a natural environment can be found only by actively searching (using the Search activity while exploring or the Seek action in an encounter) and uses the camoufleur's Stealth DC.

AC 18; **Fort** +5, **Ref** +11, **Will** +8

HP 30

Speed 25 feet, climb 20 feet; forest passage

Melee ❖ hand adze +10 (agile, finesse, sweep), **Damage** 1d4+3 slashing

Melee ❖ fist +10 (agile, finesse, nonlethal), **Damage** 1d4+3 bludgeoning

Ranged ❖ dart +10 (agile, thrown 20 feet), **Damage** 1d4+3 piercing

Ranged ❖ hand adze +10 (agile, sweep, thrown 10 feet), **Damage** 1d4+3 slashing

Forest Passage The camofleur ignores difficult terrain caused by plants, such as bushes, vines, and undergrowth.

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TRIPKEE FIEND KEEPER CREATURE 7

SMALL HUMANOID TRIPKEE

Perception +18; low-light vision

Languages Chthonian, Common, Diabolic, Tripkee

Skills Acrobatics +17, Athletics +13, Nature +16, Religion +16, Stealth +17 (+19 in forests), Survival +16

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

Items *+1 cruuk* (*Player Core 2* 275), leather armor

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

HP 125

Speed 25 feet, climb 20 feet; forest passage

Melee ❖ *cruuk* +14 (magical, shove), **Damage** 1d6+5 bludgeoning

Melee ❖ fist +16 (agile, finesse, nonlethal), **Damage** 1d4+5 bludgeoning

Ranged ❖ *cruuk* +17 (magical, thrown 30 feet), **Damage** 1d6+5 bludgeoning

Bounce Cruuk ❖❖ The tripkee fiend keeper makes a ranged Strike with their cruuk against a target within 30 feet. Once the Strike is complete, the cruuk ricochets back into the tripkee fiend keeper's hand. If their hands are full when the cruuk returns, it falls to the ground in their space.

Harness Wickedness ❖ (concentrate, divine, unholy) **Requirements** The tripkee fiend keeper isn't stupefied; **Effect** The tripkee fiend keeper allows a portion of the fiendish power they have absorbed to flow through their body. For the next minute, the tripkee fiend keeper's Strikes deal an additional die of damage and gain the unholy trait. The tripkee fiend keeper also gains 10 temporary Hit Points, a +5-foot status bonus to Speed for the duration, and weakness 5 to holy. At the end of the duration, the tripkee fiend keeper is stupefied 1 for 1 hour.

Hunter of Virtue Whenever the tripkee fiend keeper critically hits an unholy creature, they reduce the value of their stupefied condition by 1.

Forest Passage The fiend keeper ignores difficult terrain caused by plants, such as bushes, vines, and undergrowth.

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TRIPKEE SCOUT CREATURE 1

SMALL HUMANOID TRIPKEE

Perception +8; darkvision

Languages Common, Tripkee

Skills Acrobatics +7, Athletics +4, Nature +6, Stealth +7 (+9 in forests), Survival +6

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

Items dart (5), hand adze (*Player Core 2* 275), leather armor, net

AC 17; **Fort** +7, **Ref** +9, **Will** +6

HP 20

Speed 25 feet, climb 20 feet; forest passage

Melee ❖ hand adze +9 (agile, finesse, sweep), **Damage** 1d4+1 slashing

Melee ❖ fist +9 (agile, finesse, nonlethal), **Damage** 1d4+1 bludgeoning

Ranged ❖ dart +9 (agile, thrown 20 feet), **Damage** 1d4+1 piercing

Ranged ❖ hand adze +9 (agile, sweep, thrown 10 feet), **Damage** 1d4+1 slashing

Hurl Net ❖ **Requirements** The scout is wielding a net in two hands; **Effect** The scout makes a ranged Strike (with a +9 modifier) against a Medium or smaller creature within 20 feet. On a hit, the target is off-guard and takes a –10-foot circumstance penalty to its Speeds. On a critical hit, the creature is restrained instead. The DC to Escape the net is 16. A creature adjacent to the target can Interact with the net to remove it.

Forest Passage The scout ignores difficult terrain caused by plants, such as bushes, vines, and undergrowth.

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TROUBADOUR CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +9

Languages Common

Skills Acrobatics +8, Deception +9, Diplomacy +9, Performance +13 (+14 when playing the lute), Occultism +7, Society +7, Stealth +8, Storytelling Lore +9

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

Items leather armor, lute (handheld musical instrument), poetry book, rapier

Bardic Lore The troubadour can Recall Knowledge on any subject with a +7 modifier.

AC 18; **Fort** +6, **Ref** +11, **Will** +9

HP 40

Speed 25 feet

Melee ❖ rapier +11 (deadly 1d8, disarm, finesse), **Damage** 1d6+4 piercing

Melee ❖ fist +11 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Occult Spontaneous Spells DC 20, attack +12; **2nd** (2 slots) *calm*, *charm*, *embed message*; **1st** (3 slots) *charm*, *illusory disguise*, *soothe*, *ventriloquism*; **Cantrips (2nd)** *daze*, *figment*, *message*, *prestidigitation*, *read aura*

Bard Composition Spells 2 Focus Points, DC 20; **2nd** *counter performance* (*Player Core* 370), *lingering composition* (*Player Core* 371); **Cantrips (2nd)** *courageous anthem* (*Player Core* 370)

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UNSANCTIONED SHERIFF CREATURE 5

MEDIUM HUMAN HUMANOID

Perception +13 (+15 to Sense Motive)

Languages Common

Skills Athletics +13, Deception +11, Diplomacy +11, Intimidation +13, Society +13

Greased Palms Money talks, and no one knows that better than the unsanctioned sheriff. A creature that pays the sheriff at least 5 gp gains a +2 status bonus to Gather Information in the sheriff's settlement for the next 24 hours.

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

Items badge, dueling pistol (2, 20 rounds), sap, scale mail

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

HP 75

Reactive Strike ↻

Speed 25 feet

Melee ❖ sap +15 (agile, nonlethal), **Damage** 1d6+7 bludgeoning

Melee ❖ fist +15 (agile, nonlethal, unarmed), **Damage** 1d4+7 bludgeoning

Ranged ❖ dueling pistol +13 (concealable, concussive, fatal d10, range increment 60 feet, reload 1), **Damage** 1d6+5 piercing

Lay Down the Law ❖ (auditory, concentrate, linguistic, mental) **Requirements** The sheriff's last action this turn was a successful Strike against a creature within 30 feet; **Effect** The sheriff yells a command at the creature they hit. The target must succeed at a DC 22 Will save or spend the first action on its next turn doing as commanded (or all its actions on its next turn on a critical failure). The sheriff can command a creature to approach the sheriff, release what its holding, or drop prone. Regardless of the result of its save, the creature is temporarily immune for 10 minutes.

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URCHIN CREATURE –1

SMALL HUMAN HUMANOID

Perception +3

Languages Common

Skills Acrobatics +5, Deception +4, Society +3, Stealth +5, Survival +3, Thievery +7

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

Items shiv

AC 15; **Fort** +2, **Ref** +7, **Will** +3

HP 8

Speed 25 feet

Melee ❖ shiv +5 (agile), **Damage** 1d4–1 piercing

Melee ❖ fist +5 (agile, nonlethal, unarmed), **Damage** 1d4–1 bludgeoning

Ranged ❖ rock +5 (thrown 10 feet), **Damage** 1d4–1 bludgeoning

Collaborative Thievery The urchin gains a +1 circumstance bonus to Steal or Palm an Object while within 10 feet of an ally who has the pickpocket ability.

Pickpocket For an urchin, the DC to Steal or Palm an Object isn't increased by 5 for an item that's closely guarded. They can Steal objects that would be extremely noticeable or time-consuming to remove (like worn shoes, armor, or actively wielded objects).

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VERMIN CATCHER CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +6

Languages Common

Skills Athletics +9, Nature +6, Stealth +8, Survival +6, Vermin Lore +9

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

Items arsenic, club, leather armor, rat traps (4)

AC 17; **Fort** +10, **Ref** +8, **Will** +6

HP 35

Speed 25 feet

Melee ❖ club +9, **Damage** 1d6+5 bludgeoning

Melee ❖ fist +9 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Ranged ❖ club +8 (thrown 10 feet), **Damage** 1d6+5 bludgeoning

Giant Rat Trap ❖❖❖ The vermin catcher places a rat trap in an adjacent space. Any Small or Medium creature that moves into the space with the trap triggers it and must attempt a DC 18 basic Reflex save. On a failure, the creature takes 1d4 persistent bleed damage (2d4 on a critical failure) and is immobilized and off-guard for 1 round.

Sneak Attack The vermin catcher deals 1d6 extra precision damage to off-guard creatures.

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VETERAN NOBLE CREATURE 6

MEDIUM HUMAN HUMANOID

Perception +15

Languages Common

Skills Athletics +13, Deception +12, Diplomacy +12, Heraldry Lore +14, Intimidation +14, Warfare Lore +14

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

Items dagger, half plate, *+1 longsword*, signet ring

AC 24; **Fort** +12, **Ref** +14, **Will** +16

HP 85

Battle Scarred The first time each day the veteran noble would be reduced to 0 HP, they remain at 1 HP and are enfeebled 2 for the rest of the day.

Noble Pride ↷ (auditory, emotion, mental) **Trigger** An opponent attempts to Demoralize the veteran noble or one of the noble's allies within 30 feet; **Effect** The veteran noble attempts to Demoralize the triggering opponent before the opponent rolls. On a critical success, the triggering action is disrupted as well.

Speed 20 feet

Melee ❖ *longsword* +16 (magical, versatile P), **Damage** 1d8+11 slashing

Melee ❖ dagger +15 (agile, versatile S), **Damage** 1d4+11 piercing

Melee ❖ gauntlet +15 (agile, free-hand), **Damage** 1d4+11 bludgeoning

Ranged ❖ dagger +15 (agile, thrown 10 feet, versatile S), **Damage** 1d4+11 piercing

Tactical Command ❖ (auditory, concentrate, linguistic, mental) **Frequency** once per round; **Effect** The veteran noble directs an ally. The ally can immediately use their reaction to Strike or to Stride without triggering reactions. The ally gains a +2 status bonus to their Strike if the veteran noble has dealt with that creature or an organization that creature belongs to before, as the veteran offers hard-earned tactical advice.

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WARDEN CREATURE 6

MEDIUM HUMAN HUMANOID

Perception +17

Languages Common

Skills Athletics +15, Nature +11, Stealth +13, Survival +13

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

Items backpack, bastard sword, bedroll, compass, *+1 composite longbow* (10 arrows), flint and steel, maps, pup tent, scale mail

AC 24; **Fort** +15, **Ref** +15, **Will** +11

HP 100

Warding Strike ↷ **Trigger** One of the warden's enemies within 100 feet attacks one of the warden's allies or a person the warden is sworn to protect; **Effect** The warden Strikes the triggering enemy. If the Strike hits, the enemy's attack is deflected, reducing its damage by 8, or by 16 if the warden's Strike was a critical hit.

Speed 25 feet

Melee ❖ bastard sword +16 (two-hand d12), **Damage** 1d8+10 slashing

Melee ❖ fist +16 (agile, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning

Ranged ❖ *composite longbow* +17 (deadly d10, magical, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+8 piercing

Warden's Protection A warden deals an extra 1d8 damage to any creature trespassing on the territory the warden protects.

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WARMONGER CREATURE 10

MEDIUM HUMAN HUMANOID

Perception +16

Languages Common

Skills Athletics +24, Intimidation +20, Stealth +19, Survival +14, Warfare Lore +21

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

Items *+1 striking battle axe* (2), *+1 composite longbow* (10 arrows), *+1 hide armor*

War Ready The warmonger can always roll Warfare Lore for initiative.

AC 29; **Fort** +21, **Ref** +20, **Will** +16

HP 200

Pain Training The warmonger treats the value of any drained, dying, enfeebled, sickened, and wounded conditions affecting them as 1 lower. The warmonger still has the condition and must remove it normally.

Reactive Strike ↻

Speed 30 feet, climb 10 feet, swim 20 feet

Melee ❖ *battle axe* +23 (magical, sweep), **Damage** 2d8+12 slashing

Melee ❖ fist +22 (agile, nonlethal, unarmed), **Damage** 1d4+12 bludgeoning

Ranged ❖ *composite longbow* +21 (deadly d10, magical, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+9 piercing

Patch and Set ❖ (healing, manipulate) **Frequency** once per day; **Requirements** The warmonger has a hand free; **Effect** The warmonger grits their teeth and ties off a wound or sets a bone or joint. They regain 20 Hit Points.

(Continued on card 341)

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(Warmonger continued from card 340)

Power Through ◆◆◆ **Requirements** The warmonger is wielding two melee weapons and isn't fatigued; **Effect** The warmonger attempts up to three melee Strikes against different creatures. These count toward the warmonger's multiple attack penalty normally, but the penalty doesn't increase until after all the attacks. The warmonger overexerts themself with the attacks, becoming fatigued. The warmonger can attempt a DC 30 Fortitude save to recover from this fatigued condition at the start of each of their turns.

Sight Prey ◆ (concentrate) The warmonger singles out one enemy to bring down with ranged attacks until the end of the current turn. The warmonger's ranged Strikes against that creature gain a +1 circumstance bonus to the attack roll and deal an extra 3d6 precision damage. Each time the warmonger hits that creature with a ranged Strike, the creature takes a –10-foot penalty to its Speeds for 1 minute and falls 20 feet if it's flying.

War Cry ↷ (auditory, emotion, mental) **Frequency** once per hour; **Trigger** The warmonger critically hits or knocks out an enemy; **Effect** The warmonger screams a battle cry. Each ally in a 30-foot emanation that hears it deals an additional 1d6 damage with its Strikes for 1 round.

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WATCH OFFICER CREATURE 3

MEDIUM HUMAN HUMANOID

Perception +8 (+9 to Sense Motive)

Languages Common

Skills Athletics +11, Diplomacy +6, Intimidation +9, Legal Lore +7, Society +5

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

Items breastplate, crossbow (20 bolts), dagger, signal whistle, steel shield (Hardness 5, HP 20, BT 10), warhammer

AC 19 (21 with shield raised); **Fort** +10, **Ref** +6, **Will** +8

HP 45

Air of Authority (aura, emotion, mental) 10 feet. Creatures in the aura who are the same or lower level than the watch officer take a –2 status penalty to their Will DC against the watch officer's attempts to Coerce or Demoralize them.

Bravery When the watch officer rolls a success on a Will save against a fear effect, they get a critical success instead. In addition, any time they gain the frightened condition, reduce its value by 1.

Reactive Strike ↻

Shield Block ↻

Speed 25 feet

Melee ◆ warhammer +13 (shove), **Damage** 1d8+7 bludgeoning

Melee ◆ fist +13 (agile, nonlethal, unarmed), **Damage** 1d4+7 bludgeoning

Ranged ◆ crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8+3 piercing

Sudden Charge ◆◆ **Frequency** once per round; **Effect** The watch officer Strides twice. If they end their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.

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WATCHMAGE CREATURE 5

MEDIUM HUMAN HUMANOID

Perception +15

Languages Common

Skills Arcana +13, Athletics +10, Intimidation +9, Legal Lore +13, Society +11

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

Items leather armor, shortbow (20 arrows), spellbook (contains all prepared spells plus *earthbind*, *revealing light*, *sleep, tailwind*)

Arcane Watch The watchmage can either Investigate or Search while using the Detect Magic exploration activity.

AC 21; **Fort** +9, **Ref** +12, **Will** +14

HP 70

Counter Escape ↷ (arcane) **Trigger** A creature Casts a Spell with the teleportation trait or as a reaction; **Effect** The watchmage expends a spell slot of the same rank or higher as the trigger creature's spell and attempts to counteract the triggering spell (counteract modifier +11).

Speed 25 feet

Melee ❖ fist +15 (agile, finesse, nonlethal, unarmed), **Damage** 1d6+5 bludgeoning

Ranged ❖ *shortbow* +15 (deadly d10, magical, range increment 60 feet), **Damage** 1d6+4 piercing plus 1d6 force

Arcane Prepared Spells DC 20, attack +12; **3rd** *haste*, *slow*; **2nd** *dispel magic*, *see the unseen*; **1st** *command*, *force barrage*, *sure strike*; **Cantrips (3rd)** *detect magic*, *frostbite*, *ignition*, *read aura*, *tangle vine*

Eldritch Arms (concentrate) In a brief ritual that takes 10 minutes, the watchmage chooses a single weapon or unarmed attack through which they can focus their magic. Strikes the watchmage makes with that weapon are magical and deal 1d6 additional force damage.

(Continued on card 344)

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(Watchmage continued from card 343)

Spellbound Strike ◆»» **Requirements** The watchmage is wielding the weapon chosen with Eldritch Arms; **Effect** The watchmage Casts a Spell that takes 1 or 2 actions to cast, imbuing that spell into the weapon. The watchmage Strikes with the required weapon. This counts as two attacks for the watchmage's multiple attack penalty. On a hit, the target is also affected by the spell, though the target gets any normal defenses allowed by the spell.

If the spell is targeted, it targets the creature that was hit and no one else. If the spell is an area, the target must be in the area. A burst is centered on a corner of the target's square if the target is Medium or smaller, or the corner of a square closest to the creature's center if it's Large or larger. A cone or line emits from a square of the watchmage's choice adjacent to the target.

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WATCHMAGE SQUADRON CREATURE 10

GARGANTUAN HUMAN HUMANOID TROOP

Perception +22; invisibility scan

Languages Common

Skills Arcana +21, Athletics +19, Intimidation +20, Legal Lore +21, Society +19

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

Invisibility Scan Invisibility can't make anything undetected or unnoticed to the watchmage squadron.

AC 30; **Fort** +22, **Ref** +16, **Will** +19

HP 180 (4 segments); **Thresholds** 120 (3 segments), 60 (2 segments); **Weaknesses** area damage 10, splash damage 10

Troop Defenses

Speed 25 feet, troop movement

Arcane Prepared Spells DC 26, attack +18; **5th** *fireball*, *locate*, *slither*; **4th** *dispel magic*, *grim tendrils*; **2nd** *revealing light*; **Cantrips (5th)** *detect magic*, *frostbite*, *light*, *tangle vine*

Troop Spellcasting When the watchmage squadron Casts a Spell, the individual members combine their efforts into casting a more powerful version than any one member could achieve alone. When Casting a Spell that has an area of a burst, cone, or line and doesn't have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius is not affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

Bash Heads ❖❖ (nonlethal) The watchmages lash out against all enemies in a 5-foot emanation with their fists, dealing 4d4+4 bludgeoning damage with a DC 29 basic Reflex save.

(Continued on card 346)

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(Watchmage Squadron continued from card 345)

Fire Shortbows! ◆ to ◆◆◆ (arcane) **Frequency** once per round; **Effect** The watchmages fire a volley against each enemy in a 10-foot burst within 150 feet, with a DC 26 basic Reflex save. The damage depends on the number of actions. When the squadron is reduced to 2 or fewer segments, this area decreases to a 5-foot burst.

◆ 1d6+3 piercing plus 1d6 force damage

◆◆ 3d6+6 piercing plus 1d6 force damage

◆◆◆ 4d6+6 piercing plus 1d6 force damage

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WEALTHY VIGILANTE CREATURE 8

RARE MEDIUM HUMAN HUMANOID

Perception +15

Languages Common

Skills Acrobatics +16, Athletics +16, Deception +17, Intimidation +17, Society +16, Stealth +17

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

Items *crimefighting pouches* (function as *sleeves of storage*), *+1 striking flintlock musket* (10 rounds), *lifting belt*, *+1 striking longsword*, *moderate healing potion*, studded leather armor

Custom Gear The wealthy vigilante's support team has spent years tailoring and tuning the vigilante's equipment. Anyone but the vigilante attempting to use the items takes the same drawbacks they would if they were shoddy items. These peculiarities make the items have no value if sold.

Talisman Prepper The vigilante goes on patrol with six talismans of 6th level or lower. The typical set includes a *fear gem* and *emerald grasshopper* affixed, with a *dragon turtle scale*, *effervescent ampoule*, *feather step stone*, and *iron cube* in storage.

AC 27; **Fort** +12, **Ref** +17, **Will** +15

HP 120

Quick Replace ↷ (manipulate) **Trigger** The wealthy vigilante Activates one of their affixed talismans; **Requirements** The wealthy vigilante has a hand free; **Effect** As soon as one of their talismans burns out, the wealthy vigilante pulls another from their *crimefighting pouches* and deftly Affixes it to replace the used talisman.

Speed 25 feet

Melee ❖ *longsword* +19 (magical, versatile P), **Damage** 2d8+10 slashing

Melee ❖ fist +18 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning

(Continued on card 348)

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(Wealthy Vigilante continued from card 347)

Ranged ❖ *flintlock musket* +17 (concussive, fatal d10, magical, range increment 70 feet, reload 1), **Damage** 2d6+6 piercing

Calculated Strike ❖❖ The wealthy vigilante makes a melee Strike. If the Strike hits, the vigilante can then Shove the target. This Shove uses the same multiple attack penalty as the Strike and doesn't count toward the vigilante's multiple attack penalty, but the vigilante must Stride after the pushed creature. If the Strike misses, the vigilante can Step up to three times, each of which must take it further from the target. The vigilante can Hide if, after the Steps, they have cover or concealment from the target.

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WOOLLY WRANGLER CREATURE 8

MEDIUM HUMAN HUMANOID

Perception +16

Languages Common

Skills Athletics +14, Intimidation +14, Mountain Lore +18, Nature +16, Survival +18

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

Items animal treats, *+1 striking greatclub*, leather armor, whip

In Balance Whenever the woolly wrangler rolls a success on a Recall Knowledge check using Nature or Mountain Lore, they get a critical success instead.

AC 26; **Fort** +19, **Ref** +12, **Will** +16

HP 125; **Resistances** cold 10

Uneven Footing (aura) 10 feet. While the woolly wrangler is mounted on a Huge or Gargantuan creature, the ground near the mount shakes and buckles. Squares in the aura are difficult terrain for Medium or smaller creatures.

Reactive Strike ↻

Speed 25 feet

Melee ❖ *greatclub* +20 (backswing, magical, shove), **Damage** 2d10+12 bludgeoning

Melee ❖ whip +19 (disarm, nonlethal, reach, trip), **Damage** 1d4+12 slashing

Melee ❖ fist +19 (agile, nonlethal, unarmed), **Damage** 1d4+12 bludgeoning

Wrangling Whip ❖❖ The woolly wrangler makes a whip Strike. On a hit, the woolly wrangler can either knock the target prone or pull it up to 5 feet. If the creature ends this movement adjacent to the wrangler's mount, the mount can make a melee unarmed Strike against the creature as a free action.

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WORLD ENDER — CREATURE 16

RARE | MEDIUM | HUMAN | HUMANOID

Perception +25

Languages Common

Skills Intimidation +28, Nature +27, Religion +25, Society +27

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

Items *+1 striking major staff of fire*

AC 36; **Fort** +30, **Ref** +26, **Will** +28

HP 275; **Resistances** fire 15

Unyielding Purpose ↷ **Trigger** The world ender would be reduced to 0 HP; **Requirements** The world ender has a *volcanic eruption* spell remaining; **Effect** The world ender refuses to let their destructive dream go unrealized, stabilizing at 1 HP just long enough to cast *volcanic eruption*, centered on themself. They die, immolated in the eruption.

Speed 25 feet

Melee ❖ *staff of fire* +28 (magical, two-hand d8), **Damage** 2d4+10 bludgeoning plus 3d6 fire

Melee ❖ fist +27 (agile, nonlethal, unarmed), **Damage** 1d4+10 bludgeoning plus 3d6 fire

Primal Prepared Spells DC 41, attack +33; **8th** *desiccate*, *punishing winds, sunburst* (×2); **7th** *blazing bolt*, *fiery body*, *volcanic eruption* (×2); **6th** *chain lightning* (×2), *floating flame*, *wall of fire*; **5th** *fireball* (×2), *magic passage*, *wall of stone*; **4th** *fly* (×2), *unfettered movement* (×2); **3rd** *earthbind* (×2), *haste*, *slow*; **2nd** *darkvision*, *enlarge*, *revealing light, water walk*; **1st** *air bubble*, *fleet step, gentle landing, gust of wind*; **Cantrips (8th)** *caustic blast*, *electric arc*, *gouging claw*, *ignition*, *light*

(Continued on card 351)

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(World Ender continued from card 350)

Monologue ◈ (concentrate) **Frequency** once per round; **Effect** Throughout combat, the world ender ceaselessly expounds upon the righteous reasons for their destructive aims and the futility of their enemies' efforts to stop them. They gain a +1 status bonus to Will saves and a +2 status bonus to damage rolls with their spells. Each time they take this action again, the bonuses increase by 1 and 2, respectively. The monologue ends (and the bonuses are lost) if the world ender becomes unable to act or speak, or if they end their turn without having taken this action.

Overwhelming Energy ◈◈ (spellshape) If the next action the world ender uses is to Cast a Spell, the spell ignores 20 resistance to energy damage. This applies to all damage the spell deals, including persistent damage and damage caused by an ongoing effect of the spell. A creature's immunities are unaffected.

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ZEALOT OF ASMODEUS CREATURE 4

MEDIUM HUMAN HUMANOID UNHOLY

Perception +9

Languages Common

Skills Athletics +9, Deception +10, Intimidation +10, Religion +12, Society +7

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

Items composite shortbow (20 arrows), half plate, mace, steel shield (Hardness 5, HP 20, BT 10)

AC 22 (24 with shield raised); **Fort** +9, **Ref** +7, **Will** +11

HP 60

Shield Block ↻

Swear Vengeance ↻ **Trigger** A creature the zealot can see damages a follower of Asmodeus other than the zealot; **Effect** The zealot is affected by a *sure strike* spell. If the zealot makes an attack roll against anyone other than the triggering creature, the *sure strike* ends with no effect.

Speed 20 feet

Melee ◆ mace +12 (shove), **Damage** 1d8+4 bludgeoning

Melee ◆ fist +12 (agile, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ◆ composite shortbow +9 (deadly 1d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+2 piercing

Divine Prepared Spells DC 19, attack +11; **2nd** *cleanse affliction*, *harm* (×4), *see the unseen*, *share life*; **1st** *command*, *runic weapon*, *spirit link*; **Cantrips (2nd)** *detect magic*, *divine lance*, *forbidding ward*, *read aura*, *sigil*

Channel Smite ◆◆ (divine) **Cost** the zealot expends a *harm* spell; **Effect** The zealot makes a melee Strike. If it hits, they damage the target with a 1-action *harm* spell. The target automatically gets a failure (or a critical failure if the Strike was a critical hit). The spell doesn't have the manipulate trait when cast this way.

Deadly Simplicity The zealot deals 1d8 damage with their mace instead of 1d6.

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