


ABANDONED ZEALOT

CREATURE 6

CE MEDIUM INCORPOREAL SPIRIT UNDEAD

Perception +14; darkvision, lifesense 60 feet, sense apostate**Languages** Common, Necril, one regional language**Skills** Acrobatics +14, Boneyard Lore +12, Intimidation +14, Religion +12, Stealth +16**Str** -5, **Dex** +4, **Con** +0, **Int** +2, **Wis** +2, **Cha** +4**Sense Apostate** (detection, divination, divine) An abandoned zealot can sense the presence and direction of false priests within 500 feet of them. Lead or running water blocks this sense.**AC** 22; **Fort** +10, **Ref** +14, **Will** +16; +1 status to all saves vs. divine and positive**HP** 75, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, *ghost touch*, or positive; double resistance against non-magical)**Anathematic Aversion** (emotion, fear, mental) If they encounter a priest of their former faith, an abandoned zealot must attempt a Will save against the highest spell DC among those priests, or the highest Will DC if none of them can cast spells. The zealot attempts this saving throw only once per minute, even if more priests arrive later.**Critical Success** The zealot spends their reaction to Stride directly toward a priest of their former faith. For 1 minute, the zealot's hand of despair deals one additional damage die against all such priests.**Success** The zealot spends their reaction to Stride directly toward a priest.**Failure** The zealot becomes frightened 1 and gains the fleeing condition until the end of their next turn.**Critical Failure** As failure, but frightened 2.**Elegy of the Faithless**  (abjuration, divine, mental) **Trigger** A divine spell is cast within 30 feet of the abandoned zealot; **Effect** The zealot howls an elegy of regret, forcing the spellcaster to attempt a DC 22 Will save, or DC 24 if the caster is a member of the zealot's former faith. On a failure, the elegy disrupts the spell.

(Continued on card 2)

(Abandoned zealot; continued from card 1)

Speed fly 40 feet

Melee ♦ hand of despair +16 (finesse, magical), **Damage** 2d10+4
negative plus rend faith

Divine Innate Spells DC 24; **6th** *zealous conviction* (self only); **4th** *crisis of faith*

Rend Faith When hit by an abandoned zealot's hand of despair, a creature capable of divine spellcasting or with divinely granted abilities must succeed at a DC 24 Will save or be unable to use those spells or abilities until the end of its next turn.

ADLET






CREATURE 10

CN

MEDIUM

COLD

HUMANOID

Perception +18; low-light vision, scent (imprecise) 30 feet**Languages** Adlet, Common**Skills** Acrobatics +20, Athletics +21, Stealth +20, Survival +18**Str** +5, **Dex** +6, **Con** +4, **Int** +0, **Wis** +4, **Cha** +0**Items** +1 striking spear (2)**AC** 30; **Fort** +20, **Ref** +22, **Will** +16**HP** 180; **Immunities** cold; **Weaknesses** fire 10**Wolfstorm** (aura, cold, evocation, primal) 60 feet. A clammy, frigid mist billows forth ahead of the adlet. Creatures within the mist become concealed, and creatures outside the mist become concealed to creatures within it. An adlet can see through the aura without penalty.**Avenging Bite**  **Trigger** A creature within reach of an adlet's jaws Strike attacks one of the adlet's allies; **Effect** The adlet makes a jaws Strike against the triggering creature.**Speed** 40 feet**Melee**  spear +20 (magical), **Damage** 2d6+9 piercing plus 1d6 cold**Melee**  jaws +19, **Damage** 2d8+9 slashing plus 1d6 cold**Ranged**  spear +21 (magical, thrown 20 feet), **Damage** 2d6+9 piercing plus 1d6 cold**Frozen Weapons** (evocation) Weapons wielded by an adlet gain the effect of the frost property rune.**Pack Attack** An adlet's Strikes deal an additional 2d6 damage to creatures that are within the reach of at least two of the adlet's allies.**Wolfprime**  (cold, concentrate, evocation, primal) An adlet's mist turns biting cold and coalesces into a thick rime of frost that deals 6d6 cold damage to creatures inside the adlet's wolfstorm aura (DC 26 basic Fortitude), and the aura is deactivated until the start of the adlet's next turn.

AGATHION, SILVANSHEE

CREATURE 1

NG TINY AGATHION CELESTIAL

Perception +8; darkvision

Languages Celestial, Common, Draconic, Infernal; *speaks with animals*

Skills Acrobatics +7, Arcana +3, Medicine +6, Nirvana Lore +3, Stealth +7

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

Cat's Curiosity A silvanshee's core value is curiosity. This enables them to seek out new experiences and information beyond their current understanding. A silvanshee can use trained skill actions for all skills, even if they're untrained.

AC 17; **Fort** +5, **Ref** +9, **Will** +6

HP 20; **Weaknesses** evil 3

Speed 25 feet, fly 40 feet

Melee ✦ jaws +9 (finesse, good, magical), **Damage** 1d6-2 piercing plus 1d4 good

Melee ✦ claw +9 (agile, finesse, good, magical), **Damage** 1d4-2 slashing plus 1d4 good

Divine Innate Spells DC 16; **4th** *gaseous form* (×3), *read omens*; **Cantrips** (1st) *dancing lights*, *know direction*, *prestidigitation*, *stabilize*; **Constant** (2nd) *speaks with animals*

Champion Focus Spell DC 16, 1 Focus Point; **1st** *lay on hands* (Core Rulebook 387)

Cat's Grace When a silvanshee uses their *gaseous form* spell, the mist form remains roughly the size and shape of a cat, and the silvanshee retains their fly speed in this form.

AGATHION, VULPINAL

CREATURE 6

NG SMALL AGATHION CELESTIAL

Perception +15; darkvision

Languages Celestial, Common, Draconic, Infernal; *speak with animals, tongues*

Skills Acrobatics +12, Arcana +15, Deception +14, Medicine +11, Nirvana Lore +15, Performance +16, Religion +13, Society +13, Stealth +12

Str +2, **Dex** +4, **Con** +4, **Int** +5, **Wis** +3, **Cha** +6

Items handheld instrument

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

HP 105; **Weaknesses** evil 5

Speed 30 feet

Melee ♦ jaws +15 (finesse, good, magical), **Damage** 2d10+4 piercing plus 1d6 good

Melee ♦ claw +15 (agile, finesse, good, magical), **Damage** 2d6+4 slashing plus 1d6 good

Divine Innate Spells DC 24; **4th** *dimension door, divine wrath*; **3rd** *calm emotions, remove disease*; **2nd** *detect alignment* (at will, evil only), *invisibility* (at will, self only); **Constant (5th)** *speak with animals, tongues*

Champion Focus Spell DC 24, 1 Focus Point; **3rd** *lay on hands* (Core Rulebook 387)

Fox's Cunning A vulpinal's core value is cunning. They can apply their knowledge and stories from their extensive travels to just about any situation in an instant. Before spending any other action on their turn, the vulpinal can Recall Knowledge as a free action.

AGATHION, PROCYAL

CREATURE 8






NG MEDIUM AGATHION CELESTIAL

Perception +18; darkvision**Languages** Celestial, Common, Draconic, Halfling, Infernal; *speaks with animals, tongues***Skills** Acrobatics +14, Deception +18, Diplomacy +16, Medicine +16, Nature +16, Nirvana Lore +15, Religion +16, Society +17 (+19 to Create Forgery), Stealth +16, Survival +16, Thievery +14**Str** +4, **Dex** +4, **Con** +6, **Int** +5, **Wis** +6, **Cha** +4**Items** +1 striking shortsword**AC** 26; **Fort** +16, **Ref** +14, **Will** +18**HP** 170; **Weaknesses** evil 10**Speed** 25 feet**Melee** ✦ claw +18 (agile, good, magical) **Damage** 2d8+10 plus 1d6 good**Melee** ✦ shortsword +19 (agile, finesse, good, magical, versatile S), **Damage** 2d6+10 plus 1d6 good**Divine Innate Spells** DC 26, attack +18; **4th** *calm emotions, charm, dimension door, dispel magic, illusory creature, magic aura (at will), suggestion (at will)*; **3rd** *heroism*; **2nd** *invisibility*; **Constant (5th)** *speaks with animals, tongues***Champion Focus Spell** DC 26, 1 Focus Point; **4th** *lay on hands (Core Rulebook 387)***Change Shape** ✦ (concentrate, divine, polymorph, transmutation) The procyal can transform only into a specific individual Small or Medium humanoid that they've met at least once. They can't transform into a generic member of a given ancestry.**Raccoon's Whimsy** Procyals' core value is whimsy, though unlike for chaotic tricksters, procyals' playful actions have a pattern and their pranks always come with a valuable lesson, even if it takes a long time to decipher the meaning. Receiving and growing from such a lesson requires at least 10 minutes of interaction with the Procyal but can take much longer. A character who learns from the procyal's lesson gains the benefits of the Aid reaction from the procyal once during the next month. Afterwards, they become immune to this effect from all procyals.

AGATHION, DRACONAL

CREATURE 20

NG LARGE AGATHION CELESTIAL

Perception +36; darkvision; *true seeing***Languages** Celestial, Draconic, Infernal; *speak with animals, tongues***Skills** Arcana +38, Crafting +30, Deception +35, Diplomacy +37, Intimidation +35, Medicine +34, Nature +34, Nirvana Lore +36, Religion +36, Society +32, Survival +32**Str** +10, **Dex** +5, **Con** +8, **Int** +8, **Wis** +10, **Cha** +9**AC** 45; **Fort** +34, **Ref** +31, **Will** +38; *circle of protection***HP** 370, regeneration 20 (deactivated by evil); **Weaknesses** evil 15;**Resistances** fire 15**Dragon's Salvation**  **Trigger** A creature within the draconal's reach would take damage; **Effect** Before applying the damage, the draconal casts *lay on hands* on the triggering creature.**Speed** 30 feet, fly 90 feet**Melee**  jaws +38 (good, magical, reach 15 feet), **Damage** 3d12+18 piercing plus 1d6 good plus 4d6 fire**Melee**  claw +38 (agile, good, magical, reach 10 feet), **Damage** 3d8+18 slashing plus 1d6 good plus 4d6 fire**Divine Innate Spells** DC 46, attack +38; **10th** *miracle*; **9th** *breath of life, dispel magic, divine decree, earthquake, heal* (×3), *implosion, storm of vengeance*; **Constant (7th)** *circle of protection, speak with animals, tongues, true seeing***Champion Focus Spells** DC 46, 3 Focus Points; **10th** *dazzling flash* (Core Rulebook 391), *lay on hands* (Core Rulebook 387), *protector's sphere* (Core Rulebook 395)**Breath Weapon**   (divine, evocation) The draconal breathes a blast that deals 21d6 fire damage to creatures of their choice in a 60-foot cone (DC 44 basic Reflex save). They can make this effect nonlethal for selected creatures in the area or choose not to damage certain creatures at all. They can't use Breath Weapon again for 1d4 rounds.**Dragon's Wisdom** A draconal's core value is wisdom. Their scale color both determines a damage type and grants them the basic and advanced domain spells from a domain. They gain resistance 15 to that damage type, deal 4d6 extra damage of that type with their Strikes, and deal 21d6 damage of that type with their Breath Weapon. This red draconal deals fire damage, and they have the protection and sun domains.

AMALGAMITE

CREATURE 13

RARE NE MEDIUM ABERRATION

Perception +23; low-light vision**Languages** Aklo, Common, Draconic**Skills** Arcana +27, Athletics +22, Lore (any one subcategory) +27, Occultism +27**Str** +5, **Dex** +6, **Con** +4, **Int** +8, **Wis** +6, **Cha** -1**AC** 33; **Fort** +22, **Ref** +22, **Will** +26**HP** 220, regeneration 10 (deactivated by piercing); **Immunities** controlled, mental; **Weaknesses** piercing 10; **Resistances** bludgeoning 10, slashing 10**Destabilizing Field** (aura, conjuration) 40 feet. A creature that begins its turn within the area feels its body begin to stretch and must succeed at a DC 33 Fortitude save or become destabilized. A destabilized creature emits a 10-foot destabilizing field aura and becomes sickened 1. The destabilization ends when the creature is no longer sickened. A creature that succeeds at its saving throw against the aura is temporarily immune to all destabilizing fields for 1 minute.**Displace** ➤ **Trigger** The amalgamite is hit by a Strike; **Effect** The amalgamite Repositions itself or Transposes itself with another creature. If the amalgamite successfully changes its location, it and any Transposed creature take half damage from the triggering Strike.**Speed** 25 feet**Melee** ✦ limb +24, **Damage** 3d10+11 bludgeoning**Ranged** ✦ warping ray +27 (deadly 2d8, magical, range 100 feet), **Damage** 3d8+8 force**Occult Innate Spells** DC 33; **7th** *ethereal jaunt*, *warp mind*; **4th** *blink* (×2)**Reposition** ✦✦ (concentrate, conjuration, occult, teleportation) The amalgamite teleports into an unoccupied space it can see within 50 feet.**Transpose** ✦✦ (conjuration, occult, teleportation) The amalgamite chooses up to two destabilized creatures they can see within 50 feet and swaps their positions, or moves a single such creature to an unoccupied space they can see within range. If the amalgamite chooses two creatures, they can choose their self as one of these creatures, but both targets must be the same size. An unwilling creature can attempt a DC 33 Will save. If either target succeeds at this saving throw, both are unaffected.

AMPHISBAENA

CREATURE 4

N **MEDIUM** **ANIMAL**

Perception +10; tremorsense 60 feet

Skills Acrobatics +10, Athletics +13, Stealth +12

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

AC 21, all-around vision; **Fort** +10, **Ref** +14, **Will** +8

HP 70; **Immunities** petrified

Speed 25 feet, climb 25 feet, swim 25 feet

Melee **◆** fangs +13, **Damage** 2d6+5 piercing plus amphisbaena venom

Ranged **◆** spit +12 (range increment 15 feet), **Damage** 1d6 poison plus amphisbaena venom and blinding spittle

Amphisbaena Venom (poison); **Saving Throw** DC 18 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and enfeebled 1 (1 round); **Stage 2** 2d6 poison damage and enfeebled 2 and slowed 1 (1 round); **Stage 3** 3d6 poison damage and paralyzed (1 round)

Blinding Spittle A creature critically hit by an amphisbaena's spit Strike is blinded for 1 round.

Twin Bites **◆◆** An amphisbaena makes a fangs Strike with each of its heads, each against a different target. Both Strikes count toward its multiple attack penalty, but the penalty doesn't increase until after it has made both attacks.

ANDROID INFILTRATOR

CREATURE 2

RARE

N

MEDIUM

ANDROID

Perception +6 (+5 to Sense Motive); low-light vision

Languages Androffan, Common

Skills Acrobatics +8, Athletics +6, Crafting +7, Deception +3, Engineering Lore +7, Society +7, Stealth +10, Thievery +8


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

Items hand crossbow (10 bolts), shortsword


AC 18; **Fort** +8, **Ref** +10, **Will** +4; +1 circumstance to all saves vs. disease, poison, and radiation


HP 28


Emotionally Unaware The android takes a -1 circumstance penalty to Diplomacy and Performance checks, and to Perception checks to Sense Motive.

Nanite Surge  **Trigger** The android infiltrator attempts a skill check but hasn't rolled yet; **Effect** The android infiltrator stimulates their nanites, forcing their body to temporarily increase its efficiency. They gain a +2 status bonus to the triggering skill check. In addition, their circuitry glows, creating a 10-foot emanation with dim light for 1 round.

Speed 25 feet

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

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

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


Sneak Attack The android infiltrator deals an additional 1d6 precision damage to flat-footed creatures.


ANGAZHANI



CREATURE 8



CE LARGE BEAST

Perception +18; darkvision**Languages** Abyssal, Common, Mwangi**Skills** Athletics +20, Intimidation +15, Religion +16, Survival +16**Str** +6, **Dex** +4, **Con** +5, **Int** -1, **Wis** +4, **Cha** +3**AC** 26; **Fort** +19, **Ref** +16, **Will** +14**HP** 180




Defensive Disarm  **Trigger** A creature makes a melee weapon Strike against the angazhani and misses; **Requirements** The angazhani is benefiting from their Defensive Slam; **Effect** The angazhani attempts to Disarm the attacker of the triggering weapon.

Speed 25 feet, climb 25 feet**Melee**  fist +20 (reach 10 feet), **Damage** 2d8+9 bludgeoning**Melee**  jaws +20, **Damage** 2d12+9 piercing**Divine Innate Spells** DC 24; **6th** *dominate*; **3rd** *fear* (×2)

Defensive Slam   The angazhani uses their arms to defend themselves while attacking. The angazhani Strikes once and gains a +2 circumstance bonus to AC until the start of their next turn.

Focused Slam   The angazhani beats a single opponent with all four of their brawny arms, leaving their foe nowhere to dodge. The angazhani makes a fist Strike. On a successful attack, they deal fist damage to the target plus an additional 3d8 damage, and they meet the requirements to Rend the target this turn, even if they didn't hit on two consecutive Strikes. Even on a failed attack, the angazhani deals the damage from one fist Strike to the target, though they still miss completely on a critical failure. This ability counts as four attacks toward an angazhani's multiple attack penalty. After using this ability, the angazhani is flat-footed until the beginning of their next turn.

Rend  fist

Pummeling Charge    **Effect** The angazhani rushes up to a foe at extreme speed and slams down with their fists. The angazhani Strides or Climbs up to three times, then makes two fist Strikes against one enemy within reach.

ANIMATED OBJECT, SILVERWARE SWARM**CREATURE 1****N** **LARGE** **CONSTRUCT** **MINDLESS** **SWARM****Perception** +5; darkvision**Skills** Acrobatics +8**Str** +1, **Dex** +3, **Con** +4, **Int** -5, **Wis** +0, **Cha** -5**AC** 16 (12 when broken); construct armor; **Fort** +9, **Ref** +8, **Will** +3**HP** 14; **Hardness** 3; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, precision, poison, sickened, unconscious; **Weaknesses** area damage 3, splash damage 3**Construct Armor** Like normal objects, an animated silverware swarm has Hardness. This Hardness reduces any damage the swarm takes by an amount equal to the Hardness. Once an animated silverware swarm is reduced to fewer than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to 12.**Speed** 20 feet**Slice and Dice** ✦ (magical) Each enemy in the animated silverware swarm's space takes 1d6 piercing or slashing damage (DC 17 basic Reflex save)**Stick a Fork in It** ✦ The animated silverware swarm attempts to pin a single creature. The target must attempt a DC 17 Reflex save.**Critical Success** The target is unaffected.**Success** Silverware pins portions of the target's clothing and gear. The target takes a -10-foot circumstance penalty to its Speeds as long as it remains in the swarm's space.**Failure** As success, and the target also can't Step until it leaves the swarm's space.**Critical Failure** The target is thoroughly pinned by the silverware, becoming immobilized until it Escapes (DC 17) or uses 2 Interact actions to remove all of the silverware pinning them down.

ANIMATED OBJECT, FURNACE

CREATURE 9

CE **HUGE** **BEAST**

Perception +15; darkvision

Skills Athletics +22

Str +7, **Dex** -2, **Con** +6, **Int** -5, **Wis** +0, **Cha** -5

AC 30 (26 when broken); construct armor; **Fort** +21, **Ref** +11, **Will** +13

HP 135; **Hardness** 10; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor Like normal objects, an animated furnace has Hardness. This Hardness reduces any damage the furnace takes by an amount equal to the Hardness. Once an animated furnace is reduced to fewer than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to 26.

Speed 15 feet

Melee **◆** door +21 (magical), **Damage** 2d12+9 bludgeoning plus 1d8 fire and Improved Grab

Fan the Flames **◆◆** The animated furnace opens its door and fans its flames in a 30-foot cone that deals 5d6 fire damage (DC 28 basic Reflex save).

Swallow Whole **◆** (attack) Large, 2d8+9 fire, Rupture 15

ANIMATED OBJECT, TREBUCHET**CREATURE 13****N** **GARGANTUAN** **CONSTRUCT** **MINDLESS****Perception** +21; darkvision**Skills** Athletics +30**Str** +9, **Dex** +2, **Con** +8, **Int** -5, **Wis** +0, **Cha** -5**AC** 36 (32 when broken); construct armor; **Fort** +29, **Ref** +19, **Will** +17**HP** 200; **Hardness** 14; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious**Construct Armor** Like normal objects, an animated trebuchet has Hardness. This Hardness reduces any damage the trebuchet takes by an amount equal to the Hardness. Once an animated trebuchet is reduced to fewer than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to AC 32.**Speed** 20 feet**Melee** ♦ arm +28 (magical, reach 15 feet), **Damage** 3d12+11 bludgeoning plus Grab**Ranged** ♦ rock +28 (brutal, magical, range increment 120 feet), **Damage** 3d10+11 bludgeoning**Launch** ♦ **Requirements** The animated trebuchet has a creature grabbed in its arm; **Effect** The animated trebuchet attempts an Athletics check against the grabbed creature's Fortitude DC. On a success, it fires the creature up to 40 feet in height and up to 120 feet away. The creature takes 4d12 bludgeoning damage plus the appropriate falling damage. If the flung creature lands on another creature, the creature it lands on takes the same amount of bludgeoning damage (DC 33 basic Reflex save). On a successful Launch, the animated trebuchet must Interact to reposition its arm into the proper position before it can Launch again.**Trample** ♦♦♦ (attack) Large or smaller, arm, DC 33

ANIMATED OBJECT, COLOSSUS**CREATURE 15****N** **GARGANTUAN** **CONSTRUCT** **MINDLESS****Perception** +23; darkvision**Skills** Athletics +33**Str** +9, **Dex** +2, **Con** +8, **Int** -5, **Wis** +0, **Cha** -5**AC** 39 (35 when broken); construct armor; **Fort** +31, **Ref** +21, **Will** +19**HP** 245; **Hardness** 15; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious**Construct Armor** Like normal objects, an animated colossus has Hardness. This Hardness reduces any damage the colossus takes by an amount equal to the Hardness. Once an animated colossus is reduced to fewer than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to AC 35.**Enormous** An animated colossus takes up a space of 6 squares by 6 squares (30 feet by 30 feet) and is 100 feet tall.**Speed** 50 feet**Melee** ✦ fist +32 (magical, reach 30 feet), **Damage** 3d12+17 bludgeoning plus Improved Grab**Melee** ✦ foot +32 (agile, magical, reach 20 feet), **Damage** 3d8+17 bludgeoning**Colossus's Grasp** The colossus can Grab a creature using only one hand. It can move normally with a creature grabbed or restrained in its fist, carrying the creature along. If it has two creatures grabbed in this way, it can't use its fist Strike.**Constrict** ✦ 3d12+11 bludgeoning, DC 36**Trample** ✦✦✦ (attack) Huge or smaller, foot, DC 36

ARBOREAL REAPER

CREATURE 7

N **HUGE** **PLANT**

Perception +15; low-light vision

Languages Arboreal, Common, Sylvan

Skills Athletics +17, Intimidation +17, Nature +15, Stealth +14 (+18 in forests)

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

AC 25; **Fort** +17, **Ref** +13, **Will** +15

HP 130; **Weaknesses** axe vulnerability, fire 10; **Resistances** bludgeoning 5, piercing 5

Axe Vulnerability An arboreal reaper takes 5 additional damage from axes.

Speed 25 feet

Melee ✦ branch +18 (reach 10 feet), **Damage** 2d10+8 bludgeoning

Melee ✦ root +18 (agile), **Damage** 2d6+8 bludgeoning plus Knockdown

Ranged ✦ thorns +16, **Damage** 2d8+5 piercing plus 1d4 persistent bleed

Primal Innate Spells DC 22; **3rd** *vampiric touch*; **Constant (4th)** *speak with plants*

Leech Moisture ✦✦ **Effect** The arboreal reaper grows still and focuses intently on a single foe within 50 feet, draining moisture from the target's body. This deals 10d6 negative damage (DC 25 basic Fortitude save). The arboreal reaper can't Leech Moisture again for 1d4 rounds.

ARBOREAL ARCHIVE

CREATURE 12

NG HUGE PLANT

Perception +25; low-light vision, tremorsense (imprecise) 60 feet**Languages** Arboreal, Common, Sylvan; *Speak with plants***Skills** Athletics +23, Diplomacy +22, Forest Lore +28 (applies to the arboreal archive's territory), Nature +25, Stealth +19 (+23 in forests)**Str** +7, **Dex** -1, **Con** +5, **Int** +4, **Wis** +7, **Cha** +4**AC** 33; **Fort** +23, **Ref** +17, **Will** +27**HP** 230; **Weaknesses** axe vulnerability, fire 15; **Resistances** bludgeoning 10, piercing 10**Axe Vulnerability** An arboreal archive takes 10 additional damage from axes.**Abeyance Rift** If an arboreal archive dies unexpectedly before passing on their knowledge in a succession ritual, the amassed lore within their roots and boughs explodes out in a shock wave that deals 8d10 mental damage to creatures within 30 feet (DC 32 basic Will save) before dissipating; those who fail also fall prone.**Speed** 25 feet**Melee** ✦ branch +25 (reach 15 feet), **Damage** 3d10+10 bludgeoning plus Improved Knockdown**Primal Innate Spells** DC 32, attack +24; **6th** *tangling creepers*; **3rd** *earthbind* (at will); **2nd** *entangle*; **Constant (4th)** *Speak with plants***Memory Maelstrom** ✦✦✦ (concentrate, incapacitation, mental, nonlethal, primal) The arboreal archive tries to overwhelm foes with a surge of information it has absorbed over its long life. This surge deals 5d6 mental damage to each enemy within 40 feet, who must attempt a DC 32 Will save.**Critical Success** The creature maintains its composure, takes no damage, and is temporarily immune to Memory Maelstrom for 1 minute.**Success** The creature is stunned 1 and takes half damage.**Failure** The creature takes full damage and is stunned 3.**Critical Failure** The creature takes double damage, is confused for 2d4 rounds, and is stunned 3.

ASURA, SHAUKEEN**CREATURE 1****LE** **TINY** **ASURA** **FIEND****Perception** +8; darkvision**Languages** Common, Infernal; telepathy (touch)**Skills** Acrobatics +7, Deception +9, Performance +7, Religion +7, Stealth +7**Str** +0, **Dex** +4, **Con** +1, **Int** +0, **Wis** +3, **Cha** +4**AC** 16; **Fort** +4, **Ref** +9, **Will** +7**HP** 22; **Immunities** curses; **Weaknesses** good 2**Speed** 25 feet**Melee** **◆** jaws +9 (finesse), **Damage** 1d8 piercing plus fire jackal saliva and 1 evil**Melee** **◆** thorn +9 (agile, finesse), **Damage** 1d8 piercing plus 1 evil**Divine Innate Spells** DC 17; **2nd** *charm*, *spider climb*, *touch of idiocy*;**Cantrips (1st)** *read aura*; **Constant (3rd)** *magic aura* (shaukeen and its items only), *nondetection* (self only)**Change Shape** **◆** (concentrate, divine, polymorph, transmutation)

The shaukeen takes on the appearance of a Small humanoid. This doesn't change the shaukeen's Speed or their attack and damage modifiers with their Strikes, but it might change the damage type their Strikes deal (typically to bludgeoning). The asura typically loses their jaws and thorn Strikes unless the humanoid form has fangs or a similar unarmed attack. This alternate form has a specific, persistent appearance, which the shaukeen can change by performing a 1-hour ritual.




Fire Jackal Saliva (poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage and clumsy 1 (1 round); **Stage 2** 1d6 poison damage and clumsy 2 (1 round)

ASURA, ADHUKAIT**CREATURE 7****LE** **MEDIUM** **ASURA** **FIEND****Perception** +15; darkvision**Languages** Common, Infernal; telepathy 30 feet**Skills** Acrobatics +15, Athletics, +19, Intimidation +15, Performance +15, Stealth +15**Str** +6, **Dex** +4, **Con** +4, **Int** +2, **Wis** +2, **Cha** +4**Items** kukri (4)**AC** 25, all-around vision; **Fort** +15, **Ref** +17, **Will** +13**HP** 130; **Immunities** curses; **Weaknesses** good 5**Attack of Opportunity** ↻**Dual Mind** ↻ **Trigger** The adhukait fails a saving throw against a mental effect; **Effect** The adhukait shunts the effect into one of their minds, rendering them temporarily insensible. They change their result to a success, but one of their bodies hangs limply until the end of their next turn. During this time, the adhukait is clumsy 2; takes a -10-foot circumstance penalty to their Speed; and can't use Dual Mind, Dual Opportunity, or Dance of Destruction.**Dual Opportunity** The adhukait gains a second reaction each round they can use only to make an Attack of Opportunity.**Speed** 40 feet**Melee** ✦ kukri +18 (agile, trip), **Damage** 1d6+9 slashing plus 2d6 persistent bleed and 1d4 evil**Melee** ✦ claw +18 (agile), **Damage** 1d6+9 slashing and 1d4 evil**Dance of Destruction** ✦ **Requirements** The adhukait's last action was a Strike that dealt damage; **Effect** The adhukait Strides up to 10 feet and Strikes.

ASURA, JAPALISURA

CREATURE 12

LE MEDIUM ASURA FIEND

Perception +22; darkvision, see *invisibility***Languages** Common, Infernal; telepathy 80 feet**Skills** Acrobatics +25, Athletics +23, Deception +25, Religion +22, Stealth +21**Str** +5, **Dex** +7, **Con** +4, **Int** +2, **Wis** +4, **Cha** +5**Items** hatchet (2), +1 *striking composite shortbow* (2)**AC** 33; **Fort** +20, **Ref** +25, **Will** +20; +1 status to all saves vs. magic**HP** 235; **Immunities** curses; **Weaknesses** good 10**Disorienting Faces** (aura, mental, visual) 30 feet. The japalisura's faces constantly shift and morph, each visage more grotesque than the last. When a creature enters or starts its turn in the aura, it must attempt a DC 32 Will save.**Critical Success** The creature is unaffected and is temporarily immune to Disorienting Faces for 1 minute.**Success** The creature is unaffected.**Failure** The creature is disoriented by the horrible faces, taking a -2 circumstance penalty to checks and DCs against the japalisura while it remains in the aura.**Critical Failure** As failure, except the circumstance penalty is -3.**Return Arrow**  **Trigger** The japalisura is targeted by a ranged attack from a bow; **Requirements** The japalisura has at least one hand free and is wielding a bow; **Effect** The japalisura attempts to snatch the oncoming arrow from the air, gaining a +4 circumstance bonus to AC against the attack. If the attack misses, the japalisura snatches the arrow and makes a ranged bow Strike to fire the arrow from their own bow.**Speed** 40 feet**Melee**  hatchet +23 (agile, sweep), **Damage** 1d6+8 slashing plus 4d6 mental and 1d6 evil**Ranged**  *composite shortbow* +26 (deadly d10, magical, range 60 feet), **Damage** 2d6+5 plus 4d6 mental and 1d6 evil
(Continued on card 21)

(Asura, japalisura; continued from card 20)

False Foe ◆ (divine, enchantment, incapacitation, mental) **Frequency** once per round; **Effect** The japalisura whispers misleading words and falsehoods to one adjacent creature, attempting a Deception check against the target's Perception DC.

Critical Success For 1 minute, the target believes that one creature of the japalisura's choice is its mortal foe, spending all its actions to reach and attack that creature. At the end of each of its turns, the target can attempt a DC 32 Will save to end the effect early.

Success As critical success except the effect ends at the end of the creature's first turn, without the need for a Will save.

Failure The target sees through the japalisura's attempts at misdirection and is temporarily immune to False Foe for 1 day.

Innate Divine Spells DC 32; **6th** *illusory disguise*, *read omens* (at will), *augury* (at will); **Constant (6th)** *magic aura* (self only), *nondetection* (self only), *see invisibility*

Veil of Lies Japalisuras can produce infinite arrows, as if from an invisible quiver. Each arrow carries a veil of lies that tears at the target's psyche, dealing 4d6 mental damage while simultaneously imparting an almost addictively sweet sensation. A japalisura's hatchets are also soaked in the same veil of lies. This damage is already reflected in the Strikes above.


ASURA, NIKARAMSA




CREATURE 14

LE LARGE ASURA FIEND

Perception +25; *detect alignment*, *darkvision*, see *invisibility***Languages** Common, Infernal; *telepathy* 100 feet**Skills** Athletics +24, Deception +28, Religion +25, Stealth +25**Str** +8, **Dex** +3, **Con** +2, **Int** +1, **Wis** +5, **Cha** +8**AC** 35; **Fort** +22, **Ref** +25, **Will** +27; +1 status to all saves vs. magic**HP** 315; **Immunities** curses; **Weaknesses** good 10

Towering Stance (divine, illusion) A nikaramsa is in fact a Medium creature, but appears as a Large creature due to the force of their personality. A creature interacting with the nikaramsa can attempt a DC 36 Will save to see the nikaramsa as they truly are. If the creature succeeds, the reach of nikaramsa's attacks against that foe decrease to 5 feet (10 feet for their tongue). If all creatures in the nikaramsa's vicinity successfully disbelieve this illusion, the nikaramsa becomes Medium and enfeebled 2 for as long as everyone sees their true form.

Pervert Miracle  (curse, divine); **Trigger** A foe within 60 feet casts *bleed* or a beneficial spell that the nikaramsa could cast to remove an affliction or condition (such as *neutralize poison*); **Effect** The nikaramsa attempts to counteract the enemy's spell (counteract modifier +24 and counteract level 7). If the nikaramsa succeeds, the triggering creature is subjected to the effects of a *bane* spell or the effect it was trying to remove.

Speed 50 feet**Melee**  jaws +29 (reach 10 feet), **Damage** 3d10+14 piercing plus 2d6 evil**Melee**  claw +29 (agile, reach 10 feet), **Damage** 3d6+14 slashing plus 2d6 evil**Melee**  tongue +29 (reach 20 feet), **Damage** 3d6+14 bludgeoning plus 2d6 evil plus Improved Knockdown

Divine Innate Spells DC 34, attack +26; **7th** *bane*, *bleed*, *dimension door*, *divine decree* (evil only), *dream message*, *heal* (×3), *illusory disguise* (at will), *invisibility* (at will; self only), *mind reading*, *neutralize poison*, *remove disease*, *remove curse*, *restore senses*, *ventriloquism* (at will); **4th** *dimension door* (at will); **Constant (7th)** *detect alignment*, *magic aura* (self only), *nondetection* (self only), see *invisibility*

(Continued on card 23)

(Asura, nikaramsa; continued from card 22)

Sap Mind ◆ (divine, enchantment, mental) The nikaramsa focuses their gaze on one creature within 60 feet. That target must attempt a DC 34 Will save. Regardless of the outcome of the saving throw, the target then becomes temporarily immune for 1 day.

Critical Success The nikaramsa is caught off guard by the strength of the target's resistance and becomes stupefied 2 until the end of their next turn.

Success The target resists the nikaramsa's influence.

Failure The target's focus and willpower drain away; it becomes stupefied 2 for 1 minute.

Critical Failure As failure, but the target becomes stupefied 3 for 1 hour.

AZARKETI EXPLORER**CREATURE 2****CN** **MEDIUM** **AMPHIBIOUS** **AZARKETI** **HUMANOID****Perception** +8; low-light vision**Languages** Alghollthu, Azlanti, Common**Skills** Acrobatics +5, Athletics +8 (+10 to Swim), Deception +7, Diplomacy +7, Intimidation +7, Nature +4, Society +4**Str** +4, **Dex** +1, **Con** +2, **Int** +0, **Wis** +0, **Cha** +3**Items** dagger, trident**AC** 18 (19 with hydraulic deflection); **Fort** +10, **Ref** +7, **Will** +6**HP** 30**Attack of Opportunity** ↻**Hydration** An azarketi must regularly submerge themselves in water to rehydrate their water-acclimated skin. After the first 24 hours outside of water, they take a -1 status penalty to Fortitude saves as their skin cracks and their gills become painful. After 48 hours, they struggle to breathe air and begin to suffocate until returned to water.**Speed** 20 feet, swim 30 feet**Melee** ✦ trident +10, **Damage** 1d8+6 piercing**Melee** ✦ dagger +10 (agile, versatile S), **Damage** 1d4+6 piercing**Ranged** ✦ trident +7 (thrown 20 feet), **Damage** 1d8+6 piercing**Hydraulic Deflection** ✦ (abjuration, water) Drawing moisture from the surrounding atmosphere, the azarketi explorer creates a disc of hovering water that deflects incoming attacks. They gain a +1 circumstance bonus to AC until the start of their next turn.**Surface Skimmer** While the azarketi explorer is submerged just below the water's surface, they have cover from attacks made by creatures out of the water.

AZER**CREATURE 2**

LN MEDIUM ELEMENTAL FIRE HUMANOID

Perception +8; darkvision**Languages** Common, Ignan**Skills** Athletics +7, Crafting +10, Intimidation +4, Plane of Fire Lore +6**Str** +3, **Dex** +1, **Con** +4, **Int** +2, **Wis** +2, **Cha** +0**Items** light hammer (5), scale mail, warhammer**AC** 17; **Fort** +10, **Ref** +5, **Will** +8**HP** 45; **Immunities** fire; **Weaknesses** cold 5

Heat of the Forge (aura, fire) 10 feet. An azer's skin radiates heat like forge fire. A creature that starts their turn in the area must succeed at a DC 16 Fortitude save or become fatigued while they remain in the area. Creatures immune to environmental heat effects or with any fire resistance are immune.

Speed 20 feet**Melee** ✦ warhammer +9 (shove), **Damage** 1d8+3 bludgeoning plus 1d6 fire**Melee** ✦ light hammer +9 (agile), **Damage** 1d6+3 bludgeoning plus 1d6 fire**Ranged** ✦ light hammer +7 (agile, thrown 20 feet), **Damage** 1d6+3 bludgeoning plus 1d6 fire

Burning Touch (evocation, fire, primal) The azer's Strikes deal an extra 1d6 fire damage (included above). When the azer successfully performs a Grapple or Shove action, they also deal 1d6 fire damage to their target.

Scorch ✦✦ (evocation, fire, primal) The azer shrouds their light hammer in flames and hurls it forward, dealing 2d6 fire damage to each creature in a 20-foot line (DC 16 basic Reflex save).

BAUBLE BEAST**CREATURE 13**

UNCOMMON N LARGE BEAST EARTH

Perception +13; darkvision**Languages** Common, Dwarven, Terran, Undercommon**Skills** Athletics +14, Crafting +13 (+17 to Craft jewelry), Deception +14, Diplomacy +12, Jewelry Lore +18, Society +11, Stealth +14, Thievery +14**Str** +4, **Dex** +4, **Con** +3, **Int** +1, **Wis** +3, **Cha** +4**Items** artisan's tools**AC** 23; **Fort** +15, **Ref** +12, **Will** +15**HP** 100**Speed** 30 feet, climb 10 feet**Melee** ✦ jaws +16, **Damage** 1d8+7 piercing plus 1d6 persistent acid and philanthropic bile**Melee** ✦ leg +16 (agile), **Damage** 1d10+7 bludgeoning**Ranged** ✦ bile +16 (acid, range increment 30 feet), **Damage** 2d8 acid plus 1d6 persistent acid and philanthropic bile**Philanthropic Bile** Exposure to the bauble beast's magical stomach fluids enchants the mind. A creature critically hit by the beast's jaws or bile Strike is subject to a *charitable urge*^{APG} spell (DC 23).**Forge Jewelry** (arcane, enchantment, exploration) The jeweler beast creates imitation jewelry within its own digestive system. This takes about 4 hours. Determining the jewelry is fake works like detecting a forgery (*Core Rulebook* 251), using either Perception or Crafting instead of Perception or Society, with a DC of 25.

The process of creating fake jewelry also places an enchantment inside the item. Anyone who dons the imitation jewelry is targeted with a DC 24 suggestion spell with a duration of 1 hour on a failure or 24 hours on a critical failure. A creature that fails learns the location where the fake jewelry was created and is compelled to collect their valuable belongings and bring them to that location. Removing the imitation jewelry ends the spell immediately, but the wearer can't take it off voluntarily.

BAYKOK**CREATURE 9****CE** **MEDIUM** **UNDEAD****Perception** +19; darkvision**Languages** Common**Skills** Acrobatics +17, Athletics +19, Stealth +17**Str** +6, **Dex** +4, **Con** +5, **Int** +0, **Wis** +4, **Cha** +1**Items** +1 *striking greatclub*, +1 *longbow***Banished from the Ground** A baykok can't willingly touch earth or rock surfaces. If forced into contact with such a surface, it becomes enfeebled 2 for as long as it remains in contact.**AC** 27; **Fort** +20, **Ref** +19, **Will** +15**HP** 200, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** air 10, bludgeoning 10, earth 10**Frightful Presence** (aura, emotion, fear, mental) 120 feet, DC 25**Speed** 30 feet, fly 40 feet**Melee** ✦ *greatclub* +21 (backswing, magical, shove), **Damage** 2d10+9 bludgeoning**Ranged** ✦ *longbow* +21 (deadly d10, magical, volley 30 feet), **Damage** 1d8+6 piercing plus 1d8 mental and arrow of despair**Arrow of Despair** (emotion, enchantment, fear, incapacitation, mental, occult) A baykok creates an invisible arrow of bone as it draws its bow. A frightened creature hit by the arrow is stricken with loneliness and despair and must attempt a DC 26 Will save; if the Strike was a critical hit, the target uses the outcome one degree of success worse than the result of its save.**Critical Success** The creature is unaffected.**Success** The creature is slowed 1 for 1 round.**Failure** The creature's frightened value increases by 1 (to a maximum of 4), and it is slowed 1 until its frightened condition ends.**Critical Failure** As failure, but the creature is paralyzed until its frightened condition ends. At the start of each of its turns, it can end the paralyzed condition early with a successful DC 26 Will save.

(Continued on card 28)

(Baykok; continued from card 27)

Devour Life ◆ (curse, necromancy, occult) **Requirements** The baykok is adjacent to a paralyzed, restrained, or unconscious living humanoid; **Effect** The baykok touches the target and devours part of its life force. The target must succeed at a DC 26 Fortitude save or be afflicted with the baykok's wasting curse. If the target fails and wasn't already affected by the wasting curse, the baykok gains 20 temporary Hit Points that last for 1 hour.

Wasting Curse (curse, necromancy, occult) The baykok steals life from its victim and leaves listless dread in its place. If a target fails its save against Devour Life, it becomes drained 1. Each time the target gets a full night's rest, it must succeed at a DC 26 Fortitude save or its drained value increases rather than decreasing. The curse ends if the creature recovers from the drained condition, but if the creature would reach drained 5 from this effect, it dies.

BEHEADED, SEVERED HEAD

CREATURE -1

NE TINY MINDLESS UNDEAD

Perception +6; darkvision

Skills Acrobatics +6 (+8 to Maneuver in Flight)

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

AC 15; **Fort** +4, **Ref** +6, **Will** +4

HP 7, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 1

Speed 15 feet, fly 25 feet

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

Gnash ✦ **Requirements** The beheaded's previous action was a jaws Strike that dealt damage to its target; **Effect** The severed head makes a second jaws Strike as it violently shakes itself, trying to rip away a mouthful of flesh. On a success, the target takes an additional 1d4 slashing damage and 1 persistent bleed damage.

BEHEADED, FLAMING SKULL

CREATURE 2

NE TINY MINDLESS UNDEAD

Perception +9; darkvision

Skills Acrobatics +8 (+10 to Maneuver in Flight)

Languages Common, Necril

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

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

HP 30, negative healing; **Immunities** death effects, disease, fire, mental, paralyzed, poison, unconscious; **Weaknesses** positive 3




Fiery Explosion When destroyed, a flaming skull explodes in a blast of fire and bone that deals 1d6 piercing damage plus 1d6 fire damage to each adjacent creature (DC 18 basic Reflex save).

Speed 15 feet, fly 30 feet

Melee ✦ forehead +10 (finesse), **Damage** 1d6+3 bludgeoning plus 1d6 fire

Ranged ✦ spitfire +10 (agile, fire), **Damage** 1d12+2 fire

Flaming Shroud A flaming skull is shrouded in hideous flames. It deals 1d6 fire damage to any unattended item it touches and on a forehead Strike. On a critical hit with a Strike, the target catches fire, taking 1d4 persistent fire damage.

BETOBETO-SAN**CREATURE 12****UNCOMMON** **N** **MEDIUM** **INCORPOREAL** **SHADOW** **SPIRIT****Perception** +22; greater darkvision, fearsense (precise) 60 feet**Languages** Common, Shadowtongue**Skills** Deception +23, Intimidation +23, Stealth +27**Str** +4, **Dex** +7, **Con** +5, **Int** +4, **Wis** +4, **Cha** +5**Items** sandals**Fearsense** (divination, mental, occult) The betobeto-san is aware of all frightened creatures within the listed range.**AC** 33; **Fort** +19, **Ref** +25, **Will** +22**HP** 170; **Immunities** disease, paralyzed, poison, precision; **Resistances** all 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)**Ominous Footsteps** (auditory, aura, emotion, fear, illusion, mental, occult) 60 feet. The betobeto-san's footsteps seem to draw ever closer, yet the source remains difficult to pinpoint. Each creature that starts its turn within 60 feet of the betobeto-san must attempt a DC 29 Will save.**Critical Success** The creature is unaffected and is temporarily immune for 1 minute.**Success** The creature becomes frightened 1.**Failure** The creature becomes frightened 2.**Critical Failure** The creature becomes frightened 4.**Shadow Invisibility** Betobeto-san is invisible unless in an area of bright light.**Shadow Step**  (conjunction, occult, shadow, teleportation) **Trigger** A bright light source reveals the betobeto-san; **Requirements** The betobeto-san isn't already within an area of bright light; **Effect** The betobeto-san Steps briefly into the Shadow Plane and back, appearing up to 30 feet away.**Speed** 40 feet**Melee**  claw +25 (agile, finesse, magical), **Damage** 3d12+10 negative**Stepping Decoy**  (auditory, illusion, occult) **Effect** The betobeto-san Steps and creates two sound decoys within 15 feet that mimic the sounds of their footsteps. These decoys act independently on the betobeto-san's initiative with 2 actions apiece. They can only Sneak or Stride, and they have a Speed of 35 feet. Use the betobeto-san's Stealth DC (typically 37) against attempts to Seek or disbelieve a decoy. Each decoy lasts for 1 minute. Any decoys vanish if the betobeto-san uses this ability again.

BISON**CREATURE 4****N** **LARGE** **ANIMAL****Perception** +8; scent (imprecise) 60 feet**Skills** Athletics +14, Survival +10**Str** +6, **Dex** +3, **Con** +5, **Int** -5, **Wis** +2, **Cha** -1**AC** 20; **Fort** +13, **Ref** +11, **Will** +8**HP** 70**Cold Adaptation** The bison reduces the effects it suffers from cold environments by one step.**Speed** 30 feet**Melee** **◆** hoof +12, **Damage** 2d6+6 bludgeoning**Melee** **◆** horn +12, **Damage** 2d8+6 piercing plus Knockdown**Pointed Charge** **◆◆** The bison surges forward at its foe, horns lowered. It Strides twice. If the bison ends its movement within melee range of an enemy, it makes a horn Strike against that enemy. This Strike gains the fatal d12 trait.**Rolling Thunder** **◆◆◆** The bison kicks up dust and shakes the ground as it charges. The stampeding bison Strides up to twice its Speed in a straight line, dealing 4d6+6 bludgeoning damage (DC 21 basic Reflex save) to any Medium or smaller creature in its path.

Multiple bison can participate in Rolling Thunder by spending this ability's actions and waiting to charge until the herd is ready. Before the beginning of their next turn, they can then charge as a reaction triggered by an adjacent bison beginning its Rolling Thunder charge. All bison in the combined charge must charge in parallel lines, so the areas can't overlap. The combined charge deals an additional 3d6 bludgeoning damage to creatures in the area, and a creature that fails the Reflex saving throw is also knocked prone.

BLOOD PAINTER**CREATURE 9****NE** **LARGE** **ABERRATION****Perception** +19; bloodsense (imprecise) 60 feet, darkvision**Languages** Aklo, Common**Skills** Art Lore +21, Athletics +20, Craft +17 (+21 for paintings), Medicine +19, Stealth +17**Str** +5, **Dex** +4, **Con** +3, **Int** +6, **Wis** +4, **Cha** +3**Bloodsense** A blood painter can detect exposed blood as an imprecise sense at the listed range, including from creatures taking persistent bleed damage.**AC** 27; **Fort** +16, **Ref** +19, **Will** +17**HP** 155**Easily Fascinated** When subject to a visual, incapacitation illusion, the painter doesn't adjust the degree of success on their save due to the incapacitation trait.**Speed** 30 feet, climb 15 feet**Melee** **◆** claw +20 (agile, reach 10 feet), **Damage** 3d8+8 slashing plus 1d8 persistent bleed**Dab** **◆** (enchantment, manipulate, mental, occult) **Requirements** The blood painter is within reach of an enemy taking persistent bleed damage; **Effect** The painter touches the creature and applies blood to one of their four claws; the blood remains fresh for 1 minute. The target must succeed at a DC 28 Will save or become fascinated with the blood painter.**Paint** **◆** (concentrate, illusion, manipulate, occult) **Requirements** The blood painter has Dabbed fresh blood on a claw; **Effect** The painter expends the blood on a claw to paint a illusion with the effects of one of the following spells: *illusory creature*, *illusory disguise*, *illusory object*, or *mirror image*. Paint gains the traits of the spell it's reproducing, and the painter can Sustain a Spell on these effects. They use a spell attack modifier of +20 and DC 28 for these effects, which are heightened to 5th level. If they have blood applied to two or more claws, the painter can expend all their blood to instead produce the effects of *cloak of colors* or *vibrant pattern*.

Any effects from Paint have a +2 status bonus to attack rolls, damage rolls, saving throws, skill checks, and AC against the creature whose blood was used to Paint and that creature takes a -2 status penalty to Perception checks and saves against it.

BONE SHIP**CREATURE 18****RARE****CE****GARGANTUAN****UNDEAD****Perception** +32; darkvision**Languages** Common, Necril (can't speak any language)**Skills** Athletics +33, Intimidation +31, Sailing Lore +37**Str** +9, **Dex** +5, **Con** +9, **Int** +1, **Wis** +6, **Cha** +5

Skeleton Crew (divine, evil, necromancy) The bone ship is compelled not by a single mind, but by the collective consciousness of dead sailors' souls. The ship is immune to mental effects that target only a specific number of creatures. It's still subject to mental effects that affect all creatures in an area. Any creature that tries to communicate with the ship via telepathy or read its thoughts hears the dying screams and gasps of the crew, and is targeted with a 9th-level *warp mind* spell (DC 41).

The ship animates skeletal crew members out of its own bones, arming them with rusty old cutlasses or other armaments so they can attack anyone who comes next to the ship. These entities have appearances matching those the bound souls had in life but aren't truly individuals; anything that targets them in fact targets the bone ship they're a part of.

Hundreds of black soul gems decorate the ship's exterior, each holding one soul. These gems can hold souls of creatures whose level was 16th or lower, and they have no value. If the ship is destroyed, all these gems shatter, freeing the souls within.

Trawl for Bones (downtime) The bone ship spends 1 day scavenging bones from the sea and restores itself to full Hit Points.

AC 42, all-around vision; **Fort** +33, **Ref** +27, **Will** +30**HP** 415; **Immunities** death effects, disease, paralyzed, poison, skeleton crew, unconscious; **Resistances** cold 10, electricity 10, fire 10, piercing 10, slashing 10

(Continued on card 35)

(Bone ship; continued from card 34)

Blood Wake (aura, divine, enchantment, fear, mental) 30 feet. The churning water around the bone ship tinges red with seeping blood. A living creature that enters water in the aura sees visions of itself drowning in the blood and must attempt a DC 37 Will save. After attempting this saving throw, the creature is temporarily immune for 1 hour. On a failure, the creature becomes frightened 2 (frightened 4 on a critical failure) and stunned 1, and it takes a -4 status penalty to Athletics checks to Swim.

Speed swim 40 feet

Melee ♦ hull +35 (reach 20 feet), **Damage** 3d10+17 bludgeoning plus 2d10 negative

Melee ♦ skeleton crew +35 (agile), **Damage** 3d6+17 slashing plus 2d10 negative

Ranged ♦ bone cannon +35 (brutal, divine, negative, range increment 100 feet), **Damage** 2d12+12 bludgeoning damage plus 2d10 negative

Cannonade ♦♦ The bone ship makes four bone cannon Strikes, each targeting a different creature.

Chain Shot ♦ The bone ship makes a special bone cannon Strike, firing a chain made of bones. A creature hit by this Strike is grabbed by the chain (Escape DC 41). The bone ship can use Interact actions to reel in a grabbed creature 50 feet per action spent, and when the ship moves, it pulls the grabbed creature along with it.

Crew's Call ♦♦ (divine) The crew let out an anguished cry in unison. This is a *wail of the banshee* spell with 100-foot emanation (DC 39). In addition, any creature within 5 feet of the ship is grabbed by the crew. The ship can't use Crew's Call again for 1d4+1 rounds.

Keelhaul ♦♦♦ As Trample (Huge or smaller, hull, DC 43), but the bone ship Swims up to double its swim Speed instead of Striding, and each creature that fails its save is also dragged under the ship. The GM places each creature dragged along in an underwater space adjacent to the bone ship at the end of the ship's movement.

Pressgang Soul ♦ (divine) The bone ship casts *bind soul*. The target must have died due to the bone ship's assault or from drowning. The creature's soul becomes part of the ghostly crew. A new soul gem grows on the ship, and the bone ship is quickened for 1 minute. It can use the extra action only to Strike or Swim.

BORE WORM SWARM

CREATURE 5

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

Perception +12; tremorsense (imprecise) 60 feet

Skills Acrobatics +10, Stealth +12

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

AC 20; **Fort** +15, **Ref** +12, **Will** +8

HP 60; **Immunities** acid, precision, swarm mind; **Weaknesses** area damage 4, splash damage 4, water 8; **Resistances** bludgeoning 4, piercing 8, slashing 8

Speed 15 feet, burrow 30 feet

Swarming Bites ➤ Each enemy in the swarm's space takes 3d6 acid damage (DC 22 basic Reflex save). Creatures that fail this save become sickened 1 from the swarm's painful bites.

EMPRESS BORE WORM

CREATURE 7

N **HUGE** **ANIMAL**

Perception +13; tremorsense (imprecise) 60 feet

Skills Athletics +17, Stealth +14

Str +6, **Dex** +3, **Con** +5, **Int** -5, **Wis** +2, **Cha** -4

AC 23; **Fort** +18, **Ref** +14, **Will** +11

HP 140; **Immunities** acid; **Weaknesses** water 10

Viviparous Birth When killed, an empress bore worm violently expels the young it carries. These young erupt as a bore worm swarm in the empress bore worm's space. In addition, every creature within 20 feet takes 5d10 acid damage (DC 25 basic Reflex save) from the splatter of caustic viscera.

Speed 25 feet, burrow 40 feet

Melee **◆** bite +17 (reach 15 feet), **Damage** 2d6+9 piercing plus 1d6 acid and painful bite

Borer An empress bore worm can leave a tunnel behind itself when it burrows, and it usually does.

Corrosive Wake **◆** The empress bore worm Strides, leaving behind dribbles of acid in every square that it passes through. A creature that enters or begins its turn in such a square takes 3d6 acid damage (DC 22 basic Fortitude save). The acid becomes inert after 1 minute.

Painful Bite The bite of an empress bore worm causes excruciating pain. The target must succeed at a DC 25 Fortitude save or become sickened 1 from the pain (sickened 2 on a critical failure).

BRAINCHILD

CREATURE 11

RARE	CE	LARGE	ILLUSION	MENTAL
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Perception +18; darkvision**Languages** telepathy 100 feet, universal language**Skills** Deception +22, Intimidation +24, Performance +22, Society +21, Stealth +20**Str** +4, **Dex** +5, **Con** +4, **Int** +2, **Wis** +3, **Cha** +7**Universal Language** Anything spoken by the brainchild is perceived by the listener in its native language.**Urban Legend** A brainchild is sustained only by the reputation that precedes them. Mindless creatures are immune to a brainchild and can't perceive them. The brainchild's size, features, and items, as well as the appearance of their attacks, match what the foes perceiving them expect. If foes expect to see different things, the brainchild chooses which to manifest. If any creature that can perceive the brainchild believes the brainchild has one of the abilities below, the brainchild has that ability. A creature can Seek or Sense Motive (against the brainchild's Deception DC) to attempt to disbelieve an individual ability. If at any point no creature perceiving the brainchild believes in the ability, the brainchild loses that ability immediately. If foes expect different particulars, such as one believing the brainchild is immune to fire and another believing they're immune to divinations, the brainchild chooses one to have.

- **Tremorsense** (imprecise) 100 feet
- **Immunity** to one damage type, magic school, or condition
- **Weakness** 10 to one damage type other than mental
- **Resistance** 10 to physical damage, with an exception for either cold iron or silver
- **Frightful Presence** (aura, emotion, fear, mental) 100 feet, DC 28
- **1d6 Extra Damage** on Strikes, of a type one foe believes in
- **Additional Spells** *phantom pain* and *shadow blast* at 6th level

AC 30; **Fort** +21, **Ref** +22, **Will** +18**HP** 200; **Immunities** death effects, detection, diseased, doomed, necromancy, scrying; **Weaknesses** mental 10

(Continued on card 39)

(Brainchild; continued from card 38)

Persistence of Memory (illusion, mental, occult) When a brainchild is destroyed, it returns if anyone still fully believes it exists, re-forming within 100 feet of any believer after 2d4 days.

Speed 30 feet, fly 30 feet

Melee ♦ illusory weapon +24 (illusion, mental, occult), **Damage** 4d6+10 mental plus urban legend

Ranged ♦ illusory weapon +24 (illusion, mental, occult, range 100 feet), **Damage** 4d6+6 mental plus urban legend

Occult Innate Spells DC 30; **5th** *phantasmal killer* (×3, image resembles the brainchild); **4th** *dimension door* (×2); **Cantrips (6th)** *ghost sound, message*

BUSO FARMER**CREATURE 3****NE** **MEDIUM** **HUMANOID****Perception** +8; low-light vision**Languages** Goblin, Sylvan**Skills** Arcana +8, Athletics +9, Cooking Lore +10, Farming Lore +10, Nature +8**Str** +4, **Dex** +1, **Con** +2, **Int** +3, **Wis** +1, **Cha** -1**Items** javelin (4), kukri, studded leather**AC** 18; **Fort** +9, **Ref** +6, **Will** +8**HP** 48**Speed** 25 feet**Melee** **◆** kukri +11 (agile, trip), **Damage** 1d6+6 slashing**Ranged** **◆** javelin +8 (thrown 30 feet), **Damage** 1d6+6 piercing**Resize Plant** **◆◆** (arcane, plant, polymorph, transmutation) **Frequency** twice per day; **Requirements** The buso touches a Small, Medium, or Large plant; **Effect** The plant grows or shrinks by one size, remaining that size for the next 5 minutes. If used on a plant creature, this effect has the effects of *enlarge* or *shrink* (buso's choice). Unwilling plant creatures can attempt a DC 18 Fortitude saving throw to resist this effect.

CALIGNI VANGUARD**CREATURE 5****RARE** **LE** **MEDIUM** **CALIGNI** **HUMANOID****Perception** +13; echolocation 60 feet, no vision**Languages** Caligni, Undercommon**Skills** Athletics +14, Stealth +8**Str** +5, **Dex** -1, **Con** +3, **Int** +1, **Wis** +4, **Cha** +1**Items** composite longbow (40 arrows), full plate (see death blaze), greatsword**Echolocation** A caligni vanguard can use their hearing as a precise sense at the listed range.**AC** 24 **Fort** +14, **Ref** +8, **Will** +11**HP** 50; **Immunities** visual; **Weaknesses** sonic 5; **Resistances** slashing 5**Attack of Opportunity** ↻**Death Blaze** When the vanguard dies, their body combusts in a blaze of fire and armor shrapnel. All creatures within a 10-foot emanation take 3d6 fire damage and 3d6 piercing damage (DC 19 basic Reflex save). The vanguard's armor is destroyed in the blaze, but their other gear is unaffected and left in a pile where they died.**Speed** 25 feet**Melee** ✦ greatsword +16 (versatile P), **Damage** 1d12+8 slashing**Ranged** ✦ composite longbow +10 (deadly d10, range increment 100 feet, volley), **Damage** 1d8+5 piercing**Call to Arms** ✦ (auditory, mental) Each caligni within 30 feet of the vanguard gains the Attack of Opportunity reaction until the end of the vanguard's next turn. Once a caligni has used this Attack of Opportunity, that caligni is temporarily immune to the same vanguard's Call to Arms for 10 minutes.**Shadowed Blade** ✦✦ (darkness) The vanguard makes a melee Strike, channeling shadowy essence into their weapon or unarmed attack to envelop the target. If the Strike hits, the target must succeed at a DC 19 Fortitude save or become blinded until the end of its next turn.

CALIGNI CALLER

CREATURE 6

UNCOMMON CE MEDIUM CALIGNI HUMANOID

Perception +11; greater darkvision

Languages Caligni, Undercommon

Skills Arcana +9, Intimidation +14, Occultism +13, Stealth +15

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

Items dagger

AC 24; **Fort** +9, **Ref** +15, **Will** +11

HP 70; **Weaknesses** light blindness

Death Umbra (darkness) When the caller dies, an explosion of shadow devours their body. Each creature in a 10-foot emanation must attempt a DC 22 Fortitude save.

Critical Success The creature is unaffected.

Success The creature is enfeebled 1 for 1 minute.

Failure The creature is enfeebled 2 and slowed 1 for 1 minute.

Speed 25 feet

Melee ◆ dagger +15 (agile, finesse, versatile S), **Damage** 1d4+4 piercing plus 1d6 negative

Occult Innate Spells DC 24, attack +16; **5th** *shadow walk*; **4th** *darkness*; **3rd** *chilling darkness* (×2), *grim tendrils* (×3); **2nd** *darkness* (at will);

Cantrips (3rd) *chill touch*, *detect magic*

Rituals DC 24; *owb pact* (*Bestiary* 3 41)

Sneak Attack The caller deals an additional 2d6 precision damage to flat-footed creatures.

CALIKANG

CREATURE 12

UNCOMMON LN LARGE HUMANOID

Perception +22; darkvision, true seeing**Languages** Common, Jotun**Skills** Athletics +25, Intimidation +24**Str** +7, **Dex** +4, **Con** +5, **Int** -2, **Wis** +2, **Cha** +4**Items** +1 striking longsword (2)

Suspended Animation (concentrate) By concentrating for 5 minutes, the calikang can enter a suspended state, freezing in place but remaining aware of their surroundings. They gain a +4 status bonus to Fortitude saves; doesn't age; and are immune to disease, inhaled toxins, poison, starvation, and thirst. They can exit suspended animation as a free action. If they exit this state to attack, the calikang gains a +2 circumstance bonus to their initiative roll.

AC 31; **Fort** +23, **Ref** +22, **Will** +20; +1 status to all saves vs. magic**HP** 235; **Immunities** electricity

Energy Conversion (abjuration, arcane) When the calikang is hit by an electricity spell's attack roll or rolls a successful save against a spell that deals electricity damage, they absorb the energy. This heals them for HP equal to quadruple the spell's level and recharges their Breath Weapon. A calikang can't absorb their own spells this way.

Speed 35 feet**Melee** ✦ longsword +28 (magical, reach 10 feet, versatile P), **Damage** 2d8+15 slashing**Melee** ✦ fist +25 (agile, nonlethal, reach 10 feet), **Damage** 3d8+13 bludgeoning**Arcane Innate Spells** DC 28; **6th** chain lightning; **1st** magic weapon (at will); **Constant** true seeing

(Continued on card 44)

(Calikang; continued from card 43)

Breath Weapon ◆◆ (acid, arcane, cold, electricity, evocation, fire, sonic)

Frequency once per day; **Effect** The calikang breathes a blast of energy that deals 13d6 energy damage to creatures in a 60-foot line (DC 28 basic Reflex save). The calikang can choose the damage type each time: acid, cold, electricity, fire, or sonic. Increase the die size to d8 if the calikang chooses electricity.

Sixfold Flurry ◆◆ The calikang makes up to two longsword Strikes and up to four fist Strikes. Each Strike must be against a different target. These attacks count toward the calikang's multiple attack penalty, which doesn't increase until after all the attacks are complete. For 1 round, the calikang gains a circumstance bonus to their AC equal to the number of Strikes they choose not to take, to a maximum of +4 for taking only two Strikes.

CAMEL**CREATURE 1****N** **LARGE** **ANIMAL****Perception** +4; low-light vision, scent (imprecise) 30 feet**Skills** Acrobatics +6, Athletics +7, Survival +6**Str** +4, **Dex** +3, **Con** +4, **Int** -4, **Wis** +1, **Cha** -1**Desert-Adapted** A camel is well-adapted to heat and deserts. If allowed to drink and eat its fill, (roughly 40 gallons), it can Subsist for 2 weeks without needing to attempt Survival checks, and it treats environmental heat as if it was one step less severe.**AC** 15; **Fort** +9, **Ref** +8, **Will** +4**HP** 20**Speed** 35 feet**Melee** **◆** jaws +7, **Damage** 1d6+4 piercing**Ranged** **◆** spit +6, **Effect** camel spit**Camel Spit** To drive away enemies, the camel spits the partially digested contents of its stomach at a creature within 10 feet. On a hit, the target is dazzled for 1 round and must succeed at a DC 17 Fortitude save or become sickened 1. The camel can't use its camel spit Strike again for 1d4 rounds.**Sand Stride** **◆◆** The camel Strides twice. It has a +5-foot circumstance bonus to its Speed during these Strides, ignoring difficult terrain caused by rubble, sand, and uneven ground made of earth and stone.

HELLKNIGHT CAVALRY BRIGADE

CREATURE 6

LN GARGANTUAN ANIMAL HUMAN HUMANOID TROOP

Perception +16**Languages** Common, Infernal**Skills** Acrobatics +13, Athletics +18, Hell Lore +12, Intimidation +17, Religion +12, Society +12**Str** +6, **Dex** +1, **Con** +4, **Int** +2, **Wis** +2, **Cha** +3**AC** 27; **Fort** +18, **Ref** +13, **Will** +16**HP** 135 (16 squares); **Thresholds** 90 (12 squares), 45 (8 squares); **Weaknesses** area damage 10, splash damage 5; **Resistances** mental 5, slashing 5**Troop Defenses****Speed** 40 feet; troop movement**Arrow Volley** ◆◆ The Hellknights ready their longbows, then launch a ranged volley. This volley is a 10-foot burst within 100 feet that deals 4d8 piercing damage (DC 23 basic Reflex save). When the troop is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.**Form Up** ◆**Lance Charge** ◆◆◆ The brigade Forms Up, then Strides twice with a +10-foot circumstance bonus to its Speed. If it moves at least 10 feet, the brigade deals 3d8+13 piercing damage (DC 26 basic Reflex save) to each enemy within 10 feet of the brigade at the end of its movement.**Mounted Troop** Effects that target only animals or only humanoids may not work on the cavalry brigade, subject to the GM's discretion.**Swing from the Saddle** ◆ to ◆◆◆ **Frequency** once per round; **Effect** The brigade engages in a coordinated melee attack against each enemy within 10 feet (DC 23 basic Reflex save). The damage depends on the number of actions: ◆ 2d6 slashing damage; ◆◆ 2d6+10 slashing damage; ◆◆◆ 3d6+13 slashing damage**Trailblazing Stride** While moving on land, the Hellknight cavalry brigade ignores the effects of non-magical difficult terrain.**Troop Movement** Whenever the brigade Strides, the brigade first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves. This works just like a Gargantuan creature moving; for instance, if any square of the brigade enters difficult terrain, the extra movement cost applies to the whole brigade.

CECAELIA TRAPPER**CREATURE 5****CN** **MEDIUM** **AMPHIBIOUS** **HUMANOID****Perception** +11; darkvision, wavesense (imprecise) 10 feet**Languages** Aquan, Common**Skills** Acrobatics +13, Athletics +11 (+13 to Grapple), Stealth +13, Survival +9**Str** +4, **Dex** +4, **Con** +3, **Int** -1, **Wis** +2, **Cha** +0**Items** longspear, net (2)**AC** 24; **Fort** +10, **Ref** +15, **Will** +11**HP** 53**Speed** 20 feet, swim 35 feet**Melee** **◆** longspear +15 (magical, reach 10 feet), **Damage** 2d8+7 piercing**Melee** **◆** tentacle +15 (agile, reach 10 feet), **Damage** 2d4+7 bludgeoning plus Grab**Cecaelia Jet** **◆◆** (move) The cecaelia moves up to 140 feet in a straight line through the water.**Hurl Net** **◆** **Requirements** The cecaelia is holding a net in two appendages; **Effect** The cecaelia hurls their net, attempting to hamper a foe. The cecaelia makes a ranged Strike (with a +15 modifier) against a Medium or smaller creature within 20 feet. On a hit, the target is flat-footed and takes a -10-foot circumstance penalty to its Speeds. On a critical hit, the creature is instead restrained. The DC to Escape the net is 16. A creature adjacent to the target can Interact with the net to remove it from the target.**Ink Cloud** **◆** The cecaelia emits a cloud of black ink in a 10-foot emanation. This ink cloud has no effect outside of water. Creatures inside the cloud are undetected by creatures using sight or smell, and they can't see or smell while inside the cloud. The cloud dissipates after 1 minute. The cecaelia can't use Ink Cloud again for 2d6 rounds.

CHYZAEDU

CREATURE 10

RARE

CE

GARGANTUAN

ABERRATION

Perception +21; darkvision, tremorsense (imprecise) 60 feet

Languages Abyssal, Aklo, Common, Draconic, Protean, Undercommon; telepathy 100 feet

Skills Athletics +21, Diplomacy +17, Intimidation +19, Occultism +22, Religion +21, Survival +19

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

AC 30 (27 without alien vestment); **Fort** +18, **Ref** +15, **Will** +23; +1 status to all saves vs. magic

HP 135; **Resistances** acid 10, mental 10, physical 10

Alien Vestment The chyzaedu wears an eerie, alien layer of shimmering violet mucus that slithers and crawls over its flesh, but is hard as iron to the touch. If a chyzaedu takes bludgeoning damage from a critical hit, its alien vestment is shattered—this reduces its AC to 27 and causes it to lose its resistance to mental and physical damage; it can grow a new alien vestment by concentrating for 1 hour.

(Continued on card 49)

(Chyzaedu; continued from card 48)

Ecstatic Hunger (aura, emotion, enchantment, incapacitation, mental, occult) 30 feet. A chyzaedu gains sustenance by feeding upon the metabolisms of organic victims. A living creature that ends its turn in the aura must attempt a Will save.

Critical Success The creature is unaffected and is temporarily immune for 24 hours.

Success The creature suffers a painful hunger pang, becoming flat-footed for 1 round.

Failure If possible, the creature spends its first 2 actions on its next turn eating or drinking (or spending actions to procure food or drink from its possessions or the surroundings, if necessary). The creature won't consume anything dangerous, but will eat things it normally has no appetite for.

Critical Failure As failure, but the creature will eat or drink dangerous consumables, such as poison or rotten food, if other food or drink are not immediately available. The creature must spend its first 2 actions each round consuming for as long as it remains in the chyzaedu's aura plus 1 minute thereafter, but the creature can attempt a new saving throw at the end of its turn each round to end the effect early.

Speed 25 feet, burrow 20 feet, climb 20 feet

Melee ✦ jaws +21; **Damage** 2d12+9 piercing plus Grab

Melee ✦ claw +21 (agile); **Damage** 2d8+9 slashing

Divine Prepared Spells DC 29, attack +21; **5th** *command*, *harm* (×4), *sending*; **4th** *air walk*, *dimensional anchor*, *heal*; **3rd** *blindness*, *chilling darkness*, *heal*; **2nd** *enhance victuals*, *ghoulish cravings*, *silence*; **1st** *command*, *fear*, *sanctuary*; **Cantrips (5th)** *daze*, *divine lance*, *message*, *read aura*, *sigil*

Swallow Whole ✦ Medium, 3d8+7 bludgeoning, Rupture 26










CITY GUARD SQUADRON

CREATURE 5

LN 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 against their quarry.

AC 22; **Fort** +14, **Ref** +9, **Will** +11**HP** 75 (16 squares); **Thresholds** 50 (12 squares), 25 (8 squares);**Weaknesses** area damage 10, splash damage 5**Troop Defenses****Speed** 25 feet; troop movement**Fire 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 3d8 piercing damage (DC 19 basic Reflex save). When the city guards are reduced to 8 or fewer squares, this area decreases to a 5-foot burst.**Form Up** **Lower Halberds!**  to   **Frequency** once per round; **Effect** The city guards engage in a coordinated melee attack against each enemy within 10 feet, 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.**Troop Movement** Whenever the city guards Stride, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the guards enters difficult terrain, the extra movement cost applies to all the guards.**Urban Chasers** City guards ignore difficult terrain (but not greater difficult terrain) caused by crowds or from movement through narrow spaces such as alleyways.

CLOCKWORK SPY**CREATURE -1****UNCOMMON** **N** **TINY** **CLOCKWORK** **CONSTRUCT** **MINDLESS****Perception** +8; low-light vision**Skills** Acrobatics +5**Str** -1, **Dex** +3, **Con** +0, **Int** -5, **Wis** +2, **Cha** +0

Record Audio **◆** The clockwork spy records all sounds within 25 feet onto a small gemstone worth 1 gp embedded in its body. The clockwork spy can record up to 1 hour of sound on a single gemstone. Once it begins recording, it can't cease recording early, nor can it record onto a gemstone that already contains a recording. Some clockwork spies contain multiple gemstones to allow for a series of recordings. Since clockwork spies are not intelligent, they must be given simple commands regarding when to start recording sounds. A clockwork spy can differentiate between different kinds of creatures but not between specific individuals.

The spy can start or stop playback of recorded sound by spending a single action. Removing a gemstone from or installing a gemstone into a clockwork spy requires a successful DC 14 Thievery check to Disable a Device; on a failure, the gemstone is undamaged, but any recorded sounds are erased and the gemstone still can't be used to make another recording.

Wind-Up 24 hours, DC 14, standby**AC** 17; **Fort** +2, **Ref** +7, **Will** +4

HP 8; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** electricity 2, orichalcum 2

Self-Destruct **↻** A clockwork spy must use this reaction unless specifically programmed otherwise; **Trigger** The clockwork spy is reduced to 0 Hit Points; **Effect** The spy thrashes around and ticks loudly. At the beginning of what would be its next turn, it explodes, dealing 1d10 piercing damage in a 5-foot radius (DC 16 basic Reflex save). Its gemstone is destroyed, along with any information contained inside it. An adjacent creature can cancel the self-destruct sequence by succeeding at a DC 16 Thievery check to Disable a Device.

Speed 25 feet, fly 25 feet**Melee** **◆** spherical body +7 (finesse), **Damage** 1d6-1 bludgeoning

CLOCKWORK SOLDIER**CREATURE 6**

UNCOMMON

N

MEDIUM

CLOCKWORK

CONSTRUCT

MINDLESS

Perception +16; darkvision**Skills** Athletics +15 (+17 to Disarm, Grapple, or avoid being Disarmed)**Str** +6, **Dex** +2, **Con** +4, **Int** -5, **Wis** +4, **Cha** -5**Items** +1 halberd**Wind-Up** 24 hours, DC 22, standby**AC** 24; **Fort** +16, **Ref** +14, **Will** +12**HP** 80; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious; **Weaknesses** electricity 5, orichalcum 5;**Resistances** physical 5 (except adamantine or orichalcum)**Attack of Opportunity** ↻**Speed** 25 feet**Melee** ✦ *halberd* +18 (magical, reach 10 feet, versatile S), **Damage** 1d10+9 piercing**Melee** ✦ *fist* +16 (agile, unarmed), **Damage** 1d8+9 bludgeoning plus Grab**Activate Defenses** ✦ One of the soldier's external plates extends on a mechanical actuator to defend the soldier or an adjacent creature of the soldier's choice. The creature gains a +2 circumstance bonus to AC until the start of the soldier's next turn, or until it is no longer adjacent to the soldier, whichever comes first. The soldier can have no more than one plate extended at a time.

CLOCKWORK MAGE

CREATURE 13

UNCOMMON N MEDIUM CLOCKWORK CONSTRUCT MINDLESS

Perception +17; darkvision**Skills** Acrobatics +17**Str** +2, **Dex** +6, **Con** +4, **Int** -5, **Wis** +2, **Cha** -5**Items** *clockwork wand***Wind-Up** 24 hours, DC 26, standby**AC** 27; **Fort** +17, **Ref** +19, **Will** +17**HP** 115; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious; **Weaknesses** electricity 10, orichalcum 10; **Resistances** physical 5 (except adamantine or orichalcum)**Clockwork Wand** The clockwork mage uses a mechanical wand as a focus to channel magical energy. This wand is built into the clockwork mage's chest, with only the crystal at the end exposed. The mage can Interact to the remove the wand, or someone else can remove it with a DC 31 Thievery check to Disable a Device. The clockwork mage becomes unable to cast any spells except cantrips while the wand is removed.

When removed, the *clockwork wand* is a *magic wand* containing the last 2nd-level innate spell the clockwork mage cast (the GM determines the spell randomly if it has not cast any eligible spells). The spells are placed within the wand while the mage is created, and the creator can substitute other arcane spells of the appropriate level.

Speed 25 feet**Melee** ✦ fist +19 (agile, finesse), **Damage** 2d10+6 bludgeoning**Arcane Innate Spells** DC 28, attack +20; **5th** *black tentacles, cone of cold*; **4th** *blink, fly, wall of fire*; **3rd** *haste, invisibility, stinking cloud*; **2nd** *glitterdust, obscuring mist, web*; **1st** *feather fall, floating disk, grease*; **Cantrips (5th)** *daze, detect magic, ray of frost, shield, tanglefoot***Energize Clockwork Wand** ✦ (concentrate) **Frequency** once per 10 minutes; **Effect** The clockwork mage regains a spell it has already cast that day. It must spend 1 hour of its operational time, or 2 hours if the spell is 3rd level or higher.

CLOCKWORK DRAGON

CREATURE 16

RARE












N

HUGE

CLOCKWORK

CONSTRUCT

MINDLESS

Perception +28; darkvision**Skills** Acrobatics +29, Athletics +33**Str** +9, **Dex** +5, **Con** +5, **Int** -5, **Wis** +4, **Cha** -5**Wind-Up** 1 week, DC 35, standby**AC** 39; **Fort** +30, **Ref** +28, **Will** +25**HP** 265; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** electricity 15, orichalcum 15; **Resistances** physical 15 (except adamantine or orichalcum)**Self-Destruct**  A clockwork dragon must use this reaction unless specifically programmed otherwise; **Trigger** The dragon is reduced to 0 Hit Points; **Effect** The dragon screeches to a stop and ticks loudly. At the beginning of what would be its next turn, it explodes, dealing 12d10 piercing damage in a 40-foot emanation (DC 37 basic Reflex save). An adjacent creature can cancel the self-destruct sequence by succeeding at a DC 37 Thievery check to Disable a Device.**Speed** 40 feet, fly 120 feet**Melee**  adamantine jaws +33 (reach 15 feet), **Damage** 3d12+17 piercing**Melee**  adamantine claw +33 (agile, reach 10 feet), **Damage** 3d8+17 slashing**Melee**  tail +31 (reach 20 feet), **Damage** 3d12+15 bludgeoning**Melee**  wing +31 (agile, reach 15 feet), **Damage** 2d10+15 piercing**Breath Weapon**  (arcane, evocation, fire) **Effect** The clockwork dragon sprays flaming oil that deals 16d6 fire damage in a 40-foot cone (DC 37 basic Reflex save). Creatures that fail their saves take 2d6 persistent fire damage. The dragon can't use Breath Weapon again for 2 rounds.**Draconic Frenzy**  The clockwork dragon makes two claw Strikes and one wing Strike in any order.**Spearing Tail**  The clockwork dragon makes a tail Strike against each creature in a 20-foot line, rolling the attack roll once and applying the result to each target. Any creature hit takes 4d6 persistent bleed damage (doubled on a critical hit). This counts as two attacks for the dragon's multiple attack penalty.

COBBLE MITE, COBBLESWARM

CREATURE 2

N **LARGE** **ABERRATION** **EARTH** **SWARM**

Perception +9; no vision, tremorsense (precise) 40 feet

Skills Athletics +8, Stealth +10

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

Clutching Cobbles The cobbleswarm's space is difficult terrain.

Tremorsense A cobbleswarm's tremorsense is a precise sense out to 40 feet and an imprecise sense out to 80 feet. A cobbleswarm can't sense anything beyond the range of its tremorsense.

AC 16; **Fort** +8, **Ref** +10, **Will** +7

HP 20; **Immunities** precision, swarm mind, visual; **Weaknesses** area damage 3, splash damage 3; **Resistances** piercing 5, slashing 5

Speed 20 feet, burrow 10 feet

Grasping Bites ◆◆ (attack) The cobbleswarm attempts an Athletics check and compares the result to the Fortitude DC of each creature in its space. This counts as two attacks for the cobbleswarm's multiple attack penalty.

Critical Success The creature falls prone, takes 1d6 bludgeoning damage, and is grabbed by the cobbleswarm until the end of the cobbleswarm's next turn.

Success The creature falls prone.

Pummeling Assault ◆◆ Each foe in the cobbleswarm's space takes 2d4 bludgeoning damage (DC 17 basic Reflex save).

COBBLE MITE, STURZSTROMER

CREATURE 19

UNCOMMON N HUGE ABERRATION EARTH SWARM

Perception +33; no vision, tremorsense (precise) 120 feet**Languages** Terran**Skills** Athletics +37, Stealth +35**Str** +8, **Dex** +10, **Con** +8, **Int** -1, **Wis** +6, **Cha** +2**Clutching Stones** The sturzstromer's space is greater difficult terrain.**Tremorsense** A sturzstromer's tremorsense is a precise sense out to 120 feet and an imprecise sense out to 240 feet. A sturzstromer can't sense anything beyond the range of its tremorsense.**AC** 41; **Fort** +33, **Ref** +35, **Will** +29**HP** 280; **Immunities** precision, swarm mind, visual; **Weaknesses** area damage 12, splash damage 12; **Resistances** piercing 20, slashing 20**Speed** 50 feet, burrow 20 feet**Primal Innate Spells** DC 41; **10th** *earthquake*; **8th** *earthbind* (at will), *earthquake* (×3), *stone tell***Grasping Bites** ♦♦ (attack) The sturzstromer attempts an Athletics check and compares the result to the Fortitude DC of each creature in its space. This counts as two attacks for the sturzstromer's multiple attack penalty.**Critical Success** The creature is restrained.**Success** The creature is grabbed.**Landslide** ♦ **Requirements** The sturzstromer's most recent action was to cast *earthquake*; **Effect** The sturzstromer closes a fissure it made, choosing one creature that fell in. That creature must succeed at a DC 41 Reflex save or be buried as in an avalanche (*Core Rulebook* 518).**Pummeling Assault** ♦ Each foe in the sturzstromer's space takes 4d10 bludgeoning damage (DC 41 basic Reflex save).

CONSONITE CHOIR**CREATURE 13****UNCOMMON****N****GARGANTUAN****EARTH****ELEMENTAL****SWARM****Perception** +23; darkvision, echolocation (precise) 120 feet**Languages** Terran**Skills** Acrobatics +24, Performance +27**Str** +0, **Dex** +5, **Con** +8, **Int** -2, **Wis** +2, **Cha** +6**Echolocation** The consonite choir can use hearing as a precise sense at the listed range.**AC** 32; **Fort** +27, **Ref** +22, **Will** +21**HP** 200; **Immunities** precision, swarm mind; **Weaknesses** area damage 8, splash damage 8; **Resistances** bludgeoning 8, piercing 15, slashing 15**Resonant Chimes** (aura, evocation, sonic) 30 feet. The consonite choir's tones resonate within physical objects. A creature that begins its turn in the aura deals an additional 2d6 sonic damage on any Strike using a weapon.**Speed** 10 feet, fly 40 feet**Ranged** ♦ launched blade +26 (magical, range 120 feet, sonic), **Damage** 6d6 piercing plus 2d6 sonic**Swarming Chimes** ♦ The swarm deals 4d6 slashing damage plus 2d6 sonic damage to each enemy in the swarm's space (DC 33 basic Reflex save). On a critical failure, the enemy is also deafened for 1 minute.

CORAL CAPUCHIN**CREATURE 1****N** **TINY** **AMPHIBIOUS** **BEAST****Perception** +8; darkvision**Languages** Common**Skills** Acrobatics +7, Athletics +3, Stealth +7, Thievery +7**Str** +0, **Dex** +4, **Con** +1, **Int** -2, **Wis** +3, **Cha** +1**Moisture Dependency** A coral capuchin must stay in or near water, or else it begins drying out. It can remain away from water for only 12 hours before its membranous skin starts to turn brittle and flake, taking 1d6 damage per hour until it is doused in water.**AC** 16; **Fort** +4, **Ref** +9, **Will** +8**HP** 20**Speed** 25 feet, climb 15 feet, fly 15 feet, swim 15 feet**Melee** **◆** jaws +9 (agile, finesse), **Damage** 1d8 piercing plus capuchin's curse**Capuchin's Curse** (curse, divine, transmutation) If a capuchin damages a creature with its jaws Strike, the creature gains both a blessing and a curse that last for 1d6 hours. While the blessing doubles the amount of time that the affected creature can hold its breath, the curse imposes a quickened version of the capuchin's moisture dependency, taking 1d6 damage every 10 minutes they go without water. A cursed creature can fully immerse itself in water as a 3-action activity to attempt a DC 17 Fortitude save, ending both the blessing and the curse on a success.

CORRUPTED RELIC

CREATURE 4

RARE **CE** **MEDIUM** **INCORPOREAL** **SPIRIT** **UNDEAD**

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

Languages Common, Elven

Skills Acrobatics +11, Intimidation +10, Stealth +11

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

Items amulet

AC 19; **Fort** +6, **Ref** +11, **Will** +11

HP 50, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Amulet Relic (curse, divine, necromancy) The corrupted relic is an amulet cursed with a malevolent spirit. These statistics are for the spirit when it's manifested (see Manifest). The amulet can't take any actions except Sudden Manifestation and Manifest. While the spirit is manifested, the amulet is immune to spells and magical abilities and uses the saves listed here. The amulet can be targeted by Strikes (AC 21, Hardness 5, BT 10). It is not incorporeal. If the amulet is broken, the spirit is bound within and can't Manifest; if it's destroyed, so is the spirit, which also frees the amulet from its curse.

Sudden Manifestation **↻ Trigger** The relic detects a creature using its lifesense; **Effect** The relic Manifests. If this causes an encounter to begin, the relic gains a +4 status bonus to its initiative roll.

Speed fly 30 feet

Melee **◆** spectral hand +14 (agile, finesse, magical), **Damage** 2d6+3 negative

Ranged **◆** deadly spark +14 (air, electricity, divine, evocation, range 20 feet), **Damage** 1d12 electricity

Death Gaze **◆◆** (concentrate, divine, necromancy, negative) The spirit targets a creature it can see within 30 feet, dealing 4d6 negative damage (DC 20 basic Fortitude save). A creature with negative healing instead regains 4d6 HP and is then temporarily immune for 10 minutes.

Manifest **◆** (divine, necromancy) **Requirements** The relic detects at least one creature using its lifesense; **Effect** The relic's spirit manifests in an open space within 10 feet, wearing the relic. The spirit remains manifested until it no longer senses any living creatures with its lifesense.

MIX COUATL

CREATURE 8








UNCOMMON CG LARGE BEAST COUATL

Perception +19; darkvision**Languages** Celestial, Common, Draconic; telepathy 100 feet**Skills** Acrobatics +15, Arcana +18, Diplomacy +20, Nature +21, Occultism +18, Society +16, Stealth +17, Survival +15**Str** +6, **Dex** +3, **Con** +4, **Int** +4, **Wis** +5, **Cha** +4**Star Child** The mix couatl is difficult to discern against starry skies. They can Hide in the air at night without cover or being concealed.**AC** 27; **Fort** +14, **Ref** +15, **Will** +19**HP** 135**Speed** 15 feet, fly 50 feet**Melee** ✦ jaws +20 (magical), **Damage** 2d10+9 piercing plus mix couatl venom and Grab**Primal Innate Spells** DC 26, attack +18; **7th** *plane shift* (self only); **4th** *fireball*, *spek with plants*; **3rd** *heal*, *mind reading* (at will); **2nd** *detect alignment* (at will), *invisibility* (self only), *spek with animals*; **1st** *create water*, *mending*; **Cantrips (4th)** *guidance*, *light*, *produce flame*, *stabilize***Constrict** ✦ 2d10+4 bludgeoning, DC 26**Gift of Knowledge** When a mix couatl casts *modify memory* on a willing creature, they can Sustain the Spell to modify memories for up to 60 continuous minutes and grant knowledge of a particular skill to the target. The couatl chooses Engineering, Farming, Fishing, Hunting, or Mercantile Lore. The target becomes permanently trained in the chosen skill. A creature can benefit from Gift of Knowledge only once.**Mix Couatl Venom** (poison) A mix couatl's venom deals good damage rather than poison damage to fiends; **Saving Throw** DC 26 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and stupefied 1 (1 round); **Stage 2** 2d6 poison damage, stunned 1, and stupefied 1 (1 round); **Stage 3** 2d8 poison damage, stunned 1, and stupefied 2 (1 round)**Wrap in Coils** ✦ **Requirements** The mix couatl has a Medium or smaller creature grabbed or restrained in their jaws; **Effect** The mix couatl moves the creature into their coils, freeing their jaws to make attacks, then Constricts the creature. They can hold as many creatures in their coils as will fit in their space.

XIUH COUATL


CREATURE 12

RARE NG LARGE BEAST COUATL

Perception +23; darkvision, thoughtsense (imprecise) 60 feet**Languages** Celestial, Common, Draconic; telepathy 100 feet**Skills** Acrobatics +21, Arcana +23, Diplomacy +26, Intimidation +26, Nature +23, Occultism +23, Society +21, Stealth +21, Survival +21**Str** +7, **Dex** +3, **Con** +4, **Int** +5, **Wis** +5, **Cha** +6**Thoughtsense** (divination, mental, occult) The xiuh couatl senses all non-mindless creatures at the listed range.**AC** 33; **Fort** +20, **Ref** +19, **Will** +25; +1 status to all saves vs. magic**HP** 220; **Immunities** electricity, fire; **Weaknesses** cold 8**Speed** 20 feet, fly 60 feet**Melee**  jaws +25 (magical), **Damage** 2d10+10 piercing plus 2d8 fire, xiuh couatl venom, and Grab**Occult Innate Spells** DC 32, attack +24; **7th plane shift** (self only); **6th charm, clairaudience, clairvoyance, crushing despair, detect alignment** (at will), *dispel magic, dream message, fear, illusory scene, mind reading* (at will), *mindlink, phantom pain, see invisibility, sending, zone of truth*; **2nd invisibility** (self only, at will); **Cantrips (6th)** *detect magic, ghost sound, read aura, telekinetic projectile***Rituals** DC 32; *atone***Breath Weapon**   (arcane, evocation, fire) The xiuh couatl breathes a gout of flame and lightning in an 80-foot line that deals 5d8 electricity damage and 5d8 fire damage (DC 32 basic Reflex save). The xiuh couatl can't use Breath Weapon again for 1d4 rounds.**Greater Constrict**  1d10+10 bludgeoning plus 1d8 electricity, DC 32**Instrument of Retribution**    (occult, polymorph, transmutation) The xiuh couatl transforms into any simple or martial weapon. The weapon is always a +2 *greater striking flaming shock* weapon and can be of any size, chosen by the xiuh couatl when they transform. In weapon form, the xiuh couatl gains Hardness equal to that of the weapon into which they transform, and they retain their HP, saving throws, senses, telepathy, and traits. The xiuh couatl can revert to their normal form by spending a single action, which has the concentrate trait.

(Continued on card 62)

(Xiuh coatl; continued from card 61)

Wrap in Coils  **Requirements** The xiuh couatl has a Medium or smaller creature grabbed or restrained in their jaws; **Effect** The xiuh couatl moves the creature into their coils, freeing their jaws to make attacks, then Constricts the creature. They can hold as many creatures in their coils as will fit in their space.

Xiuh Couatl Venom (poison) A xiuh couatl's poison deals good damage rather than poison damage to fiends; **Saving Throw** DC 32 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d8 poison damage and enfeebled 1 (1 round); **Stage 2** 2d10 poison damage, enfeebled 1, and -5-foot status penalty to all Speeds (1 round); **Stage 3** 3d8 poison damage, enfeebled 2, and -10-foot status penalty to all Speeds (1 round)

HERMIT CRAB SWARM

CREATURE 4

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

Perception +11; darkvision, tremorsense (imprecise) 15 feet

Skills Athletics +12

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

AC 19; **Fort** +13, **Ref** +10, **Will** +7

HP 42; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** piercing 5, slashing 5

Speed 30 feet, swim 15 feet

Swarming Snips ◆ Each enemy in the swarm's space takes 2d8 piercing damage (DC 20 basic Reflex save). Creatures that fail this save also take 1d4 persistent bleed damage.

GIANT HERMIT CRAB

CREATURE 5

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


Perception +13; darkvision, tremorsense (imprecise) 15 feet

Skills Acrobatics +9, Athletics +15, Stealth +9


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


AC 21; **Fort** +15, **Ref** +9, **Will** +9


HP 114; **Weaknesses** bludgeoning 5


Protective Pinch  **Trigger** A creature adjacent to the hermit crab attempts to Strike the hermit crab while it is Retracted; **Effect** The hermit crab makes a big claw Strike against the triggering creature.

Speed 20 feet, climb 10 feet, swim 15 feet

Melee  big claw +15, **Damage** 2d8+8 piercing plus Grab

Melee  claw +15 (agile), **Damage** 2d4+8 piercing

Constrict  1d8+6 bludgeoning, DC 22 (page 304)

Retract  The hermit crab curls fully into its shell to protect itself. This gives it a +4 circumstance bonus to AC, removes its weakness to bludgeoning damage, and grants it resistance 5 to piercing and slashing damage. The only actions the hermit crab can use while in this state are Protective Pinch and Interact to come out of its shell.

CROSSROADS GUARDIAN**CREATURE 7****RARE** **N** **MEDIUM** **FEY****Perception** +19; recognize hero**Languages** Sylvan; *tongues***Skills** Arcana +16, Diplomacy +20, Medicine +17, Nature +19, Performance +16, Occultism +16, Lore (associated with the guardian's need) +20, Religion +17, Society +16, Survival +19**Str** +5, **Dex** +4, **Con** +3, **Int** +5, **Wis** +6, **Cha** +7**Items** chain mail, greatsword**Bound** A crossroads guardian is bound to the site of its creation, but it can leave so long as it remains within 100 feet of the object it is guarding or individuals under a *geas* to fulfill the guardian's need. If it strays farther than 100 feet, it vanishes and reappears within 1 day at the site of its creation.**Recognize Hero** A crossroads guardian knows the name, lineage, and significant history of everyone who speaks to it. If that individual has two or more identities, the crossroads guardian knows all those identities and which one is most true.**AC** 25; **Fort** +14, **Ref** +13, **Will** +19**HP** 115, primal purpose**Primal Purpose** A crossroads guardian can't be permanently destroyed while its need remains unfulfilled. If killed, it reforms within 1 day near the object it guards, near someone under a *geas* to fulfill its need, or at the site of its original appearance. Once the guardian's need is fulfilled, the crossroads guardian dissipates naturally within a week unless it finds a new quest.**Speed** 25 feet, swim 25 feet**Melee** **◆** greatsword +18 (versatile P), **Damage** 1d12+11 slashing plus 1d6 mental**Primal Innate Spells** DC 25; **7th** *plane shift*, **4th** *obscuring mist* (at will), *solid fog*; **Constant (5th)** *tongues***Rituals** DC 25; *geas* (doesn't require secondary casters and can target a willing creature of any level)

DEMON, DRETCH**CREATURE 2****CE** **SMALL** **DEMON** **FIEND****Perception** +6; darkvision**Languages** Abyssal; telepathy 100 feet**Skills** Acrobatics +6, Athletics +7, Deception +6, Stealth +6**Str** +3, **Dex** +0, **Con** +4, **Int** -3, **Wis** +0, **Cha** +0**Sloth** At the start of each of the dretch's turns, roll 1d4. The result is the number of actions the dretch regains that turn (maximum 3). Effects like the slowed condition can further reduce their number of actions.**AC** 17; **Fort** +10, **Ref** +4, **Will** +8**HP** 45; **Weaknesses** cold iron 3, good 3**Speed** 20 feet**Melee** ✦ jaws +9 (evil, magical), **Damage** 1d8+3 piercing plus 1d4 evil**Melee** ✦ claw +9 (agile, evil, magical), **Damage** 1d6+3 slashing plus 1d4 evil**Divine Innate Spells** DC 16; **3rd** *slow*; **1st** *fear***Rituals** DC 16; *Abyssal pact***Cower** ✦ The dretch makes itself as small as possible, protecting its vital organs with its limbs. It gains a +4 circumstance bonus to AC but takes a -2 penalty to attack rolls. This lasts until the dretch moves from its current space, falls unconscious, or ends the effect as a free action.**Frenzied Slashes** ✦✦✦ The dretch makes three claw Strikes, each at a -2 penalty, all targeting the same creature. The dretch's multiple attack penalty doesn't increase until after it has made all three attacks. The dretch gains the clumsy 2 condition until the beginning of its next turn.**Vicious Criticals** A dretch makes the most of any weakness it finds. Whenever a dretch scores a critical hit with its claw Strike, the target takes an additional 1d6 persistent bleed damage.

DEMON, ABRIKANDILU**CREATURE 4****CE MEDIUM DEMON FIEND****Perception** +10; darkvision**Languages** Abyssal, Celestial, Draconic; telepathy 100 feet**Skills** Athletics +12, Intimidation +8**Str** +4, **Dex** +1, **Con** +3, **Int** -2, **Wis** +2, **Cha** +0**AC** 19; **Fort** +15, **Ref** +9, **Will** +7**HP** 70; **Weaknesses** cold iron 5, good 5**Hatred of Mirrors** An abrikandilu loathes the sight of their reflection.

When a creature Interacts with a mirror within sight of the wrecker demon, the demon takes a -2 penalty to Will saves against Intimidation checks. An abrikandilu that ends their turn adjacent to a mirror or that's attacked by a creature holding a mirror takes 1d6 mental damage (this usually leads abrikandilus to focus their efforts on destroying nearby mirrors using Wreck).

Speed 25 feet**Melee** ✦ claw +14 (agile), **Damage** 2d6+4 slashing**Melee** ✦ jaws +14, **Damage** 3d6+4 piercing plus mutilating bite**Ranged** ✦ hurled debris +11 (range increment 20 feet), **Damage** 2d6+4 bludgeoning**Divine Innate Spells** DC 20; **2nd** *fear* (×2)**Rituals** DC 20; **2nd** *Abyssal pact*

Mutilating Bite (curse, divine, necromancy) When the abrikandilu hits a creature with a jaws Strike, the creature must succeed at a DC 21 Fortitude save or become physically mutilated. The creature then takes a -1 status penalty to Charisma-based checks. This penalty is cumulative up to -3 and remains even if the wounds are healed. The penalty is reduced by 1 every 24 hours until it reaches 0.



Wreck ✦ The abrikandilu makes two claw Strikes against an unattended object or held mirror. Held mirrors use the holding character's AC. If both Strikes hit, combine their damage for the purpose of overcoming any Hardness or resistance. These Strikes don't count toward the abrikandilu's multiple attack penalty, nor does that penalty apply to these Strikes.

DEMON, BRIMORAK**CREATURE 5****CE** **SMALL** **DEMON** **FIEND****Perception** +12; darkvision, smoke vision**Languages** Abyssal, Celestial, Draconic, Ignan; telepathy 60 feet**Skills** Acrobatics +12, Deception +11, Religion +10, Stealth +12**Str** +4, **Dex** +3, **Con** +4, **Int** +1, **Wis** +1, **Cha** +2**Extinguishing Aversion** Dousing a brimorak with water, either ordinary water or from a water effect, causes no physical harm to the fiend but deals 3d6 mental damage. Fully immersing the brimorak in water deals 5d6 mental damage per round.**Smoke Vision** Smoke doesn't impair a brimorak's vision; they ignore the concealed condition from smoke.**AC** 22; **Fort** +15, **Ref** +12, **Will** +10**HP** 80; **Immunities** fire; **Weaknesses** cold iron 5, good 5**Boiling Blood** Each time an adjacent creature deals slashing or piercing damage to the brimorak, the attacker is sprayed with the brimorak's boiling blood, which deals 2d4 fire damage (DC 19 basic Reflex save).**Speed** 30 feet**Melee** **◆** flaming sword +15 (magical), **Damage** 2d8+4 slashing plus 1d6 evil and 1d6 fire**Melee** **◆** hoof +15 (agile), **Damage** 2d4+4 bludgeoning plus 1d6 evil and 1d6 fire**Divine Innate Spells** DC 21; **4th** *dimension door*; **3rd** *dispel magic*, *fireball*; **Cantrips (3rd)** *produce flame***Rituals** DC 21; *Abyssal pact***Breath Weapon** **◆◆** (divine, evocation, fire) The brimorak spits their boiling blood in a 20-foot line that deals 6d6 fire damage (DC 21 basic Reflex save). The brimorak can't use their Breath Weapon again for 1d4 rounds. The ground within this area becomes slippery, with the effects of a *grease* spell targeting an area until it's cleaned up or the brimorak is able to use their Breath Weapon again, whichever comes first.

(Continued on card 69)

(Demon, brimorak; continued from card 68)

Flaming Weapon (divine, evocation, fire) A brimorak's hooves and any weapon they wield burst into flame, dealing an extra 1d6 fire damage with each hit. If they don't have a weapon, they can create a flaming sword of fire and steel (see flaming sword Strike in Melee entry above).

Fume   (divine, evocation, fire) The brimorak emits a cloud of thick black smoke in a 10-foot burst that remains in place for 1d4 rounds. All creatures within the smoke become concealed, and all creatures outside the smoke become concealed to creatures within it. A creature that enters or begins its turn within the smoke it must succeed at a DC 21 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

DEMON, OMOX

CREATURE 12

UNCOMMON CE MEDIUM DEMON FIEND OOZE

Perception +22; greater darkvision**Languages** Abyssal, Celestial, Draconic; telepathy 100 feet**Skills** Acrobatics +24, Athletics +23, Religion +20, Stealth +24**Str** +7, **Dex** +3, **Con** +7, **Int** +2, **Wis** +4, **Cha** +4

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

AC 25; **Fort** +25, **Ref** +21, **Will** +20**HP** 395; **Immunities** acid, critical hits, disease, poison, precision;**Weaknesses** cold iron 10, good 10

Grab Weapon ↻ (concentrate) **Trigger** A creature hits the omox with a melee weapon; **Effect** The omox attempts to Disarm the triggering creature. On a critical success, the weapon becomes subsumed within the omox's body rather than falling to the ground, from which it must be Disarmed before it can be retrieved.

Speed 40 feet, climb 20 feet, swim 80 feet**Melee** ✦ sludge tendril +25, **Damage** 2d6+13 bludgeoning plus 2d6 acid and 1d6 evil and Grab**Ranged** ✦ slime ball +24 (range increment 30 feet), **Damage** 2d4+13 bludgeoning plus 2d6 acid and 1d6 evil and slime trap**Divine Innate Spells** DC 32; **5th** *control water, create water* (at will), *dimension door, stinking cloud*; **4th** *dimension door* (at will)**Rituals** DC 32; *Abyssal pact*

Liquid Leap ✦✦ (concentrate, conjuration, teleportation) **Requirements** The omox is in a space of liquid; **Effect** The omox teleports from its current space to any unoccupied space of liquid within 120 feet. (Continued on card 71)


(Demon, omox; continued from card 70)




Slime Trap A creature hit by an omox's slime ball must attempt a DC 32 Reflex save.

Success The creature is unaffected.

Failure The creature takes a -10-foot circumstance penalty to its Speeds for 1 minute or until it Escapes (DC 35).

Critical Failure As failure, but the target is also clumsy 1 for the same duration.

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

DEVIL, HELLBOUND ATTORNEY**CREATURE 4****UNCOMMON****LE****MEDIUM****DEVIL****FIEND****HUMAN****HUMANOID****Perception** +11; greater darkvision**Languages** Common, Infernal**Skills** Acrobatics +10, Deception +11, Diplomacy +11 (+13 to Make an Impression), Intimidation +11, Legal Lore +14, Society +12**Str** +1, **Dex** +2, **Con** +0, **Int** +4, **Wis** +1, **Cha** +3**Items** elegant cane (as mace), legal ledgers**AC** 20; **Fort** +9, **Ref** +12, **Will** +13**HP** 60; **Weaknesses** good 2; **Resistances** fire 4**Abrogation of Consequences**  **Trigger** The Hellbound attorney rolls a success or critical failure on a saving throw against a linguistic effect; **Effect** The attorney finds a loophole in the wording of the effect, turning the success into a critical success or a critical failure into a normal failure.**Speed** 20 feet**Melee**  elegant cane +12 (agile, finesse, shove), **Damage** 1d4+3 bludgeoning**Divine Innate Spells** DC 21; **1st** *burning hands***Opening Statement**  (auditory, concentrate) **Trigger** The Hellbound attorney's turn begins; **Effect** The attorney enumerates the alleged crimes of a creature they can see and attempts a Legal Lore check against that creature's Will DC. On a success, the attorney's Strikes deal an additional 2d6 precision damage (4d6 precision damage on a critical success) to the creature until the end of the attorney's turn.


DEVIL, LEVALOCH**CREATURE 7****LE** **LARGE** **CONSTRUCT** **DEVIL** **FIEND****Perception** +16; greater darkvision**Languages** Celestial, Infernal; telepathy 100 feet**Skills** Acrobatics +14, Athletics +17, Intimidation +14, Religion +14**Str** +6, **Dex** +3, **Con** +4, **Int** +2, **Wis** +3, **Cha** +1**Hellstrider** A levaloch ignores the effects of non-magical difficult terrain.

They take no damage from caltrops or from damaging terrain that deals physical, acid, or cold damage. A levaloch can move through liquids up to 5 feet deep at their full Speed.

AC 25; **Fort** +17, **Ref** +14, **Will** +12; +1 status to all saves vs. magic**HP** 105; **Immunities** death effects, disease, doomed, drained, fatigued, fire, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** good 5; **Resistances** physical 5 (except silver)**Phalanx Fighter** All adjacent devils of equal or lower level gain a +1 circumstance bonus to their AC as the levaloch shields them from harm.**Stable Stance** A levaloch gains a +2 circumstance bonus to their Fortitude DC against being Shoved and to other saving throws to resist being moved against their will.**Speed** 30 feet, climb 30 feet**Melee** **◆** *trident* +19 (evil, magical), **Damage** 2d8+9 piercing plus 1d6 evil and merciless thrust**Ranged** **◆** *trident* +16 (evil, magical, thrown 20 feet), **Damage** 2d8+9 piercing plus 1d6 evil**Ranged** **◆** barbed net +16 (magical, range increment 20 feet), **Effect** barbed net**Rituals** DC 22; *Infernal pact*
(Continued on card 74)



(Devil, levaloch; continued from card 73)

Barbed Net When a levaloch hits a creature with their barbed net, the net wraps around the target, which becomes clumsy 1 and takes a -10-foot circumstance penalty to its Speeds. If the Strike was a critical success, the target is also immobilized. When a creature Escapes (DC 22), or if the Strike misses, the net crumbles into rust. Each time a creature attempts to Escape, it takes 1d6 slashing damage from the net's barbs, regardless of whether the attempt succeeds.

Forge Weapon  (manipulate) A levaloch reforges part of their barbed iron substance into a new +1 striking trident or barbed net. Their previous trident crumbles to rust. When the levaloch is destroyed, any tridents or barbed nets they created crumble to rust.

Merciless Thrust When a levaloch hits a creature that has the clumsy, enfeebled, immobilized, or restrained conditions with a melee trident Strike, the Strike deals an additional 2d6 damage.

DEVIL, MUNAGOLA**CREATURE 11****LE** **MEDIUM** **DEVIL** **FIEND****Perception** +24; greater darkvision**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 feet**Skills** Acrobatics +23, Athletics +22, Intimidation +21, Religion +18, Stealth +21**Str** +7, **Dex** +6, **Con** +6, **Int** +3, **Wis** +5, **Cha** +6**Items** +1 *breastplate*, +1 *striking composite longbow*, +1 *striking greataxe***AC** 31; **Fort** +23, **Ref** +21, **Will** +20; +1 status to all saves vs. magic**HP** 165; **Immunities** fire; **Weaknesses** good 10; **Resistances** physical 10 (except silver)**No Escape** **Trigger** A foe within reach moves away from the munagola;**Effects** The munagola Strides or Flies up to their Speed, following the retreating foe and keeping it in reach until the foe stops moving or the munagola has moved their full Speed.**Speed** 30 feet, fly 40 feet**Melee** **◆** *flaming greataxe* +24 (evil, fire, magical, sweep), **Damage** 2d12+13 slashing plus 1d6 evil and 1d6 fire**Melee** **◆** horn +23 (agile, evil, magical), **Damage** 2d8+13 piercing plus 1d6 evil**Ranged** **◆** *flaming composite longbow* +23 (deadly d10, evil, fire, magical, range increment 100 feet, reload 0, volley 30 feet), **Damage** 2d8+6 piercing plus 1d6 evil and 1d6 fire**Divine Innate Spells** DC 27; **5th dimension door**; **4th dimension door** (at will)**Rituals** DC 27; *Infernal pact***Felling Assault** When a munagola hits with a melee Strike, they gain Improved Knockdown on all subsequent melee Strikes against that target until the end of the munagola's turn.**Flames of Fury** Any weapon a munagola holds gains the effects of a *flaming* rune while they hold it.**Flight Commander of Dis** **◆** The munagola grants themself and evil allies with fly Speeds a +20-foot status bonus to their fly Speeds for 1 round.**Sudden Dive** **◆◆** The munagola Flies twice. If they end their flight at a lower elevation than they started and within melee reach of at least one enemy, they can make a melee Strike against that enemy, gaining a +1 circumstance bonus to the Strike.

DEVIL, DEIMAVIGGA**CREATURE 17****LE** **MEDIUM** **DEVIL** **FIEND****Perception** +32 (+36 to Sense Motive); greater darkvision**Languages** Abyssal, Celestial, Common, Draconic, Infernal; indomitable oration, telepathy 100 feet**Skills** Acrobatics +29, Deception +34, Diplomacy +36, Intimidation +30, Religion +30, Society +27, Stealth +33**Str** +7, **Dex** +8, **Con** +6, **Int** +4, **Wis** +7, **Cha** +9**Items** +2 resilient glamer'd full plate**Indomitable Oration** Any creature capable of comprehending speech understands the deimavigga, as if they constantly spoke in all languages at once.**AC** 40; **Fort** +27, **Ref** +29, **Will** +32; +1 status to all saves vs. magic**HP** 285; **Immunities** fire; **Weakness** good 15; **Resistances** physical 15 (except silver)**Whispers of Discord**  **Trigger** A creature within 60 feet is targeted by a spell that would restore Hit Points or provide a status bonus (the deimavigga automatically recognizes such effects); **Effect** The deimavigga whispers disturbing lies, audible only to the target, to shake the target's faith in the spell's caster. The target must attempt a DC 43 Will save.**Critical Success** The target disbelieves the lies and receives the intended benefit of the spell; the target becomes temporarily immune to Whispers of Discord for 24 hours.**Success** As critical success, but the target isn't temporarily immune.**Failure** The spell fails to affect the target. The target refuses all aid from that caster for 1 round and doesn't count as the caster's ally.**Critical Failure** As failure, but the duration is 1 minute.**Speed** 30 feet, fly 40 feet**Melee**  claw +33 (agile, evil, finesse, magical), **Damage** 3d8+15 slashing plus 1d6 evil**Divine Innate Spells** DC 42, attack +34; **9th** *divine decree, dominate, illusory scene* (at will); **7th** *dimension door, scrying, touch of idiocy* (at will), *veil, warp mind*; **4th** *dimension door* (at will); **3rd** *dream message* (at will)
(Continued on card 77)

(Devil, deimavigga; continued from card 76)

Rituals DC 43; *Infernal pact*

Boundless Reach (conjunction, divine, teleportation) A deimavigga's razor-sharp claws can slice through reality, allowing them to make claw Strikes and use spells with a range of touch against any creature they can see directly or via divination magic. A creature targeted this way can retaliate until the start of the deimavigga's next turn; it can target the devil's claws as if the devil were physically present and adjacent to the target, though the claws are concealed.

Change Shape ◆ (concentrate, divine, polymorph, transmutation) The deimavigga can take on the appearance of any humanoid. This doesn't change their Speed or attack and damage bonuses with Strikes but might change the damage type their Strikes deal (typically to bludgeoning).

Whisper Earworm ◆ (divination, divine, emotion, mental) The deimavigga whispers a terrifying multiversal truth to one adjacent creature, shaking its faith in reality and divinity. The target must attempt a DC 43 Will save. Celestials and fiends gain a +2 status bonus to this save.

Critical Success The target is unaffected and temporarily immune to Whisper Earworm for 24 hours.

Success The target is unaffected.

Failure The next time the target rests, it ruminates on the deimavigga's words instead of sleeping or otherwise resting and awakens fatigued. The target also becomes drained 1 and stupefied 1 until it's no longer fatigued.

Critical Failure As failure, but drained 2. After this rest, the target must attempt another DC 43 Will save. On a failure, the target becomes stupefied 2 and takes a -4 status penalty to Will saves against effects from evil creatures. These effects last until the target unlearns the truth spoken by the deimavigga, requiring a *modify memory* spell, other means of modifying their memory, or powerful magic such as *wish*.

DIV, DORU**CREATURE 1****LE** **TINY** **DIV** **FIEND****Perception** +7; greater darkvision**Languages** Common, Daemonic; telepathy (touch)**Skills** Acrobatics +7, Arcana +8, Deception +6, Lore (any one) +10, Religion +5, Stealth +7**Str** +0, **Dex** +4, **Con** +1, **Int** +3, **Wis** +2, **Cha** +3**AC** 16; **Fort** +4, **Ref** +9, **Will** +7**HP** 20; **Weaknesses** cold iron 3, good 3

Covetous of Secrets Dorus have a weakness for secrets, hoarding them like a miser hoards gold. A creature can tempt a doru with some bit of obscure knowledge the doru doesn't know or thinks they don't know. Presenting the hint of the secret is a single action, which has the concentrate and linguistic traits, and requires a skill check using Deception, Lore, or Performance (or some other appropriate skill determined by the GM) against the doru's Will DC. On a success, the doru is fascinated for as long as the presenter draws out the explanation of the secret (spending 1 action each round doing so, to a maximum of 1 minute). On a critical success, the doru is fascinated for that duration plus 1 minute more as it ponders the implications of the secret. Regardless of the outcome, the doru is temporarily immune to that creature's attempts to present it with secrets for 1 day.

Speed 15 feet, fly 30 feet**Melee** **◆** bite +9 (agile, evil, finesse, magic, poison), **Damage** 1d6 piercing plus 1 evil and doru venom**Divine Innate Spells** DC 17; **4th** *read omens*; **2nd** *invisibility* (at will; self only); **1st** *charm, illusory object*; **Cantrips (1st)** *detect magic***Doru Venom** (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** 1d6 poison and stupefied 1 (1 round); **Stage 3** 1d6 poison and stupefied 2 (1 round).

DIV, AGHASH

CREATURE 4

LE MEDIUM DIV FIEND

Perception +12; greater darkvision**Languages** Common, Daemonic; telepathy 100 feet**Skills** Arcana +9, Athletics +8, Deception +12, Intimidation +12, Religion +10, Stealth +10**Str** +3, **Dex** +4, **Con** +3, **Int** +1, **Wis** +2, **Cha** +4**AC** 19; **Fort** +9, **Ref** +10, **Will** +12; +1 status to all saves vs. magic**HP** 75; **Immunities** curse; **Weaknesses** cold iron 5, good 5**Hatred of Beauty** When not in physical peril, an aghash is compelled to destroy art and beautiful things. An aghash can't enter an area of pristine beauty without first marring it in some way. Given a choice, an aghash attacks a foe with the highest Charisma score first. If somehow barred from doing so, they take 1d6 mental damage at the end of their turn.**Speed** 25 feet**Melee** ✦ claw +14 (agile, evil, finesse, magical), **Damage** 1d6+5 slashing plus 1d6 evil**Divine Innate Spells** DC 21; **4th** *dimension door*, *outcast's curse*; **2nd** *touch of idiocy* (at will); **1st** *illusory object* (at will); **Cantrips (2nd)** *detect magic***Divine Ritual** DC 21; *div pact***Cursed Gaze** ✦✦ (divine, concentrate, curse, fear, emotion, enchantment, mental, visual) The aghash fixes their gaze on one creature they can see within 20 feet. The creature must attempt a DC 21 Will save.**Critical Success** The creature is unaffected.**Success** The creature takes 2d6 mental damage and is frightened 1.**Failure** The creature takes 4d6 mental damage and is either frightened 2 or stunned 1 (the aghash's choice).**Critical Failure** The creature takes 8d6 mental damage and is frightened 2 and stunned 2.**Sandstorm** ✦✦✦ (conjunction, divine, earth) **Frequency** ✦ per day; **Effect** The aghash creates a sandstorm in a 30 foot emanation that lasts for 1 minute. Non-divs within the emanation take a -4 circumstance penalty to Perception checks and must succeed at a DC 18 Fortitude save. On a failure, they're forced to hold their breath or start suffocating. Non-divs within the sandstorm at the end of their turn take 1d6 slashing damage.

DIV, PAIRAKA

CREATURE 7

LE MEDIUM DIV FIEND

Perception +15; greater darkvision**Languages** Common, Daemonic; telepathy 100 feet**Skills** Acrobatics +14, Arcana +13, Deception +20, Diplomacy +20, Intimidation +16, Religion +13, Society +13, Stealth +16**Str** +3, **Dex** +5, **Con** +3, **Int** +2, **Wis** +4, **Cha** +7**AC** 24; **Fort** +12, **Ref** +16, **Will** +17; +1 status to all saves vs. magic**HP** 105; **Immunities** disease; **Weaknesses** cold iron 5, good 5**Hatred of Red** Pairakas hate the color red; they won't wear it or willingly enter any place painted red. Given a choice, they'll attack a creature wearing red first. If somehow barred from expressing their displeasure toward the color, they take 2d6 mental damage at the end of their turn.**Speed** 25 feet, fly 35 feet**Melee** **◆** claw +16 (agile, evil, finesse, magical), **Damage** 2d8+6 slashing plus 1d6 evil and bubonic plague**Divine Innate Spells** DC 25; **4th** *charm* (at will), *dimension door* (at will), *misdirection* (at will; self only), *outcast's curse* (at will), *suggestion* (at will); **Cantrips (4th)** *detect magic***Divine Ritual** DC 25; *div pact***Bubonic Plague** (disease) A creature can't remove the fatigued condition while infected; **Saving Throw** DC 23 Fortitude; **Onset** 1 day; **Stage 1** fatigued (1 day); **Stage 2** enfeebled 2 and fatigued (1 day); **Stage 3** enfeebled 3, fatigued, and take 1d6 persistent bleed damage every 1d20 minutes (1 day)**Change Shape** **◆** (concentration, divine, polymorph, transmutation) The pairaka can take the appearance of any Small or Medium humanoid or animal. This doesn't change their Speed or their attack and damage modifiers with the Strikes, but it might change the damage type their strikes deal.**Tormenting Dreams** **◆◆** (divine, emotion, enchantment, mental) **Frequency** once per day; **Effect** The pairaka torments a sleeping creature within 100 feet with visions of betrayals by loved ones and friends. The target must attempt a DC 25 Will save, with the effects of the *nightmare* spell.

DIV, SEPID

CREATURE 14

LE LARGE DIV FIEND

Perception +24; greater darkvision**Languages** Common, Daemonic; telepathy 100 feet**Skills** Acrobatics +23, Arcana +20, Athletics +28, Deception +22, Intimidation +26, Religion +20, Stealth +23**Str** +8, **Dex** +5, **Con** +8, **Int** +4, **Wis** +4, **Cha** +6**Items** +2 *striking falchion***AC** 34; **Fort** +28, **Ref** +23, **Will** +20; +1 status to all saves vs. magic**HP** 350; **Weaknesses** cold iron 10, good 10**Blatant Liar** While all divs delight in lying, sepids are compulsive and predictable liars who always do the opposite of what they claim they'll do. If a sepid is ever forced to tell the truth, they take 4d8 mental damage.**Attack of Opportunity** ➤ A sepid gains an extra reaction each round that they can use only to make an Attack of Opportunity.**Deflecting Lie** ➤ **Trigger** A creature hits the sepid with a ranged Strike or a ranged spell attack roll; **Effect** The sepid lies in an attempt to divert the attack. They roll a Deception check against the triggering creature's Perception DC. On a success, if the triggering attack roll was a success, it becomes a failure, and if the triggering attack roll was a critical hit, it becomes a normal success.**Speed** 35 feet**Melee** ➤ *falchion* +30 (evil, forceful, magical, sweep), **Damage** 2d10+16 slashing plus 1d6 evil and 1d6 mental**Melee** ➤ *claw* +28 (agile, evil, magical), **Damage** 3d8+16 slashing plus 1d6 evil and 1d6 mental**Divine Innate Spells** DC 34; **7th** *dispel magic*, *misdirection* (at will; self only), *nondetection* (at will; self only), *paralyze*; **4th** *darkness* (at will), *dimension door* (at will), *fly*; **3rd** *comprehend language* (at will; self only); **Cantrips (7th)** *detect magic***Divine Ritual** DC 34; *div pact*, *create undead* (no secondary caster required)**Rain of Debris** ➤➤ (divine, evil, evocation) The sepid creates a hail of debris in a 40-foot emanation, dealing 10d6 bludgeoning damage and 5d6 evil damage to all creatures other than themselves (DC 31 basic Reflex save). The sepid can't use Rain of Debris again for 1d4 rounds.

DIVINE WARDEN OF NETHYS

CREATURE 5

UNCOMMON N LARGE CONSTRUCT MINDLESS

Perception +11; darkvision

Skills Athletics +14

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

AC 22; **Fort** +15, **Ref** +9, **Will** +11

HP 60; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Divine Destruction (divine, necromancy) When the divine warden is reduced to 0 HP, they erupt in a 30-foot emanation, dealing 5d6 negative damage. Each creature in the area must attempt a DC 19 Will save.

Critical Success The creature takes half damage.

Success The creature takes full damage.

Failure The creature takes full damage and is cursed by Nethys, becoming enfeebled 1 and stupefied 1 for 1 day; this is a curse effect.

Critical Failure As failure, except enfeebled 2 and stupefied 2

Faith Bound (abjuration, divine) A divine warden of Nethys can't attack a creature that openly wears or displays the religious symbol of Nethys unless that creature uses a hostile action against the divine warden first. If the divine warden is intelligent, it can also attack a creature it believes isn't faithful to Nethys or who wears the religious symbol as a ruse (typically after succeeding at a Perception check to Sense Motive).

Speed 30 feet

Melee ✦ fist +14 (magical, reach 10 feet), **Damage** 2d8+7 bludgeoning plus Grab

Melee ✦ staff +14 (magical, reach 10 feet, two-hand d8), **Damage** 2d4+7 bludgeoning plus Grab

Divine Innate Spells DC 19; **Cantrips (3rd)** *daze*

Divine Domain Spells 1 Focus Point, DC 19; **3rd** *cry of destruction* (Core Rulebook 390), *protector's sacrifice* (Core Rulebook 395)

Faithful Weapon The warden's staff gains the effects of a striking rune.

Instrument of Faith The divine warden is a beacon for Nethys's faith. A cleric of Nethys within 60 feet who can see the warden can channel a *heal* spell through them. The cleric determines any targets or area for the spell as if they were standing in the divine warden's space.

YOUNG FOREST DRAGON

CREATURE 10

UNCOMMON CE LARGE DRAGON PLANT

Perception +18; darkvision, scent (imprecise) 60 feet**Languages** Common, Draconic, Sylvan**Skills** Acrobatics +18, Athletics +21, Deception +17, Intimidation +19, Nature +22, Stealth +18 (+22 in forests), Survival +16**Str** +6, **Dex** +2, **Con** +5, **Int** +2, **Wis** +4, **Cha** +3**AC** 30; **Fort** +21, **Ref** +16, **Will** +20**HP** 195; **Immunities** paralyzed, poison, sleep; **Weaknesses** fire 5**Countered by Metal** If the forest dragon takes damage from a metal item, they lose woodland stride and *pass without trace* until the end of their next turn.**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 27. Animals, fungi, and plants take a -2 circumstance penalty to the save.**Fed by Water** ☞ (healing, necromancy, primal) **Frequency** once per hour; **Trigger** The forest dragon is targeted with a water spell or effect; **Effect** The forest dragon gains 30 temporary Hit Points.**Speed** 40 feet, fly 100 feet; woodland stride**Melee** ☞ jaws +23 (reach 10 feet), **Damage** 2d10+12 piercing plus 1d6 poison**Melee** ☞ claw +23 (agile), **Damage** 2d8+12 slashing plus Grab**Melee** ☞ tail +23 (reach 20 feet), **Damage** 2d8+12 bludgeoning plus Grab**Primal Innate Spells** DC 29; **3rd** *fear* (animals, fungi, and plants only); **2nd** *entangle*; **Cantrips (2nd)** *know direction*; **Constant (1st)** *pass without trace* (forest terrain only)**Breath Weapon** ☞☞ (evocation, primal) The dragon unleashes a swarm of insects that deals 10d6 piercing damage in a 30-foot cone (DC 29 basic Reflex save) before dispersing. A creature that critically fails is stunned 2 from the insects' venom; this is a poison effect. The dragon can't use Breath Weapon again for 1d4 rounds.

(Continued on card 84)

(Young forest dragon; continued from card 83)

Coiling Frenzy ♦♦ The dragon makes one claw Strike and one tail Strike in either order, each against the same target. If either Strike hits, the dragon automatically Grabs the target.

Constrict ♦ 2d8+8 bludgeoning, DC 29

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

Woodland Stride The forest dragon ignores difficult terrain and greater difficult terrain from non-magical foliage.

ADULT FOREST DRAGON

CREATURE 14

UNCOMMON

CE

HUGE

DRAGON

PLANT

Perception +25; darkvision, scent (imprecise) 60 feet**Languages** Common, Draconic, Sylvan**Skills** Acrobatics +21, Athletics +27, Deception +24, Intimidation +26, Nature +25, Stealth +21 (+25 in forests), Survival +23**Str** +7, **Dex** +3, **Con** +4, **Int** +3, **Wis** +5, **Cha** +4**AC** 36; **Fort** +25, **Ref** +22, **Will** +27; +1 status to all saves vs. magic**HP** 290; **Immunities** paralyzed, poison, sleep; **Weaknesses** fire 10**Countered by Metal** If the forest dragon takes damage from a metal item, they lose woodland stride and *pass without trace* until the end of their next turn.**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 32. Animals, fungi, and plants take a -2 circumstance penalty to the save.**Fed by Water** ↻ **Frequency** once per hour; **Trigger** The forest dragon is targeted with a water spell or effect; **Effect** The forest dragon gains 35 temporary Hit Points.**Speed** 40 feet, fly 120 feet; woodland stride**Melee** ✦ jaws +29 (magical, reach 15 feet), **Damage** 3d10+13 piercing plus 2d6 poison**Melee** ✦ claw +29 (agile, magical, reach 10 feet), **Damage** 3d8+13 slashing plus Grab**Melee** ✦ tail +29 (magical, reach 25 feet), **Damage** 3d8+13 bludgeoning plus Grab**Primal Innate Spells** DC 34; **4th** *entangle*, *tree shape* (see forest shape); **Cantrips (4th)** *know direction*; **Constant (1st)** *pass without trace* (forest terrain only)**Breath Weapon** ✦✦ (evocation, primal) The dragon unleashes a swarm of insects that deals 14d6 piercing damage in a 40-foot cone (DC 34 basic Reflex save) before dispersing. A creature that critically fails is stunned 2 from the insects' venom; this is a poison effect. The dragon can't use Breath Weapon again for 1d4 rounds.

(Continued on card 86)

(Adult forest dragon; continued from card 85)

Coiling Frenzy ♦♦ The dragon makes one claw Strike and one tail Strike in either order, each against the same target. If either Strike hits, the dragon automatically Grabs the target.

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

Draining Blight ♦♦ (healing, necromancy, negative, primal) **Frequency** once per day; **Effect** The dragon draws moisture from the living creatures surrounding them, using the energy to heal their own wounds. Each living creature in a 30-foot emanation takes 7d10 negative damage (DC 34 basic Fortitude save). Creatures made entirely of water and plant creatures use the outcome one degree of success worse than they rolled. The dragon regains Hit Points equal to half of the highest damage a single creature takes from this effect.

In addition, all non-creature plant life in the area withers and dies, eliminating non-magical undergrowth and any resulting difficult terrain, cover, and concealment. Water is also consumed in the same way, typically lowering any standing body of water fully within the area by 1 foot.

Forest Shape When casting *tree shape*, a forest dragon can become a tree of the same size and age as themselves.

Greater Constrict ♦ 3d8+10 bludgeoning, DC 34

Woodland Stride The forest dragon ignores difficult terrain and greater difficult terrain from non-magical foliage.

ANCIENT FOREST DRAGON

CREATURE 19

RARE

CE

GARGANTUAN

DRAGON

PLANT

Perception +33; darkvision, scent (imprecise) 60 feet**Languages** Common, Draconic, Elven, Sylvan, Terran**Skills** Acrobatics +31, Athletics +37, Deception +31, Intimidation +33, Nature +36, Stealth +29 (+33 in forests), Survival +35**Str** +9, **Dex** +4, **Con** +7, **Int** +5, **Wis** +8, **Cha** +6**AC** 44; **Fort** +32, **Ref** +29, **Will** +35; +1 status to all saves vs. magic**HP** 410; **Immunities** paralyzed, poison, sleep; **Weakness** fire 15**Countered by Metal** As young forest dragon.**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 39. Animals, fungi, and plants take a -2 circumstance penalty to the save.**Fed by Water** 🔄 As young forest dragon, but 40 temporary HP.**Speed** 40 feet, fly 160 feet; woodland stride**Melee** 🎯 jaws +36 (magical, reach 20 feet), **Damage** 4d10+17 piercing plus 3d6 poison and lignifying bite**Melee** 🎯 claw +36 (agile, magical, reach 15 feet), **Damage** 4d8+17 slashing plus Grab**Melee** 🎯 tail +36 (magical, reach 30 feet), **Damage** 4d8+17 bludgeoning plus Grab**Primal Innate Spells** DC 41, attack +35; **6th** *tangling creepers*; **4th** *entangle*, *tree shape* (see forest shape), *speak with plants* (at will);**Cantrips (6th)** *know direction*; **Constant (1st)** *pass without trace* (forest terrain only)**Breath Weapon** 🎯🎯 (evocation, primal) The dragon unleashes a swarm of insects that deals 20d6 piercing damage in a 40-foot cone (DC 41 basic Reflex save) before dispersing. A creature that critically fails is stunned 2 from the insects' venom; this is a poison effect. The dragon can't use Breath Weapon again for 1d4 rounds.**Coiling Frenzy** 🎯🎯 The dragon makes one claw Strike and one tail Strike in either order, each against the same target. If either Strike hits, the dragon automatically Grabs the target.**Draconic Momentum** The dragon recharges their Breath Weapon whenever they score a critical hit with a Strike.

(Continued on card 88)

(Ancient forest dragon; continued from card 87)

Draining Blight ♦♦ (healing, necromancy, negative, primal) **Frequency** once per day; **Effect** The dragon draws moisture from the living creatures surrounding them, using the energy to heal their own wounds. Each living creature in a 30-foot emanation takes 9d10 negative damage (DC 41 basic Fortitude save). Creatures made entirely of water and plant creatures use the outcome one degree of success worse than they rolled. The dragon regains Hit Points equal to half of the highest damage a single creature takes from this effect.

In addition, all non-creature plant life in the area withers and dies, eliminating non-magical undergrowth and any resulting difficult terrain, cover, and concealment. Water is also consumed in the same way, typically lowering any standing body of water fully within the area by 1 foot.

Forest Shape When casting *tree shape*, a forest dragon can become a tree of the same size and age as itself.

Greater Constrict ♦ 4d8+10 bludgeoning, DC 41

Lignifying Bite (plant, primal, transmutation) When a creature made of flesh is reduced to 0 Hit Points by the dragon's jaws Strike, that creature must attempt a DC 41 Fortitude save. If it fails, it dies, and its flesh, made of earth in a metaphysical sense, turns to wood. The wood is living and might grow into a tree over time, but it can't be used as a body or piece of a body for *raise dead* or other magic that would return the creature to life.

Woodland Stride The forest dragon ignores difficult terrain and greater difficult terrain from non-magical foliage.

YOUNG SEA DRAGON

CREATURE 8

UNCOMMON

CG

LARGE

AMPHIBIOUS

DRAGON

WATER

Perception +15; darkvision, wavesense (imprecise) 60 feet**Languages** Aquan, Common, Draconic**Skills** Acrobatics +16, Arcana +14, Athletics +19, Deception +14, Intimidation +16, Nature +15, Society +14, Stealth +16, Survival +13**Str** +5, **Dex** +4, **Con** +3, **Int** +2, **Wis** +3, **Cha** +2**AC** 27, fed by metal; **Fort** +17, **Ref** +18, **Will** +15**HP** 140; **Immunities** paralyzed, sleep**Countered by Earth** If the sea dragon is targeted with an earth spell or *flesh to stone*, they lose Liquefy until the end of their next turn.**Fed by Metal** (arcane, transmutation) When a sea dragon is struck by a weapon made primarily of metal or affected by a spell that uses metal, many of the dragon's scales transform to mimic the metal. This grants the dragon a +1 item bonus to AC until the start of their next turn.**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 24**Liquefy** ↻ (abjuration, arcane, water) **Trigger** The dragon is targeted by a Strike or spell that could deal fire or physical damage to them; **Effect** The dragon liquefies, turning entirely to water while maintaining their shape, for a split second. Against the triggering effect, they gain resistance 15 to fire and to all physical damage.**Speed** 30 feet, fly 100 feet, swim 50 feet; *water walk***Melee** ✦ jaws +20 (reach 10 feet), **Damage** 2d10+11 piercing plus hyponatremia (see card 90)**Melee** ✦ claw +20 (agile), **Damage** 2d8+11 slashing plus Grab**Melee** ✦ tail +20 (reach 20 feet), **Damage** 2d8+11 bludgeoning plus Grab**Arcane Innate Spells** DC 26; **2nd** *endure elements* (self only); **1st** *create water* (at will); **Constant (2nd)** *water walk*
(Continued on card 90)

(Young sea dragon; continued from card 89)

Breath Weapon **◆◆** (arcane, evocation, water) The dragon shoots a ball of water that deals 9d6 bludgeoning damage in a 20-foot burst within 40 feet (DC 26 basic Reflex save). All non-magical fire in the radius is extinguished. The dragon can't use Breath Weapon again for 1d4 rounds.

Coiling Frenzy **◆◆** The dragon makes one claw Strike and one tail Strike in either order, each against the same target. If either Strike hits, the dragon automatically Grabs the target.

Constrict **◆** 2d8+6 bludgeoning, DC 26

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

Hyponatremia (water) A living creature that takes damage from the sea dragon's jaws Strike must succeed at a DC 26 Fortitude save or become sickened 1 as a surge of excess water floods its body.

ADULT SEA DRAGON

CREATURE 12

UNCOMMON





CG

HUGE

AMPHIBIOUS

DRAGON

WATER

Perception +21; darkvision, wavesense (imprecise) 60 feet**Languages** Aquan, Auran, Common, Draconic, Elven**Skills** Acrobatics +23, Arcana +18, Athletics +26, Deception +19, Intimidation +21, Nature +22, Society +18, Stealth +21, Survival +20**Str** +6, **Dex** +5, **Con** +4, **Int** +2, **Wis** +4, **Cha** +3**AC** 33, fed by metal; **Fort** +22, **Ref** +25, **Will** +20; +1 status to all saves vs. magic**HP** 225; **Immunities** paralyzed, sleep**Countered by Earth** If the sea dragon is targeted with an earth spell or *flesh to stone*, they lose Liquefy until the end of their next turn.**Fed by Metal** (arcane, transmutation) When a sea dragon is struck by a weapon made primarily of metal or affected by a spell that uses metal, many of the dragon's scales transform to mimic the metal. This grants the dragon a +1 item bonus to AC until the start of their next turn.**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 30**Vortex** (aura, water) 40 feet. Water in the aura that's also in the same body of water as the dragon is difficult terrain for Swimming creatures which don't have the water trait.**Liquefy**  (abjuration, arcane, water) **Trigger** The dragon is targeted by a Strike or spell that could deal fire or physical damage to them; **Effect** The dragon liquefies, turning entirely to water while maintaining their shape, for a split second. Against the triggering effect, they gain resistance 20 to fire and to all physical damage.**Speed** 30 feet, fly 100 feet, swim 50 feet; *water walk***Melee**  jaws +26 (magical, reach 15 feet), **Damage** 3d10+12 piercing plus hyponatremia (see card 92)**Melee**  claw +26 (agile, magical, reach 10 feet), **Damage** 3d8+12 slashing plus Grab**Melee**  tail +26 (magical, reach 25 feet), **Damage** 3d8+12 bludgeoning plus Grab

(Continued on card 92)

(Adult sea dragon; continued from card 91)

Arcane Innate Spells DC 32; **2nd** create water (at will), endure elements (self only); **Constant (2nd)** water walk

Rituals DC 32; control weather (doesn't require secondary casters)

Breath Weapon ♦♦ (arcane, evocation, water) The dragon shoots a ball of water that deals 13d6 bludgeoning damage in a 25-foot burst within 50 feet (DC 32 basic Reflex save). All non-magical fire in the radius is extinguished. The dragon can't use Breath Weapon again for 1d4 rounds.

Coiling Frenzy ♦♦ The dragon makes one claw Strike and one tail Strike in either order, each against the same target. If either Strike hits, the dragon automatically Grabs the target.

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

Greater Constrict ♦ 3d8+6 bludgeoning, DC 30

Hyponatremia (water) A living creature that takes damage from the sea dragon's jaws Strike must succeed at a DC 32 Fortitude save or become sickened 1 as a surge of excess water floods its body.

ANCIENT SEA DRAGON

CREATURE 17

RARE





CG

GARGANTUAN

AMPHIBIOUS

DRAGON

WATER

Perception +30; darkvision, wavesense (imprecise) 60 feet**Languages** Aquan, Auran, Celestial, Common, Draconic, Elven**Skills** Acrobatics +32, Arcana +26, Athletics +33, Deception +25, Intimidation +27, Nature +28, Society +26, Stealth +32, Survival +26**Str** +8, **Dex** +7, **Con** +5, **Int** +3, **Wis** +5, **Cha** +4**AC** 41, fed by metal; **Fort** +29, **Ref** +32, **Will** +27; +1 status to all saves vs. magic**HP** 350; **Immunities** paralyzed, sleep**Countered by Earth** If the sea dragon is targeted with an earth spell or *flesh to stone*, they lose Liquefy until the end of their next turn.**Fed by Metal** (arcane, transmutation) When a sea dragon is struck by a weapon made primarily of metal or affected by a spell that uses metal, many of the dragon's scales transform to mimic the metal. This grants the dragon a +1 item bonus to AC until the start of their next turn.**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 36**Vortex** (aura, water) 60 feet. Water in the aura that's also in the same body of water as the dragon is difficult terrain for Swimming creatures which don't have the water trait.**Liquefy**  (abjuration, arcane, water) **Trigger** The dragon is targeted by a Strike or spell that could deal fire or physical damage to them; **Effect** The dragon liquefies, turning entirely to water while maintaining their shape, for a split second. Against the triggering effect, they gain resistance 25 to fire and to all physical damage.**Speed** 50 feet, fly 140 feet, swim 70 feet; *water walk***Melee**  jaws +34 (magical, reach 20 feet), **Damage** 3d12+16 piercing plus hyponatremia (see card 94)**Melee**  claw +34 (agile, magical, reach 15 feet), **Damage** 3d10+16 slashing plus Grab**Melee**  tail +34 (magical, reach 25 feet), **Damage** 3d10+16 bludgeoning plus Grab

(Continued on card 94)

(Ancient sea dragon; continued from card 93)

Arcane Innate Spells DC 38; **5th** *control water, create water* (at will); **3rd** *endure elements* (self only); **Constant (2nd)** *water walk*

Rituals DC 38; *control weather* (doesn't require secondary casters)

Breath Weapon ◆◆ (arcane, evocation, water) The dragon shoots a ball of water that deals 18d6 bludgeoning damage in a 30-foot burst within 60 feet (DC 38 basic Reflex save). All non-magical fire in the radius is extinguished. The dragon can't use Breath Weapon again for 1d4 rounds.

Coiling Frenzy ◆◆ The dragon makes one claw Strike and one tail Strike in either order, each against the same target. If either Strike hits, the dragon automatically Grabs the target.

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

Greater Constrict ◆ 3d10+8 bludgeoning, DC 38

Hyponatremia (water) A living creature that takes damage from the sea dragon's jaws Strike must succeed at a DC 38 Fortitude save or become sickened 2 as a surge of excess water floods its body.

Tidal Wave ◆◆◆ (arcane, evocation, manipulate, water) **Frequency** once per 10 minutes; **Requirements** The dragon is in a body of water at least as large as they are; **Effect** The dragon slams their body down, sending a towering wave outward. This wave deals 10d12 bludgeoning damage in a 90-foot emanation. Each creature in the area must attempt a DC 38 Reflex save. Structures and unattended objects in the area take the full amount of damage with no saving throw.

Critical Success The creature takes no damage but is pushed 30 feet from the dragon.

Success The creature takes half damage and is pushed 60 feet from the dragon.

Failure The creature takes full damage, is pushed 120 feet from the dragon, and falls prone.

Critical Failure As failure, but double damage.

YOUNG SKY DRAGON

CREATURE 9

UNCOMMON LG LARGE DRAGON ELECTRICITY

Perception +19; darkvision, scent (imprecise) 60 feet**Languages** Auran, Common, Draconic**Skills** Acrobatics +16, Athletics +19, Deception +16, Intimidation +18, Religion +19, Society +18, Stealth +18, Survival +17**Str** +6, **Dex** +1, **Con** +3, **Int** +1, **Wis** +4, **Cha** +3**Mist Vision** Fog and mist don't impair a sky dragon's vision; they ignore the concealed condition from fog and mist.**AC** 28; **Fort** +18, **Ref** +16, **Will** +21**HP** 155; **Immunities** electricity, paralyzed, sleep**Countered by Fire** If the sky dragon takes fire damage, the elemental magic of metal within them is tempered. Until the end of their next turn, they take a -1 circumstance penalty to attack rolls and AC, and their jaws Strikes don't deal electricity damage. This limitation ends if the dragon uses Breath Weapon.**Fed by Earth** (abjuration, divine) When a sky dragon is targeted by an earth spell or effect, they leave a cloud of pulverized dust and gravel that swirls in the eddies of the dragon's flight. For 1 minute, the dragon is concealed while flying.**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 26**Speed** 30 feet, fly 120 feet**Melee** ✦ jaws +21 (reach 10 feet), **Damage** 2d8+12 piercing plus 1d12 electricity**Melee** ✦ claw +21 (agile), **Damage** 2d8+12 slashing plus Grab**Melee** ✦ tail +21 (reach 20 feet), **Damage** 2d8+12 bludgeoning plus Grab**Divine Innate Spells** DC 28; **2nd** *invisibility*; **1st** *feather fall*, *gust of wind***Breath Weapon** ✦✦ (divine, electricity, evocation) The dragon shoots a ball of electricity that deals 5d12 electricity damage in a 20-foot burst within 40 feet (DC 28 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds.

(Continued on card 96)

(Young sky dragon; continued from card 95)

Coiling Frenzy ♦♦ The dragon makes one claw Strike and one tail Strike in either order, each against the same target. If either Strike hits, the dragon automatically Grabs the target.

Constrict ♦ 2d8+7 bludgeoning, DC 24

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

Perfected Flight A sky dragon can hover in place without spending an action, and they automatically succeed at all Acrobatics checks to Maneuver in Flight.

ADULT SKY DRAGON

CREATURE 13

UNCOMMON

LG

HUGE

DRAGON

ELECTRICITY

Perception +24; darkvision, scent (imprecise) 60 feet**Languages** Auran, Celestial, Common, Draconic, Infernal, Sylvan**Skills** Acrobatics +21, Athletics +26, Deception +21, Intimidation +23, Religion +26, Society +21, Stealth +21, Survival +19**Str** +7, **Dex** +2, **Con** +4, **Int** +2, **Wis** +5, **Cha** +4**Mist Vision** Fog and mist don't impair a sky dragon's vision; they ignore the concealed condition from fog and mist.**AC** 34; **Fort** +23, **Ref** +21, **Will** +26; +1 status to all saves vs. magic**HP** 235; **Immunities** electricity, paralyzed, sleep**Countered by Fire** If the sky dragon takes fire damage, the elemental magic of metal within them is tempered. Until the end of their next turn, they take a -1 circumstance penalty to attack rolls and AC, and their jaws Strikes don't deal electricity damage. This limitation ends if the dragon uses Breath Weapon.**Fed by Earth** (abjuration, divine) When a sky dragon is targeted by an earth spell or effect, they leave a cloud of pulverized dust and gravel that swirls in the eddies of the dragon's flight. For 1 minute, the dragon is concealed while flying.**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 31**Speed** 40 feet, fly 140 feet**Melee** ✦ jaws +27 (magical, reach 15 feet), **Damage** 3d8+13 piercing plus 1d12 electricity**Melee** ✦ claw +27 (agile, magical, reach 10 feet), **Damage** 3d8+13 slashing plus Grab**Melee** ✦ tail +27 (magical, reach 25 feet), **Damage** 3d8+13 bludgeoning plus Grab**Divine Innate Spells** DC 33; **4th** *gaseous form*; **2nd** *invisibility*; **1st** *feather fall*, *gust of wind***Breath Weapon** ✦✦ (divine, electricity, evocation) The dragon shoots a ball of electricity that deals 7d12 electricity damage in a 25-foot burst within 50 feet (DC 33 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds. See divine lightning (card 98).

(Continued on card 98)

(Adult sky dragon; continued from card 97)

Coiling Frenzy **◆◆** The dragon makes one claw Strike and one tail Strike in either order, each against the same target. If either Strike hits, the dragon automatically Grabs the target.

Divine Lightning (divine) A good sky dragon who worships a deity channels divine power through its attacks, making them more effective against fiends and undead. Any electricity damage it deals becomes good damage against fiends or positive damage against undead.

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

Greater Constrict **◆** 3d8+8 bludgeoning, DC 33

Perfected Flight A sky dragon can hover in place without spending an action, and they automatically succeed at all Acrobatics checks to Maneuver in Flight.

ANCIENT SKY DRAGON

CREATURE 18

RARE

LG

GARGANTUAN

DRAGON

ELECTRICITY

Perception +32; darkvision, scent (imprecise) 60 feet**Languages** Auran, Celestial, Common, Draconic, Elven, Infernal, Sylvan**Skills** Acrobatics +28, Athletics +35, Deception +28, Intimidation +32, Religion +34, Society +26, Stealth +28, Survival +28**Str** +8, **Dex** +4, **Con** +5, **Int** +4, **Wis** +6, **Cha** +6**Mist Vision** Fog and mist don't impair a sky dragon's vision; they ignore the concealed condition from fog and mist.**AC** 42; **Fort** +31, **Ref** +28, **Will** +32; +1 status to all saves vs. magic**HP** 335; **Immunities** electricity, paralyzed, sleep**Countered by Fire** If the sky dragon takes fire damage, the elemental magic of metal within them is tempered. Until the end of their next turn, they take a -1 circumstance penalty to attack rolls and AC, and their jaws Strikes don't deal electricity damage. This limitation ends if the dragon uses Breath Weapon.**Fed by Earth** (abjuration, divine) When a sky dragon is targeted by an earth spell or effect, they leave a cloud of pulverized dust and gravel that swirls in the eddies of the dragon's flight. For 1 minute, the dragon is concealed while flying.**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 38**Speed** 60 feet, fly 160 feet**Melee** ♦ jaws +36 (magical, reach 20 feet), **Damage** 3d10+16 piercing plus 1d12 electricity**Melee** ♦ claw +36 (agile, magical, reach 15 feet), **Damage** 3d10+16 slashing plus Grab**Melee** ♦ tail +36 (magical, reach 30 feet), **Damage** 3d10+16 bludgeoning plus Grab**Divine Innate Spells** DC 42; **4th** *gaseous form*, *invisibility*; **1st** *feather fall*, *gust of wind***Breath Weapon** ♦♦ (divine, electricity, evocation) The dragon shoots a ball of electricity that deals 9d12 electricity damage and 2d12 sonic damage in a 30-foot burst within 60 feet (DC 40 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds. See divine lightning (card 100). (Continued on card 100)

(Ancient sky dragon; continued from card 99)

Coiling Frenzy ♦♦ The dragon makes one claw Strike and one tail Strike in either order, each against the same target. If either Strike hits, the dragon automatically Grabs the target.

Divine Lightning (divine) A good sky dragon who worships a deity channels divine power through its attacks, making them more effective against fiends and undead. Any electricity damage it deals becomes good damage against fiends or positive damage against undead.

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

Greater Constrict ♦ 3d10+11 bludgeoning, DC 40

Perfected Flight A sky dragon can hover in place without spending an action, and they automatically succeed at all Acrobatics checks to Maneuver in Flight.

Stunning Electricity ♦♦ (divine, electricity, evocation, incapacitation) The dragon rapidly coils, then unleashes crackling lightning that deals 5d12 electricity damage in a 60-foot emanation. Each creature in the area must attempt a DC 40 Fortitude save; regardless of the outcome, the creature then becomes temporarily immune for 10 minutes.

Critical Success The creature is unaffected.

Success Half damage, and the creature is stunned 1.

Failure Full damage, and the creature is stunned for 1 round and can't fly for 4 rounds.

Critical Failure Double damage, and the creature is stunned for 2 rounds and can't fly for 1 minute.

YOUNG SOVEREIGN DRAGON

CREATURE 11










UNCOMMON

N

LARGE

DRAGON

EARTH

Perception +22; darkvision, scent (imprecise) 60 feet**Languages** Celestial, Common, Draconic, Infernal**Skills** Acrobatics +18, Athletics +22, Deception +21, Diplomacy +25, Intimidation +23, Occultism +18, Society +20, Stealth +18, Survival +20**Str** +7, **Dex** +3, **Con** +5, **Int** +3, **Wis** +5, **Cha** +6**AC** 31; **Fort** +22, **Ref** +18, **Will** +24; +1 status to all saves vs. magic**HP** 195; **Immunities** paralyzed, sleep; **Resistances** mental 10**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 28**Violent Retort**  **Trigger** A creature within the sovereign dragon's reach critically hits the dragon; **Effect** The sovereign dragon makes a claw or tail Strike against the creature, after applying all the effects of the critical hit to the dragon.**Speed** 40 feet, fly 120 feet**Melee**  jaws +24 (reach 10 feet), **Damage** 2d8+13 piercing plus 2d6 mental**Melee**  claw +24 (agile), **Damage** 2d8+13 slashing plus Grab**Melee**  tail +24 (reach 20 feet), **Damage** 2d8+13 bludgeoning plus Grab**Occult Innate Spells** DC 30; **6th** *shape stone*, *suggestion* (at will); **2nd** *detect alignment* (at will, good or evil only)**Breath Weapon**   (evocation, mental, occult) The dragon unleashes a roar charged with psychic energy, dealing 12d6 mental damage in a 30-foot cone (DC 30 basic Will save). The dragon can't use Breath Weapon again for 1d4 rounds.**Coiling Frenzy**   The dragon makes one claw Strike and one tail Strike in either order, each against the same target. If either Strike hits, the dragon automatically Grabs the target.**Constrict**  2d8+10 bludgeoning, DC 26**Draconic Momentum** The dragon recharges their Breath Weapon whenever they score a critical hit with a Strike.

(Continued on card 102)

(Young sovereign dragon; continued from card 101)

Gleaming Armor ◆ (evocation, light, occult) **Frequency** once per hour;
Effect The dragon's golden armor glows with a protective golden light. The dragon gains a +2 status bonus to AC and resistance 10 to energy damage. Each enemy in a 20-foot emanation must succeed at a DC 30 Fortitude save or be dazzled. All these effects last until the end of the dragon's next turn.

ADULT SOVEREIGN DRAGON

CREATURE 15









UNCOMMON

N

HUGE

DRAGON

EARTH

Perception +29; darkvision, scent (imprecise) 60 feet**Languages** Abyssal, Auran, Infernal, Celestial, Common, Draconic, Infernal**Skills** Acrobatics +25, Athletics +31, Deception +28, Diplomacy +32, Intimidation +30, Occultism +25, Society +27, Stealth +25, Survival +27**Str** +8, **Dex** +4, **Con** +6, **Int** +4, **Wis** +6, **Cha** +7**AC** 37; **Fort** +27, **Ref** +23, **Will** +29; +1 status to all saves vs. magic**HP** 275; **Immunities** paralyzed, sleep; **Resistances** mental 15**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 34**Violent Retort**  **Trigger** A creature within the sovereign dragon's reach critically hits the dragon; **Effect** The sovereign dragon makes a claw or tail Strike against the creature, after applying all the effects of the critical hit to the dragon.**Speed** 50 feet, fly 150 feet**Melee**  jaws +30 (magical, reach 15 feet), **Damage** 3d10+14 piercing plus 2d6 mental**Melee**  claw +30 (agile, magical, reach 10 feet), **Damage** 3d10+14 slashing plus Grab**Melee**  tail +30 (magical, reach 25 feet), **Damage** 3d10+14 bludgeoning plus Grab**Occult Innate Spells** DC 36, attack +30; **8th** *shape stone, suggestion, wall of stone*; **7th** *suggestion* (at will); **2nd** *detect alignment* (at will, good or evil only)**Breath Weapon**   (evocation, mental, occult) The dragon unleashes a roar charged with psychic energy, dealing 16d6 mental damage in a 40-foot cone (DC 36 basic Will save). The dragon can't use Breath Weapon again for 1d4 rounds.**Coiling Frenzy**   The dragon makes one claw Strike and one tail Strike in either order, each against the same target. If either Strike hits, the dragon automatically Grabs the target.**Draconic Momentum** The dragon recharges their Breath Weapon whenever they score a critical hit with a Strike.

(Continued on card 104)

(Adult sovereign dragon; continued from card 103)

Gleaming Armor ◆ (evocation, light, occult) **Frequency** once per hour; **Effect** The dragon's golden armor glows with a protective golden light. The dragon gains a +2 status bonus to AC and resistance 15 to energy damage. Each enemy in a 20-foot emanation must succeed at a DC 36 Fortitude save or be dazzled. All these effects last until the end of the dragon's next turn.

Greater Constrict ◆◆ 3d10+8 bludgeoning, DC 36

Inspire Envoy ◆◆◆ (enchantment, mental, occult) **Frequency** once per day; **Effect** The dragon chooses a mortal they've observed performing an exceptional act and offers their august blessing in exchange for the creature carrying out a specific directive, such as defeating a tyrant or protecting a sacred site. If the creature agrees, until its next daily preparations, it gains a +1 status bonus to the dragon's choice of attack rolls, AC, or all of the following: Perception, Will saves, and Charisma-based skill checks.

The dragon can Dismiss this benefit by spending a single action (that has the concentrate trait), which they're swift to do if the mortal dares to defy the dragon's directive.

ANCIENT SOVEREIGN DRAGON

CREATURE 20








RARE

N

GARGANTUAN

DRAGON

EARTH

Perception +36; darkvision, scent (imprecise) 60 feet**Languages** Abyssal, Auran, Celestial, Common, Draconic, Ignan, Infernal, Terran**Skills** Acrobatics +31, Athletics +38, Deception +37, Diplomacy +41, Intimidation +37, Occultism +31, Society +31, Stealth +31, Survival +34**Str** +10, **Dex** +5, **Con** +7, **Int** +5, **Wis** +8, **Cha** +9**AC** 46; **Fort** +35, **Ref** +31, **Will** +36; +1 status to all saves vs. magic**HP** 410; **Immunities** paralyzed, sleep; **Resistances** mental 20**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 41**Mentalist Counterspell**  (abjuration, occult) **Trigger** The dragon is targeted by a mental effect it's aware of; **Effect** The dragon immediately attempts to counteract the triggering effect (counteract modifier +32).**Violent Retort**  **Trigger** A creature within the sovereign dragon's reach critically hits the dragon; **Effect** The sovereign dragon makes a claw or tail Strike against the creature, after applying all the effects of the critical hit to the dragon.**Speed** 60 feet, fly 180 feet**Melee**  jaws +38 (magical, reach 20 feet), **Damage** 4d8+18 piercing plus 3d6 mental**Melee**  claw +38 (agile, magical, reach 15 feet), **Damage** 4d8+18 slashing plus Grab**Melee**  tail +38 (magical, reach 30 feet), **Damage** 4d8+18 bludgeoning plus Grab**Occult Innate Spells** DC 43; **9th** *shape stone, suggestion, wall of stone*; **7th** *suggestion* (at will); **2nd** *detect alignment* (at will, good or evil only)**Breath Weapon**   (evocation, mental, occult) The dragon unleashes a roar charged with psychic energy, dealing 21d6 mental damage in a 50-foot cone (DC 43 basic Will save). The dragon can't use Breath Weapon again for 1d4 rounds.

(Continued on card 106)

(Ancient sovereign dragon; continued from card 105)

Coiling Frenzy ♦♦ The dragon makes one claw Strike and one tail Strike in either order, each against the same target. If either Strike hits, the dragon automatically Grabs the target.

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

Gleaming Armor ♦ (evocation, light, occult) **Frequency** once per hour; **Effect** The dragon's golden armor glows with a protective golden light. The dragon gains a +2 status bonus to AC and resistance 20 to energy damage. Each enemy in a 20-foot emanation must succeed at a DC 43 Fortitude save or be dazzled. All these effects last until the end of the dragon's next turn.

Greater Constrict ♦ 4d8+11 bludgeoning, DC 43

Inspire Envoy ♦♦ (enchantment, mental, occult) **Frequency** once per day; **Effect** The dragon chooses a mortal they've observed performing an exceptional act and offers their august blessing in exchange for the creature carrying out a specific directive, such as defeating a tyrant or protecting a sacred site. If the creature agrees, until its next daily preparations, it gains a +2 status bonus to the dragon's choice of attack rolls, AC, or all of the following: Perception, Will saves, and Charisma-based skill checks.

The dragon can Dismiss this benefit by spending a single action (that has the concentrate trait), which they're swift to do if the mortal dares to defy the dragon's directive.

YOUNG UNDERWORLD DRAGON

CREATURE 7

UNCOMMON

LE

LARGE

DRAGON

FIRE

Perception +13; darkvision, scent (imprecise) 60 feet, smoke vision**Languages** Common, Draconic, Undercommon**Skills** Acrobatics +11, Arcana +13, Athletics +17, Crafting +17, Deception +10, Intimidation +12, Nature +13, Stealth +13, Survival +11**Str** +6, **Dex** +2, **Con** +3, **Int** +4, **Wis** +2, **Cha** +1**Smoke Vision** Smoke doesn't impair an underworld dragon's vision; they ignore the concealed condition from smoke.**AC** 25; **Fort** +18, **Ref** +13, **Will** +15**HP** 115; **Immunities** fire, paralyzed, sleep**Countered by Water** If the underworld dragon takes damage from a spell with the cold or water trait, the elemental magic of fire within them is momentarily dampened. Until the end of their next turn, they take a -1 circumstance penalty to attack rolls, and their jaws Strikes don't deal fire damage. This limitation ends if the dragon uses Breath Weapon.**Fed by Wood** When an underworld dragon is struck by a weapon made primarily of wood or affected by a spell with the plant trait, the dragon's internal fiery essences are stoked with the added fuel. Their breath weapon recharges, and the fire damage from the dragon's jaws increases by one die until the end of the dragon's next turn.**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 23**Speed** 40 feet, burrow 30 feet, fly 80 feet**Melee** ✦ jaws +18 (reach 10 feet), **Damage** 2d8+8 piercing plus 1d6 fire**Melee** ✦ claw +18 (agile), **Damage** 2d8+8 slashing plus adamantine claws and Grab**Melee** ✦ tail +18 (reach 20 feet), **Damage** 2d8+8 bludgeoning plus Grab**Arcane Innate Spells** DC 25; **2nd** *continual flame*; **Cantrips (2nd)** *detect magic***Adamantine Claws** The dragon's claws are infused with adamantine. Their claw Strikes ignore half the Hardness of any object hit.

(Continued on card 108)

(Young underworld dragon; continued from card 107)

Breath Weapon **◆◆** (arcane, evocation, fire) The dragon breathes a blast of fire that explodes in a 20-foot burst within 40 feet, dealing 7d6 fire damage (DC 25 basic Reflex save). Creatures that fail the save also take 1d6 persistent fire damage. The dragon can't use Breath Weapon again for 1d4 rounds.

Coiling Frenzy **◆◆** The dragon makes one claw Strike and one tail Strike in either order, each against the same target. If either Strike hits, the dragon automatically Grabs the target.

Constrict **◆** 2d8+4 bludgeoning, DC 25

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

ADULT UNDERWORLD DRAGON**CREATURE 11****UNCOMMON****LE****HUGE****DRAGON****FIRE****Perception** +20; darkvision, scent (imprecise) 60 feet, smoke vision**Languages** Common, Draconic, Undercommon**Skills** Acrobatics +18, Arcana +21, Athletics +24, Crafting +22, Deception +19, Intimidation +21, Nature +20, Stealth +22, Survival +20**Str** +7, **Dex** +3, **Con** +4, **Int** +5, **Wis** +3, **Cha** +2**Smoke Vision** Smoke doesn't impair an underworld dragon's vision; they ignore the concealed condition from smoke.**AC** 31; **Fort** +23, **Ref** +18, **Will** +22; +1 status to all saves vs. magic**HP** 195; **Immunities** fire, paralyzed, sleep**Countered by Water** If the underworld dragon takes damage from a spell with the cold or water trait, the elemental magic of fire within them is momentarily dampened. Until the end of their next turn, they take a -1 circumstance penalty to attack rolls, their jaws Strikes don't deal fire damage, and they lose their sweltering heat aura. This limitation ends if the dragon uses Breath Weapon.**Fed by Wood** When an underworld dragon is struck by a weapon made primarily of wood or affected by a spell with the plant trait, the dragon's internal fiery essences are stoked with the added fuel. Their breath weapon recharges, and the fire damage from the dragon's jaws increases by one die until the end of the dragon's next turn.**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 28**Sweltering Heat** (arcane, aura, evocation, fire) 10 feet. Each creature that ends its turn in the aura must succeed at a DC 28 Fortitude saving throw or become fatigued while it remains in the aura.**Speed** 40 feet, burrow 40 feet, fly 80 feet**Melee** **◆** jaws +24 (magical, reach 10 feet), **Damage** 2d8+13 piercing plus 2d6 fire**Melee** **◆** claw +24 (agile, magical), **Damage** 2d8+13 slashing plus adamantine claws and Grab**Melee** **◆** tail +24 (magical, reach 20 feet), **Damage** 2d8+13 bludgeoning plus Grab

(Continued on card 110)

(Adult underworld dragon; continued from card 109)

Arcane Innate Spells DC 30, attack +24; **4th** *continual flame*, *wall of fire*;

Cantrips (4th) *detect magic*

Adamantine Claws The dragon's claws are infused with adamantine.

Their claw Strikes ignore half the Hardness of any object hit.

Breath Weapon **◆◆** (arcane, evocation, fire) The dragon breathes a blast of fire that explodes in a 25-foot burst within 50 feet, dealing 10d6 fire damage (DC 30 basic Reflex save). Creatures that fail the save also take 2d6 persistent fire damage. The dragon can't use Breath Weapon again for 1d4 rounds.

Coiling Frenzy **◆◆** The dragon makes one claw Strike and one tail Strike in either order, each against the same target. If either Strike hits, the dragon automatically Grabs the target.

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

Greater Constrict **◆** 2d8+10 bludgeoning, DC 30

ANCIENT UNDERWORLD DRAGON**CREATURE 16****RARE****LE****GARGANTUAN****DRAGON****FIRE****Perception** +28; darkvision, scent (imprecise) 60 feet, smoke vision**Languages** Common, Draconic, Ignan, Terran, Undercommon**Skills** Acrobatics +23, Arcana +25, Athletics +32, Crafting +29, Deception +27, Intimidation +29, Nature +24, Stealth +25, Survival +24**Str** +8, **Dex** +3, **Con** +6, **Int** +5, **Wis** +4, **Cha** +5**Smoke Vision** Smoke doesn't impair an underworld dragon's vision; they ignore the concealed condition from smoke.**AC** 39; **Fort** +30, **Ref** +25, **Will** +28; +1 status to all saves vs. magic**HP** 295; **Immunities** fire, paralyzed, sleep**Countered by Water** If the underworld dragon takes damage from a spell with the cold or water trait, the elemental magic of fire within them is momentarily dampened. Until the end of their next turn, they take a -1 circumstance penalty to attack rolls, their jaws Strikes don't deal fire damage, and they lose their sweltering heat aura. This limitation ends if the dragon uses Breath Weapon.**Fed by Wood** When an underworld dragon is struck by a weapon made primarily of wood or affected by a spell with the plant trait, the dragon's internal fiery essences are stoked with the added fuel. Their breath weapon recharges, and the fire damage from the dragon's jaws increases by one die until the end of the dragon's next turn.**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 35**Sweltering Heat** (arcane, aura, evocation, fire) 10 feet. Each creature that ends its turn in the aura must succeed at a DC 35 Fortitude saving throw or become fatigued while it remains in the aura.**Speed** 40 feet, burrow 60 feet, fly 80 feet**Melee** ✦ jaws +32 (magical, reach 15 feet), **Damage** 3d10+16 piercing plus 3d6 fire**Melee** ✦ claw +32 (agile, magical, reach 10 feet), **Damage** 3d10+16 slashing plus adamantine claws and Grab**Melee** ✦ tail +32 (magical, reach 25 feet), **Damage** 3d10+16 bludgeoning plus Grab

(Continued on card 112)



(Ancient underworld dragon; continued from card 111)

Arcane Innate Spells DC 37; **8th** continual flame, wall of fire; **Cantrips (8th)** detect magic

Adamantine Claws The dragon's claws are infused with adamantine. Their claw Strikes ignore half the Hardness of any object hit.

Breath Weapon **◆◆** (arcane, evocation, fire) The dragon breathes a blast of fire that explodes in a 30-foot burst within 60 feet, dealing 14d6 fire damage (DC 39 basic Reflex save). Creatures that fail the save also take 3d6 persistent fire damage. The dragon can't use Breath Weapon again for 1d4 rounds.

Coiling Frenzy **◆◆** The dragon makes one claw Strike and one tail Strike in either order, each against the same target. If either Strike hits, the dragon automatically Grabs the target.

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

Greater Constrict **◆** 3d10+9 bludgeoning, DC 37

Scorch Earth **◆◆** (arcane, evocation, fire) The dragon plunges their body into the ground, Burrows up to their Speed, and then scorches the land within a 60-foot emanation. Creatures underground or on the surface in the area take 8d6 fire damage (DC 37 basic Fortitude save), and those who critically fail become enfeebled 1 for 1 minute.

DRAMOFIR

CREATURE 14

UNCOMMON

N

LARGE

ABERRATION

DREAM


Perception +28; greater darkvision**Languages** telepathy 100 feet; *tongues***Skills** Acrobatics +26, Diplomacy +27, Dreamlands Lore +23, Occultism +21, Stealth +28**Str** +3, **Dex** +6, **Con** +4, **Int** +1, **Wis** +8, **Cha** +7**AC** 35; **Fort** +22, **Ref** +26, **Will** +30**HP** 290; **Immunities** sleep; **Weaknesses** slashing 10; **Resistances** surreal anatomy**Surreal Anatomy** A dramofir has resistance 10 to precision damage and the extra damage from critical hits. If the resistance is greater than the extra damage, it reduces the extra damage to 0 but doesn't reduce the attack's normal damage.**Speed** 25 feet, fly 25 feet**Melee** ✦ needle +27 (agile, finesse, reach 10 feet), **Damage** 3d6+9 piercing plus 2d6 mental**Ranged** ✦ needle +27 (agile, thrown 20 feet), **Damage** 3d6+9 piercing plus 2d6 mental**Occult Innate Spells** DC 36; **8th** *dream council*; **7th** *darkness, mask of terror, nightmare, sleep, soothe* (×2); **4th** *dimension door* (at will);**Constant** (5th) *tongues***Bittersweet Dreams** ✦✦ (emotion, enchantment, mental, occult, visual)

The dramofir swishes their robes in a mesmerizing display that brings the dreams in the robes to life before the viewer's eyes. Each creature within 30 feet must attempt a DC 34 Will save or be filled with ennui.

Critical Success The creature is unaffected and temporarily immune for 24 hours.**Success** For 1 round, the creature takes a -1 status penalty to attack rolls, saving throws, and skill checks, and all other emotion effects on it are suppressed.**Failure** As success, but also slowed 1 and the duration is 1d4 rounds.**Critical Failure** As success, but the creature is also slowed 1, the status penalty is -2, and the duration is 1 minute.

(Continued on card 114)

(Dramofir; continued from card 113)

Pluck Dream  (enchantment, mental, occult) **Requirements** The dramofir is adjacent to an unconscious or sleeping creature; **Effect** The dramofir licks the creature's forehead, places their hand in the same spot, and siphons the creature's dreams to incorporate into their robes. If the target is affected by any mental effect altering their dreams, such as an animate dream's curse of endless nightmares or a *nightmare* spell, the dramofir attempts to counteract that effect (counteract modifier +26). Otherwise, the dramofir plucks a benign dream from the creature, and the target must attempt a DC 36 Will save.

Success The creature is unaffected.

Failure The creature is stupefied 1 until the next time it gets a full night's rest.

Critical Failure As failure, but stupefied 2, and the dramofir casts a 6th-level *modify memory* spell on the target.

DUENDE

CREATURE 2

UNCOMMON

CN

SMALL

EARTH

FEY

Perception +7; darkvision, tremorsense (imprecise) 60 feet**Languages** Gnomish, Sylvan, Undercommon**Skills** Farming Lore +7, Intimidation +8, Labor Lore +7, Society +7, Survival +9**Str** +1, **Dex** +3, **Con** +2, **Int** +1, **Wis** +3, **Cha** +4**Items** toenail cutter**AC** 17; **Fort** +6, **Ref** +9, **Will** +9**HP** 35**Speed** 25 feet**Melee** ♦ toenail cutter +10 (agile, backstabber, finesse), **Damage** 1d6+3 slashing**Occult Innate Spells** DC 18, attack +10; **3rd** *locate*; **2nd** *invisibility* (self only); **1st** *fear*, *phantom pain*; **Cantrips (1st)** *daze*, *guidance*, *telekinetic projectile***Earthmound Dweller** ♦♦♦ (primal, transmutation) The duende shrinks to the size of an ant, allowing them to enter very small tunnels within the earth such as anthills or termite mounds. Their Speed decreases to 5 feet. They can remain in this size until they end the effect by spending a single action, which has the concentrate trait.

If the duende is underground and a creature hits the space they're occupying with a Strike (hitting automatically) that deals 5 damage or more, the duende is expelled from the tunnels, returns to their normal size, and takes bludgeoning damage equal to the damage from the Strike.

Fool's Gold ♦♦ (occult, illusion) **Frequency** once per day; **Requirements**

The duende is holding brown or yellow earthen objects, such as ginger or animal dung; **Effect** The duende makes the objects look, feel, and smell like gold trinkets of a similar size. A creature that touches or Interacts with an affected object can attempt a DC 18 Perception check to disbelieve the illusion, and a successful DC 20 check with Crafting or an appropriate Lore skill (such as Mining Lore) reveals their true nature. The effect ends if the objects are exposed to sunlight.

DYBBUK

CREATURE 15

UNCOMMON

NE

MEDIUM

INCORPOREAL

SPIRIT

UNDEAD

Perception +27; darkvision**Languages** Abyssal, Aklo, Common; telepathy 100 feet**Skills** Acrobatics +28, Deception +31, Diplomacy +27, Intimidation +29, Stealth +28**Str** -5, **Dex** +7, **Con** +0, **Int** +1, **Wis** +6, **Cha** +8**AC** 35; **Fort** +21, **Ref** +28, **Will** +29**HP** 175, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)**Frightful Presence** (aura, divine, emotion, enchantment, fear, mental) 30 feet, DC 33**Speed** fly 50 feet**Melee** ♦ pain touch +28 (agile, evil, finesse, magical), **Damage** 3d10+14 negative plus 2d6 evil**Occult Innate Spells** DC 36, attack +30; **6th** *dominate*, *feeblemind*, *telekinetic maneuver* (at will); **5th** *chilling darkness* (×2), *fear*; **4th** *modify memory*; **3rd** *fear* (at will); **Cantrips (6th)** *telekinetic projectile***Inhabit Object** ♦ (necromancy, occult, possession) The dybbuk possesses a Large or smaller unattended object within 20 feet, making it an animated object (*Bestiary* 20, *Bestiary* 3 18) with a level no higher than the dybbuk's level - 2. This possession ends when the object is destroyed or the dybbuk leaves it by using this ability again, after which the dybbuk reappears in the object's square and can't Inhabit an Object again for 1d4 rounds. If the object is destroyed, the dybbuk takes 5d6 force damage.**Malevolent Possession** ♦♦ (incapacitation, mental, necromancy, occult, possession) The dybbuk attempts to possess an adjacent corporeal creature. This has the same effect as *possession* (DC 34) with unlimited duration, except the dybbuk isn't unconscious and isn't paralyzed when the effect ends, though they take 5d6 force damage if the body is knocked unconscious or killed. If the dybbuk took control of the target, when they depart, the target is left with only incoherent memories. If a creature dies while possessed and its corpse is intact, the dybbuk can use Inhabit Object on it as a reaction, turning the corpse into an animated object.

EINHERJI

CREATURE 10

CN

MEDIUM


AESIR


MONITOR

Perception +17; darkvision**Languages** Common, Hallit, Jotun**Skills** Athletics +25, Crafting +16, Intimidation +21**Str** +7, **Dex** +4, **Con** +6, **Int** +0, **Wis** +1, **Cha** +3**Items** +1 striking returning dagger, +1 striking longsword, standard-grade darkwood shield (Hardness 5, HP 20, BT 10)**AC** 30; **Fort** +22, **Ref** +18, **Will** +17 (+21 vs. fear)**HP** 175; **Resistances** piercing 10**Attack of Opportunity** ↻**Shield Block** ↻**Speed** 40 feet**Melee** ✦ longsword +24 (versatile P), **Damage** 2d8+13 slashing**Melee** ✦ fist +23 (agile), **Damage** 2d6+13 bludgeoning**Melee** ✦ dagger +24 (agile, versatile S), **Damage** 2d4+13 piercing**Ranged** ✦ dagger +21 (agile, thrown 10 feet, versatile S), **Damage** 2d4+13 piercing**Champion Devotion Spells** 2 Focus Points, DC 29; **1st** *weapon surge* (Core Rulebook 399); **4th** *word of freedom* (Core Rulebook 399)**Challenge Foe** ✦ The einherji challenges one creature they can see to single combat, attempting to Demoralize that target. This target remains the einherji's foe until it's defeated, it flees, or the encounter ends. The einherji gains a circumstance bonus to damage equal to their number of weapon damage dice against their designated foe but takes an equivalent circumstance penalty to damage against any other creature. If the einherji is defeated by their challenged foe, the shame causes them to lose use of their champion devotion spells for 1 week or until they challenge the same foe again and emerge victorious, whichever comes first.**Jotun Slayer** The einherji has a +4 circumstance bonus to damage rolls made against giants and creatures that are at least two sizes larger than the einherji.**Instant Repair** ✦ The einherji Repairs their shield. They can't use this ability if the shield is completely destroyed.



ELEMENTAL, AIR WISP**CREATURE 0****N** **TINY** **AIR** **ELEMENTAL****Perception** +6; darkvision**Languages** Auran**Skills** Acrobatics +7, Plane of Air Lore +4, Stealth +7**Str** +0, **Dex** +3, **Con** +1, **Int** +0, **Wis** +2, **Cha** +0**AC** 18; **Fort** +3, **Ref** +9, **Will** +4**HP** 10; **Immunities** bleed, paralyzed, poison, sleep



Resonance (aura, air) 30 feet. All wisps vibrate at a frequency attuned to their element, resonating with and empowering all creatures and effects sharing that trait. A creature in the area gains a +1 status bonus to attack and damage rolls for effects with the air trait; a creature with the elemental and air traits gains this bonus to all attack and damage rolls.




Accord Essence  (air) **Trigger** An ally within 30 feet that benefited from the wisp's resonance in the last hour is targeted by an attack; **Effect** The wisp detonates itself in a small elemental explosion that gives temporary Hit Points equal to half the wisp's current Hit Points to allies within 30 feet that have benefited from the wisp's resonance in the last hour. These temporary Hit Points last 1 hour. A wisp that uses this reaction is permanently destroyed, and it can be restored only by a *wish* spell or similarly powerful effect. If an ability would prevent the wisp's destruction (for instance, if the wisp is summoned and would merely be dismissed), Accord Essence has no effect.


Speed fly 40 feet**Melee**  tendril +7 (reach 10 feet), **Damage** 1d4 bludgeoning

In Concert When a wisp rolls a critical failure on a check to Aid, they get a failure instead, and when they roll a success, they get a critical success instead.

ELEMENTAL, EARTH WISP**CREATURE 0****N TINY EARTH ELEMENTAL****Perception** +6; darkvision, tremorsense (imprecise) 30 feet**Languages** Terran**Skills** Athletics +6, Dungeon Lore +4, Plane of Earth Lore +4**Str** +2, **Dex** +1, **Con** +3, **Int** +0, **Wis** +2, **Cha** +0**AC** 16; **Fort** +7, **Ref** +5, **Will** +4**HP** 15; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** bludgeoning 2**Resonance** (aura, earth) 30 feet. All wisps vibrate at a frequency attuned to their element, resonating with and empowering all creatures and effects sharing that trait. A creature in the area gains a +1 status bonus to attack and damage rolls for effects with the earth trait; a creature with the elemental and earth traits gains this bonus to all attack and damage rolls.**Accord Essence**  (earth) **Trigger** An ally within 30 feet that benefited from the wisp's resonance in the last hour is targeted by an attack; **Effect** The wisp detonates itself in a small elemental explosion that gives temporary Hit Points equal to half the wisp's current Hit Points to allies within 30 feet that have benefited from the wisp's resonance in the last hour. These temporary Hit Points last 1 hour. A wisp that uses this reaction is permanently destroyed, and it can be restored only by a *wish* spell or similarly powerful effect. If an ability would prevent the wisp's destruction (for instance, if the wisp is summoned and would merely be dismissed), Accord Essence has no effect.**Speed** 20 feet, burrow 20 feet**Melee**  tendril +6 (reach 10 feet), **Damage** 1d4+2 bludgeoning**In Concert** When a wisp rolls a critical failure on a check to Aid, they get a failure instead, and when they roll a success, they get a critical success instead.

ELEMENTAL, FIRE WISP**CREATURE 0****N** **TINY** **ELEMENTAL** **FIRE****Perception** +6; darkvision, smoke vision**Languages** Ignan**Skills** Acrobatics +5, Plane of Fire Lore +4, Stealth +7**Str** +2, **Dex** +3, **Con** +2, **Int** +0, **Wis** +2, **Cha** +0**Smoke Vision** The fire wisp ignores the concealed condition from smoke.**AC** 16; **Fort** +6, **Ref** +7, **Will** +4**HP** 18; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 2, water 2**Resonance** (aura, fire) 30 feet. All wisps vibrate at a frequency attuned to their element, resonating with and empowering all creatures and effects sharing that trait. A creature in the area gains a +1 status bonus to attack and damage rolls for effects with the fire trait; a creature with the elemental and fire traits gains this bonus to all attack and damage rolls.**Accord Essence**  (fire) **Trigger** An ally within 30 feet that benefited from the wisp's resonance in the last hour is targeted by an attack; **Effect** The wisp detonates itself in a small elemental explosion that gives temporary Hit Points equal to half the wisp's current Hit Points to allies within 30 feet that have benefited from the wisp's resonance in the last hour. These temporary Hit Points last 1 hour. A wisp that uses this reaction is permanently destroyed, and it can be restored only by a *wish* spell or similarly powerful effect. If an ability would prevent the wisp's destruction (for instance, if the wisp is summoned and would merely be dismissed), Accord Essence has no effect.**Speed** 40 feet, fly 15 feet**Melee**  tendril +6 (reach 10 feet), **Damage** 1d4 fire plus 1 persistent fire**In Concert** When a wisp rolls a critical failure on a check to Aid, they get a failure instead, and when they roll a success, they get a critical success instead.

ELEMENTAL, WATER WISP**CREATURE 0****N** **TINY** **ELEMENTAL** **WATER****Perception** +6; darkvision, mist vision**Languages** Aquan**Skills** Athletics +4, Medicine +6, Plane of Water Lore +4**Str** +2, **Dex** +2, **Con** +3, **Int** +0, **Wis** +2, **Cha** +0**Mist Vision** The water wisp ignores the concealed condition from mist and fog.**AC** 14; **Fort** +8, **Ref** +4, **Will** +4**HP** 20; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** fire 2**Resonance** (aura, water) 30 feet. All wisps vibrate at a frequency attuned to their element, resonating with and empowering all creatures and effects sharing that trait. A creature in the area gains a +1 status bonus to attack and damage rolls for effects with the water trait; a creature with the elemental and water traits gains this bonus to all attack and damage rolls.**Accord Essence**  (water) **Trigger** An ally within 30 feet that benefited from the wisp's resonance in the last hour is targeted by an attack; **Effect** The wisp detonates itself in a small elemental explosion that gives temporary Hit Points equal to half the wisp's current Hit Points to allies within 30 feet that have benefited from the wisp's resonance in the last hour. These temporary Hit Points last 1 hour. A wisp that uses this reaction is permanently destroyed, and it can be restored only by a *wish* spell or similarly powerful effect. If an ability would prevent the wisp's destruction (for instance, if the wisp is summoned and would merely be dismissed), Accord Essence has no effect.**Speed** 25 feet, swim 25 feet**Melee**  tendril +6 (reach 10 feet), **Damage** 1d6 bludgeoning**Drench**  (abjuration, primal, water) The wisp puts out all fires in a single 5-foot square. It extinguishes non-magical fire of that size or smaller automatically and attempts to counteract magical fires (counteract modifier +6).**In Concert** When a wisp rolls a critical failure on a check to Aid, they get a failure instead, and when they roll a success, they get a critical success instead.

ENNOCITE, IOTON**CREATURE 0****N** **TINY** **ASTRAL** **INCORPOREAL****Perception** +3; thoughtsense (imprecise) 60 feet**Languages** absorbed language**Skills** Acrobatics +6, Stealth +6**Str** -5, **Dex** +2, **Con** +3, **Int** +0, **Wis** -1, **Cha** -3**Absorbed Language** While a creature is taking persistent damage from the ioton, the ioton gains the ability to speak and understand one of that creature's languages, selected at random.**Thoughtsense** (divination, mental, occult) The ioton senses all non-mindless creatures at the listed range.**AC** 14; **Fort** +7, **Ref** +6, **Will** +3**HP** 14; **Immunities** disease, poison, precision; **Weaknesses** mental 3;**Resistances** all damage 2 (except force, *ghost touch*, or mental; double resistance vs. non-magical)**Speed** fly 30 feet**Melee**  touch +6 (agile, magical, mental), **Effect** 1d4 persistent mental damage and leech thought**Occult Innate Spells** DC 14; **Cantrips (1st)** *daze*, *detect magic***Leech Thought** (healing, occult, polymorph, transmutation) While a creature is taking persistent mental damage from the ioton, the ioton takes the shape of a creature familiar to the target, such as an acquaintance, pet, or common animal, though the appearance is imperfect and grants no benefit to Impersonate an individual.

While transformed, the ioton loses its incorporeal trait, immunities, and resistances, but it gains an unarmed melee Strike with a +6 attack modifier that deals 1d8+2 bludgeoning damage. The ioton immediately returns to its original form once no creature is taking persistent mental damage from it.

ENNOCITE, SHULSAGA

CREATURE 3

UNCOMMON

N

MEDIUM

ASTRAL

Perception +10; low-light vision, rift sense**Languages** Common; telepathy 60 feet**Skills** Acrobatics +11, Occultism +8, Stealth +9, Survival +8**Str** +2, **Dex** +4, **Con** +0, **Int** +1, **Wis** +3, **Cha** +1**Items** composite longbow (20 arrows), halberd**Rift Sense** A shulsaga can sense any planar rift within 1 mile, including natural portals, ongoing spells like *gate*, and other tears in reality. By concentrating for 1 minute, they can increase their range to 25 miles.**AC** 19 (21 with shield raised); **Fort** +7, **Ref** +11, **Will** +10**HP** 35**Shield Block** ↻**Speed** 25 feet, fly 30 feet**Melee** ✦ halberd +9 (reach 10 feet, versatile S), **Damage** 1d10+4 piercing**Ranged** ✦ composite longbow +11 (deadly d10, propulsive, range increment 100 feet, volley 30 feet), **Damage** 1d8+3 piercing**Occult Innate Spells** DC 18, attack +10; **1st** *floating disk* (at will); **Cantrips** (2nd) *dancing lights*, *detect magic*, *telekinetic projectile***Astral Recoil** ✦ (occult) **Frequency** once per minute; **Trigger** The shulsaga's last action was a successful melee Strike against an astral form created *astral projection*^{APG} or a similar effect; **Effect** The shulsaga attempts to counteract the effect projecting the creature onto the Astral Plane, with the effects of a 5th-level *dispel magic* spell (counteract modifier +18).**Astral Shock** An astrally projected creature whose astral form is slain by a shulsaga takes a -2 circumstance penalty to the subsequent Fortitude saving throw to resist the strain.**Disk Rider** A shulsaga can ride atop any *floating disk* they create. While mounted on a *floating disk*, a shulsaga gains a +10-foot enhancement bonus to their fly Speed, and the shulsaga can use their feet to wield the disk as a heavy shield (Hardness 5, HP 20, BT 10). A broken disk grants no bonus to Speed, and the spell ends if the disk is destroyed.**Hop On** ✦ **Frequency** once per round; **Requirements** The shulsaga is adjacent to a *floating disk* they created; **Effect** The shulsaga Steps onto the disk and rides atop it. They can also use this action to dismount.

ENNOCITE, CAULBORN**CREATURE 7**

UNCOMMON

N

MEDIUM




ASTRAL

Perception +18; thoughtsense (precise) 120 feet, no vision**Languages** Abyssal, Aklo, Celestial, Common, Daemonic, Draconic, Infernal, Protean, Requian, Utopian; telepathy 100 feet**Skills** Arcana +17, Deception +15, Intimidation +15, Nature +16, Occultism +19, Religion +14, Society +17**Str** +2, **Dex** +4, **Con** +3, **Int** +6, **Wis** +5, **Cha** +4**Collective Sense** (divination, mental, occult) Caulborn are aware of all caulborn within 300 feet, with the effects of a *status* spell, and can perceive anything within the others' thoughtsense. If multiple caulborn are within range of each others' thoughtsense, they can't be flanked.**Thoughtsense** (divination, mental, occult) The caulborn senses all non-mindless creatures at the listed range.**AC** 24; **Fort** +12, **Ref** +15, **Will** +18**HP** 105; **Immunities** visual; **Resistances** mental 10**Speed** 25 feet**Melee** ✦ claw +17 (agile, finesse); **Damage** 2d10+5 slashing**Melee** ✦ hand +17 (finesse, mental); **Damage** 2d12 mental**Occult Innate Spells** DC 25, attack +17; **7th plane shift** (self only); **4th charm**, *vampiric touch* (×2); **3rd hypnotic pattern**, *mind reading* (×3), *paralyze*; **Cantrips (4th)** *daze*, *detect magic*, *read aura*, *shield***Consume Thoughts** ✦ (mental) **Requirements** The caulborn's last action was a successful hand Strike; **Effect** The caulborn steals some of the psychic energy from the creature it hit. The target must attempt a DC 25 Will save; regardless of the outcome, the creature is temporarily immune to Consume Thoughts for 1 minute.**Success** The target is unaffected.**Failure** The target becomes stupefied 2 for 1 minute, and the caulborn regains 1d12 Hit Points.**Critical Failure** As failure, but the target is stupefied 3 for 1 minute and the caulborn regains 2d12 Hit Points. If the target was already stupefied when the caulborn used this ability, the target is also confused for 1 round.

(Continued on card 125)

(Ennocite, caulborn; continued from card 124)

Cooperative Scrying (divination, occult, scrying) Three or more caulborn adjacent to each other can collectively cast *scrying* once per day (DC 25), with no limit to the duration so long as at least three caulborn remain adjacent and use no actions other than to Sustain the Spell. The daily limit applies to all caulborn who participated, meaning none of them can participate in another *scrying* that day.

ENNOCITE, ADACHROS**CREATURE 13****UNCOMMON****N****LARGE****ASTRAL****Perception** +22; thoughtsense (imprecise) 120 feet**Languages** Abyssal, Celestial, Common, Daemonic, Infernal, Protean, Requian, Utopian; telepathy 120 feet**Skills** Athletics +25, Deception +25, Intimidation +27, Lore (any one) +28, Occultism +22**Str** +6, **Dex** +2, **Con** +5, **Int** +5, **Wis** +5, **Cha** +8**Thoughtsense** (divination, mental, occult) See *Bestiary* 3 94.**AC** 34; **Fort** +24, **Ref** +21, **Will** +26**HP** 225; **Resistances** mental 15**Self-Absorbed** The adachros denies any version of reality but their own. If they begin their turn under an enchantment or illusion effect, they immediately attempt to counteract one such effect with a counteract modifier of +23, even if the effect prevents the adachros from acting.**Splinter Sycophant**  **Trigger** The adachros takes 25 or more physical damage; **Effect** The attack breaks off part of the adachros's body, which animates into an ioton (card 122) with the minion trait that the adachros controls. The ioton can't move more than 120 feet from the adachros and crumbles after 1 minute. If the adachros gives it no commands, the ioton spends its turn praising the adachros and affirming their infallibility; this grants the adachros 4d6 temporary Hit Points that last for as long as the ioton exists, as well as a +1 status bonus to attack rolls, Perception checks, saving throws, and skill checks for 1 round.**Speed** 40 feet, fly 40 feet**Melee**  fist +27 (agile, magical, versatile P), **Damage** 3d10+14 bludgeoning**Ranged**  psychic shard +27 (magical, range increment 60 feet), **Damage** 3d8+14 piercing**Occult Innate Spells** DC 33; **7th** *reverse gravity*; **6th** *hallucination* (×2), *illusory scene*, *modify memory*, *zealous conviction*; **5th** *hallucinatory terrain* (×3); **Cantrips (7th)** *daze*, *detect magic***Fatal Fantasia** (illusion, mental) An adachros's melee and ranged Strikes gain the fatal d12 trait against any creature affected by the adachros's enchantment or illusion spells, including those in the area of a *hallucinatory terrain* that haven't disbelieved the effect.

EUNEMVRO

CREATURE 5




UNCOMMON

LN

MEDIUM

HUMANOID

POSITIVE

Perception +11; darkvision**Languages** Common**Skills** Acrobatics +14, Athletics +13, Intimidation +10, Positive Energy Plane Lore +12, Stealth +12, Undead Lore +14**Str** +4, **Dex** +5, **Con** +4, **Int** +3, **Wis** +2, **Cha** +3**AC** 22; **Fort** +13, **Ref** +14, **Will** +11**HP** 78; **Immunities** death effects; **Resistances** negative 5**Attack of Opportunity** **Retributive Suplex**  **Trigger** A Medium or smaller creature attempts a melee Strike against the eunemvro and the attack roll is a critical failure; **Effect** The eunemvro seizes the triggering creature, using the attacker's momentum to send them flailing overhead. The triggering creature must succeed at a DC 23 Reflex save or be forcibly moved to a space on the opposite side of the eunemvro, landing prone.**Speed** 35 feet**Melee**  fist +14 (agile, magical), **Damage** 2d6+6 bludgeoning or positive**Melee**  foot +14 (magical), **Damage** 2d8+6 bludgeoning or positive plus Knockdown**Occult Innate Spells** DC 20; **2nd** *gentle repose*; **Cantrips (2nd)** *chill touch* (undead only), *disrupt undead***Blessed Strikes** The eunemvro's Strikes deal damage that's either bludgeoning or positive—whichever deals more damage to the target creature.**Tide of Creation**  (evocation, light, occult, positive) **Requirements** The eunemvro isn't fatigued; **Effect** The eunemvro channels from their soul a blast of searing positive energy, bathing their enemies in a wave of blinding light and cosmic power. The eunemvro creates either a 10-foot cone or a 30-foot line, dealing 6d8 positive damage (DC 22 basic Fortitude save). A creature that critically fails its save is blinded for 1d4 rounds. After using this ability, the eunemvro becomes fatigued.

COMMON EURYPTERID**CREATURE -1****N** **MEDIUM** **AMPHIBIOUS** **ANIMAL****Perception** +2; low-light vision, wavesense (imprecise) 30 feet**Skills** Athletics +4, Stealth +4**Str** +2, **Dex** +0, **Con** +3, **Int** -5, **Wis** +0, **Cha** -3**AC** 15; **Fort** +7, **Ref** +4, **Will** +2**HP** 9**Attack of Opportunity** ↻ Stinger only.**Speed** 30 feet, swim 30 feet**Melee** ✦ pincer +6, **Damage** 1d6+2 slashing plus Grab**Melee** ✦ stinger +6, **Damage** 1d4+2 piercing plus eurypterid venom**Eurypterid Venom** (poison) **Saving Throw** DC 14 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d6 poison damage (1 round); **Stage 3** 1d6 poison damage and enfeebled 1 (1 round)

SPINY EURYPTERID

CREATURE 5

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

Perception +10; darkvision, wavesense (imprecise) 30 feet

Skills Athletics +13, Stealth +13

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

AC 22; **Fort** +16, **Ref** +11, **Will** +10

HP 70

Attack of Opportunity ↻ Stinger only.

Chitinous Spines A creature grabbed by the spiny eurypterid takes 2d6 piercing damage at the start of that creature's turn.

Speed 40 feet, swim 40 feet

Melee ✦ pincer +15, **Damage** 2d8+4 slashing plus Grab

Melee ✦ stinger +15, **Damage** 2d6+4 piercing plus spiny eurypterid venom

Spiny Eurypterid Venom (poison) **Saving Throw** Fortitude DC 22;

Maximum Duration 6 rounds; **Stage 1** 1d8 poison damage and enfeebled 1 (1 round); **Stage 2** 1d8 poison damage and enfeebled 2 (1 round); **Stage 3** 2d8 poison damage and enfeebled 3 (1 round)

FESTROG**CREATURE 1****NE****MEDIUM****UNDEAD****Perception** +6; darkvision**Languages** Common**Skills** Acrobatics +5, Athletics +7, Stealth +7, Survival +5**Str** +4, **Dex** +2, **Con** +2, **Int** +0, **Wis** +1, **Cha** +1**AC** 15; **Fort** +7, **Ref** +7, **Will** +6**HP** 24, negative healing; **Immunities** death effects, disease, paralyzed, poison, sleep**Diseased Pustules** (disease, poison) Whenever the festrog takes piercing or slashing damage, creatures adjacent to the festrog take 1d4 poison damage (DC 14 basic Reflex save).**Speed** 30 feet**Melee** ✦ jaws +9, **Damage** 1d6+4 piercing**Melee** ✦ claw +9 (agile), **Damage** 1d4+4 slashing**Feast** ✦ (manipulate) **Requirements** The festrog's last action was a jaws Strike that damaged a living creature; **Effect** The festrog tears into the creature's flesh and gulps it down voraciously, dealing 1d4 slashing damage to the creature and gaining temporary Hit Points equal to the damage dealt. These temporary HP last for 1 minute.**On All Fours** ✦ **Requirements** The festrog has nothing in their hands; **Effect** The festrog Strides with a +10-foot circumstance bonus to their Speed.

FISH, PUFFERFISH

CREATURE -1

N **TINY** **ANIMAL** **AQUATIC**

Perception +4; low-light vision

Skills Acrobatics +2, Athletics +4

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

AC 12; **Fort** +5, **Ref** +3, **Will** +2

HP 12

Toxic Body Anyone who hits a pufferfish with a melee unarmed attack or a non-reach melee weapon must succeed at a DC 13 Reflex save or be pierced by a spine, taking 1 piercing damage and being exposed to pufferfish venom.

Speed swim 15 feet

Melee **◆** bite +6, **Damage** 1d6+1 piercing plus pufferfish venom

Inflating Rush **◆◆** The pufferfish Swims up to its Speed and then inflates. Each creature within 5 feet of its space at the end of its movement must succeed at a DC 13 Reflex save or take 1 piercing damage and be exposed to pufferfish venom.

Pufferfish Venom (incapacitation, poison) **Saving Throw** Fortitude DC 16; **Maximum Duration** 24 hours; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d4 poison damage and flat-footed (1 round); **Stage 3** 1d4 poison damage and paralyzed (1 round); **Stage 4** 1d4 poison damage and paralyzed for 2d10 hours (1 round)

FISH, PIRANHA SWARM

CREATURE 3

N **LARGE** **ANIMAL** **AQUATIC** **SWARM**

Perception +9; blood scent, low-light vision, scent (imprecise) 100 feet

Skills Acrobatics +10, Athletics +8

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

Blood Scent The piranha swarm can smell blood in the water from up to 1 mile away.

AC 16; **Fort** +9, **Ref** +10, **Will** +7

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

Speed swim 30 feet

Feeding Frenzy ♦ Each enemy in the swarm's space takes 2d6 piercing damage (DC 20 basic Reflex save). A creature that fails the save also takes 1d6 persistent bleed damage and takes a -2 circumstance penalty to their Reflex saves against Feeding Frenzy while this damage continues, as the piranhas' frenzy increases in intensity when they smell blood.

FLUMPH

CREATURE 1

LG

SMALL

ABERRATION

Perception +8; darkvision

Languages Aklo, Celestial, Common

Skills Acrobatics +7, Dark Tapestry Lore +8, Diplomacy +7, Stealth +7

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

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

HP 17

Upside Down A flumph that is knocked prone must succeed at a DC 11 flat check or land on its back, rendering it flat-footed and immobilized. An adjacent ally can Interact to right the flumph, removing both conditions.

Speed 5 feet, fly 25 feet

Melee ✦ spikes +7 (agile, finesse), **Damage** 1d4 piercing plus 1d4 persistent acid

Spray Perfume ✦ (olfactory) The flumph sprays a 20-foot line of foul-smelling liquid. Each creature caught in the spray must succeed at a DC 16 Fortitude save or become sickened 1 (sickened 2 on a critical failure). The odor from the spray lingers for 1d4 hours on all creatures that failed their saves. The sprayed creatures can be detected by smell at a range of 100 feet, and any creatures adjacent to them take a -2 circumstance penalty to saves against Spray Perfume or to recover from the sickened condition. The flumph can't use Spray Perfume again for 1d4 rounds.

FORTUNE EATER

CREATURE 7

RARE

CE

LARGE

INCORPOREAL

SPIRIT

UNDEAD

Perception +13; darkvision

Languages languages spoken by the adventurers (typically Common, Dwarven, Elven, and Goblin)

Skills Deception +15, Intimidation +13, Performance +15, Stealth +15

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

AC 25; **Fort** +15, **Ref** +17, **Will** +13

HP 100, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Rejuvenation (divine, necromancy) Giving the fortune eater a chance to be instrumental in a heroic deed releases their spirits to pass one peacefully.

Unluck Aura (aura, divination, divine, mental, misfortune) 20 feet. A creature entering the area must attempt a DC 23 Will save, rolling the save twice and using the worse result. On a successful save, the creature is temporarily immune to fortune eater unluck auras for 24 hours. On a failure, the creature must roll twice and use the worse result on all checks as long as it is within the aura.

Luck Osmosis 🌀 (divination, divine) **Trigger** A creature affected by the fortune eater's unluck aura has just rolled two d20s for a check and taken the lower result; **Effect** The fortune-eater stores the higher of the two numbers rolled and uses that number in place of their next d20 roll; this is a fortune effect. They can have only one number stored at a time.

Speed fly 30 feet

Melee 🗡️ ghostly longsword +17 (finesse, magical, versatile P), **Damage** 1d8+8 slashing plus 1d8 negative

Melee 🗡️ ghostly light mace +17 (agile, finesse, magical, shove), **Damage** 1d4+8 bludgeoning plus 1d8 negative

Ranged 🏹 ghostly longbow +17 (deadly d10, magical, range increment 100 feet, volley 30 feet), **Damage** 1d8+4 piercing plus 1d8 negative

Team Attack 🗡️🗡️🗡️ Dead teammates coalesce and attack. The fortune eater makes a ghostly longsword Strike, ghostly dagger Strike, and ghostly longbow Strike in any order. Each must target a different creature. Their multiple attack penalty doesn't increase until after all the attacks.

RED FOX

CREATURE -1

N **TINY** **ANIMAL**

Perception +7; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +6 (+8 to Escape), Athletics +2 (+4 to High Jump or Long Jump), Stealth +6, Survival +5

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

AC 17; **Fort** +5, **Ref** +6, **Will** +3

HP 5

Speed 35 feet

Melee **◆** jaws +9 (agile, finesse), **Damage** 1d6-2 piercing

Leaping Pounce **◆** The red fox either Strides or Leaps up to its Speed and makes a Strike at the end of that movement. If the fox began this action hidden, it remains hidden until after this ability's Strike.

FADING FOX

CREATURE 2

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

Skills Acrobatics +8 (+10 to Escape), Athletics +5 (+7 to High Jump or Long Jump), Stealth +10, Survival +9

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


AC 21; **Fort** +7, **Ref** +10, **Will** +7


HP 25

Fade Away  **Trigger** A creature within 30 feet that the fading fox is aware of either moves toward the fox or targets it with an ability;

Requirements The fading fox is in natural surroundings; **Effect** The fading fox Hides. If its Stealth check result meets or exceeds the triggering creature's Perception DC, the fading fox is hidden to that creature. The fading fox can use this reaction even if it is being observed.


Speed 35 feet

Melee  jaws +10 (agile, finesse), **Damage** 1d6+1 piercing

Leaping Pounce  The fading fox either Strides or Leaps up to its Speed and makes a Strike at the end of that movement. If the fox began this action hidden, it remains hidden until after this ability's Strike.

Sneak Attack The fading fox deals an additional 1d6 precision damage to flat-footed creatures.

Trackless Step The fading fox always gains the benefits of Cover Tracks in natural surroundings, even while moving at full Speed.

Vanish into the Wilds  **Requirements** The fading fox is in natural surroundings; **Effect** The fading fox Steps, then Hides, then Sneaks. It can take this Step into natural difficult terrain and can Hide in this way even if it is being observed.

GALVO

CREATURE 9

NE

MEDIUM

ABERRATION

AMPHIBIOUS

Perception +17; darkvision**Languages** Aquan (can't speak any language)**Skills** Acrobatics +19, Athletics +19, Stealth +19**Str** +4, **Dex** +6, **Con** +3, **Int** -2, **Wis** +4, **Cha** -1**AC** 27, all-around vision; **Fort** +18, **Ref** +21, **Will** +15**HP** 158; **Immunities** precision, swarm mind; **Weaknesses** area damage 8, splash damage 8; **Resistances** bludgeoning 5, electricity 12, slashing 8, piercing 8**Electrical Field** (electricity, aura) 5 feet, 1d12 electricity damage (DC 26 basic Reflex)**Speed** 20 feet, swim 30 feet**Melee** ✦ eel jaws +21 (agile, finesse), **Damage** 2d6+7 piercing plus 1d12 electricity**Ranged** ✦ eel dart +21 (agile, thrown 20 feet), **Damage** 1d6+7 piercing plus 1d12 electricity**Squirring Embrace** ✦✦ The galvo Strides, ending its movement sharing a space with another creature, and deals 3d6 piercing plus 2d12 electricity damage to the creature. The creature must attempt a DC 28 basic Reflex save.**Swarm Shape** ✦ (concentrate) The galvo collapses into a shapeless swarm of eels. It drops all held, worn, and carried items. While disincorporated, the galvo can't use attack actions, but it can move through areas small enough for its individual eels to fit without having to Squeeze. It can use Swarm Shape again to coalesce back into its normal form.

GARUDA

CREATURE 9

CG

MEDIUM

CELESTIAL

Perception +20; darkvision**Languages** Celestial, Common, Vudrani**Skills** Acrobatics +21, Athletics +17, Intimidation +19, Religion +16, Stealth +19, Survival +16**Str** +4, **Dex** +6, **Con** +4, **Int** +2, **Wis** +3, **Cha** +4**Items** +1 *striking composite longbow* (100 arrows)**AC** 28; **Fort** +17, **Ref** +21, **Will** +16**HP** 135**Speed** 25 feet, fly 60 feet**Melee** ✦ beak +21 (finesse), **Damage** 2d10+7 piercing plus 1d6 good**Melee** ✦ talon +21 (agile, finesse), **Damage** 2d8+7 slashing plus 1d6 good**Ranged** ✦ *shock composite longbow* +22 (deadly d10, magical, range increment 100 feet, reload 0, volley 30 feet), **Damage** 2d8+5 piercing plus 1d6 electricity and 1d6 good**Divine Innate Spells** DC 27; **4th** *freedom of movement*; **3rd** *haste*; **2nd** *see invisibility* (×3); **1st** *true strike* (at will)**Electric Projectiles** (arcane, evocation) Any arrow the garuda fires gains the effects of a *shock* rune.**Swooping Dive** ✦✦ The garuda flies up to their Speed in a straight line, descending at least 10 feet, and then makes two talon Strikes.**Wind Blast** ✦✦ (air, evocation) The garuda flaps their wings with intense force. This has the same effect as *gust of wind* (DC 27) but in a 30-foot cone. In an area with loose debris (at the GM's discretion), the gusts from the garuda's wings create a cloud that obscures vision, making any creature in the area concealed, and creatures outside the area are concealed to those within the area.

GATHLAIN WANDERER

CREATURE 1

UNCOMMON

CG

SMALL

FEY

PLANT

Perception +6; low-light vision

Languages Common, Sylvan

Skills Acrobatics +7, Deception +5, Forest Lore +5, Nature +4, Performance +5, Society +3, Stealth +7, Survival +4

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

Items dagger, shortbow

AC 17; **Fort** +5, **Ref** +9, **Will** +6

HP 14; **Weaknesses** cold iron 2

Final Jape When the gathlain dies, their wings explode into a cloud of toxic mist. Each creature within a 5-foot emanation takes 1d6 poison damage (DC 18 basic Fortitude save).

Speed 20 feet, fly 30 feet

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

Ranged ✦✦ shortbow +9 (deadly d10, range increment 60 feet), **Damage** 1d6 piercing

Hide and Seek The gathlain ignores difficult terrain from non-magical foliage.

Rootbound ✦✦ **Requirements** The gathlain isn't using their wings to fly;

Effect The gathlain sprouts woody roots from the tips of their wings that bind an adjacent creature's limbs. The target must succeed at a DC 17 Fortitude save or be grabbed by the gathlain's wing-tip vines until the start of the gathlain's next turn.

GHORAN MANIPULATOR

CREATURE 3

RARE




N

MEDIUM

GHORAN

HUMANOID

PLANT

Perception +9; low-light vision**Languages** Common, Sylvan**Skills** Deception +11, Diplomacy +9, Nature +9, Performance +11, Stealth +6**Str** +0, **Dex** +1, **Con** +3, **Int** +0, **Wis** +2, **Cha** +4**Items** shortbow (20 arrows), spear**AC** 18; **Fort** +8, **Ref** +8, **Will** +11**HP** 45**Appetizing Aroma** (aura, olfactory) 10 feet. A creature entering or starting its turn in the aura must attempt a DC 17 Will save. Creatures that don't eat are immune.**Success** The creature is unaffected and is temporarily immune for 1 hour.**Failure** The creature is distracted by a desire to consume the ghoran, becoming flat-footed and fascinated by the ghoran for 1 round.**Delicious** Ghorans were originally created to be food. A ghoran manipulator takes 5 additional damage from jaws Strikes, fangs Strikes, or similar Strikes with a creature's mouth. When a ghoran is grabbed or restrained by a creature's jaws, fangs, or mouth, the DC to Escape is increased by 2.**Anguished Cry**  (emotion, enchantment, mental) **Trigger** A humanoid enemy damages the ghoran with a melee attack; **Effect** The ghoran rearranges its face and wails, mimicking humanoid anguish to engender sympathy. The triggering creature must attempt a DC 20 Will save.**Success** The target is unaffected and is temporarily immune for 1 hour.**Failure** The target takes a -2 circumstance penalty on attack rolls against the ghoran manipulator until the start of its next turn.**Critical Failure** As failure, and stupefied 2 until the start of its next turn.**Speed** 25 feet**Melee**  spear +7, **Damage** 1d6+2 piercing**Ranged**  spear +8 (thrown 20 feet), **Damage** 1d6+2 piercing**Ranged**  shortbow +8 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6+2 piercing

(Continued on card 141)

(Ghoran manipulator; continued from card 140)

Occult Spontaneous Spells DC 20; **2nd** (2 slots) *illusory disguise, phantom pain*; **1st** (3 slots) *charm, sanctuary, sleep, soothe*; **Cantrips (2nd)** *daze, forbidding ward, ghost sound, light, mage hand*

Primal Innate Spells DC 20; **2nd** *detect poison*; **1st** *goodberry* (Core Rulebook 399), *purify food and drink*

LENG GHOUL

CREATURE 10

UNCOMMON

CE

MEDIUM

DREAM

GHOUL

UNDEAD

Perception +19; darkvision**Languages** Aklo, Common, Necril**Skills** Acrobatics +21, Arcana +19, Athletics +19, Occultism +21, Religion +19, Stealth +21**Str** +5, **Dex** +7, **Con** +5, **Int** +3, **Wis** +5, **Cha** +6**Items** *scroll of confusion*, *scroll of fly***Erudite** Leng ghouls can cast arcane, divine, and occult spells from scrolls, with a spell DC of 28 and a spell attack roll of +20.**AC** 29; **Fort** +18, **Ref** +21, **Will** +19; +1 status to all saves vs. positive**HP** 180, negative healing; **Immunities** cold, death effects, disease, paralyzed, poison, unconscious**Speed** 25 feet, burrow 25 feet, climb 25 feet**Melee** ✦ jaws +23 (finesse), **Damage** 2d8+8 piercing plus Leng ghoul fever and paralysis**Melee** ✦ claw +23 (agile, finesse), **Damage** 2d6+8 slashing plus paralysis**Absorb Memories** ✦ (manipulate) **Requirements** The Leng ghoul is adjacent to the corpse of a creature that retains flesh on its bones; **Effect** The Leng ghoul devours a chunk of the corpse and regains 6d6 Hit Points. At the same time, they also absorb some of the memories stored in the flesh from when the corpse was alive, gaining a +1 status bonus to all skill checks for 10 minutes.

The Leng ghoul can immediately attempt an Occultism check to learn one non-secret memory the corpse had when it was alive (use the standard DC for the creature's level). The exact memory learned is determined by the GM but is typically something of use to the Leng ghoul. The memory can't be one the creature was trying to keep secret unless the check was a critical success. A Leng ghoul can Absorb Memories from any given corpse only once.

(Continued on card 143)

(Leng ghoul; continued from card 142)

Leng Ghoul Fever (disease) **Saving Throw** DC 28 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 4d8 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 4d8 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a Leng ghoul the next sunset






Paralysis (incapacitation, occult, necromancy) Any living creature hit by a Leng ghoul's attack must succeed at a DC 28 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each such save.

Sneak Attack A Leng ghoul deals an extra 2d6 precision damage to flat-footed creatures.

CAVE GIANT

CREATURE 6

CE LARGE GIANT HUMANOID

Perception +15; darkvision**Languages** Jotun**Skills** Athletics +18, Intimidation +14**Str** +6, **Dex** +3, **Con** +5, **Int** -2, **Wis** +3, **Cha** +2**Items** greataxe, hide armor, sack with 5 rocks**AC** 23; **Fort** +17, **Ref** +13, **Will** +11**HP** 110**Catch Rock** **Speed** 35 feet**Melee**  greataxe +18 (magical, reach 10 feet, sweep), **Damage** 1d12+9 slashing**Melee**  fist +18 (agile, reach 10 feet), **Damage** 1d8+9 bludgeoning**Ranged**  rock +16 (brutal, range increment 120 feet), **Damage** 2d6+10 bludgeoning**Smear**   (attack) **Requirements** The cave giant is within reach of a creature that is adjacent to a wall or other solid vertical surface; **Effect** The cave giant snags the creature and smashes it against the wall. The giant attempts an Athletics check against the target's Reflex DC. On a success, the cave giant Grabs the creature and smears it along the nearby wall, dealing 2d8+8 bludgeoning damage. On a critical success, the damage is doubled.**Throw Rock** 

DESERT GIANT**CREATURE 9**

LN LARGE GIANT HUMANOID

Perception +19**Languages** Common, Jotun**Skills** Acrobatics +21, Desert Lore +18, Intimidation +15, Survival +19**Str** +6, **Dex** +6, **Con** +5, **Int** +3, **Wis** +4, **Cha** +0**Items** *doubling rings*, leather armor, sack with 5 rocks, scimitar, +1 striking scimitar**AC** 27; **Fort** +18, **Ref** +21, **Will** +15**HP** 185**Catch Rock** ↻**Speed** 40 feet**Melee** ✦ *scimitar* +21 (forceful, magical, reach 10 feet, sweep), **Damage** 2d6+12 slashing**Ranged** ✦ rock +19 (brutal, range increment 120 feet), **Damage** 2d8+12 bludgeoning**Sand Spin** ✦ **Requirements** The desert giant is standing in sandy terrain; **Effect** The desert giant spins around and stirs up loose sand in a 10-foot emanation. Until the beginning of the giant's next turn, creatures in the area are concealed, and other creatures are concealed to them.**Sandwalking** Desert giants have adapted to the loose sands of the desert and can move across them with ease. Desert giants ignore non-magical difficult terrain and uneven ground caused by sand.**Scimitar Blitz** ✦✦ The desert giant Strides up to their Speed, Striking once with each of their scimitars at any point during the movement.**Throw Rock** ✦

TOMB GIANT

CREATURE 12

NE LARGE GIANT HUMANOID

Perception +25; darkvision, lifesense (imprecise) 60 feet**Languages** Common, Jotun, Necril**Skills** Athletics +25, Medicine +25, Religion +25, Stealth +21**Str** +7, **Dex** +3, **Con** +6, **Int** +3, **Wis** +7, **Cha** +4**Items** +1 *striking scythe*, black onyx gems worth 300 gp**AC** 32; **Fort** +22, **Ref** +19, **Will** +25**HP** 255, negative healing; **Immunities** death effects**Catch Rock** ↻**Speed** 30 feet**Melee** ✦ *scythe* +27 (deadly d10, magical, reach 10 feet, trip), **Damage** 2d10+13 slashing**Melee** ✦ *claw* +26 (agile, reach 10 feet), **Damage** 3d6+13 slashing plus dooming touch**Ranged** ✦ *rock* +24 (brutal, range increment 120 feet), **Damage** 3d8+13 bludgeoning**Divine Innate Spells** DC 32; **5th** *bind undead* (×3), *harm* (×3)**Rituals** DC 32; *create undead***Dooming Touch** (divine, necromancy) The tomb giant's claws carry the accursed power of their foul gods. A creature hit by the tomb giant's claw Strike becomes doomed 1.**Font of Death** ✦✦✦ (divine, necromancy, negative) The tomb giant turns the spiritual tide on a creature that has just died, temporarily transforming it into a volatile vessel of negative energy. The tomb giant touches a creature that died in the past 24 hours, infusing its flesh and bone with negative energy. Once during the next hour, the tomb giant can spend a single action (from any distance) to release this negative energy from the corpse in an explosion that deals 10d8 negative energy in a 15-foot burst (DC 32 basic Fortitude save); if not released before the end of the hour, the energy dissipates harmlessly. The tomb giant can't use Font of Death while a previous corpse remains infused.**Throw Rock** ✦

PLAGUE GIANT

CREATURE 14

NE HUGE GIANT HUMANOID

Perception +25; low-light vision**Languages** Common, Jotun**Skills** Athletics +30, Intimidation +24, Religion +25, Stealth +26**Str** +8, **Dex** +6, **Con** +7, **Int** +3, **Wis** +5, **Cha** +4**Items** +1 *striking flail*, sack with 5 rocks**AC** 35; **Fort** +27, **Ref** +24, **Will** +23**HP** 285; **Immunities** disease**Catch Rock** ↻**Retaliatory Scratch** ↻ **Trigger** A creature within 10 feet makes a melee Strike against the plague giant; **Effect** The plague giant makes a claw Strike against the triggering creature.**Speed** 45 feet**Melee** ✦ *flail* +31 (disarm, magical, reach 15 feet, sweep, trip), **Damage** 2d6+14 bludgeoning plus 3d6 poison and atrophic plague**Melee** ✦ *claw* +30 (agile, reach 10 feet), **Damage** 3d6+14 slashing plus atrophic plague**Ranged** ✦ *rock* +28 (brutal, range increment 120 feet), **Damage** 3d8+14 bludgeoning**Divine Innate Spells** DC 34; **6th** *cloudkill*, *death knell* (×3), *take its course* (Core Rulebook 397)**Atrophic Plague** (disease, divine, necromancy) **Saving Throw** DC 34 Fortitude; **Stage 1** enfeebled 2 and fatigued (1 day); **Stage 2** enfeebled 3 and fatigued (1 day); **Stage 3** enfeebled 4 and fatigued (1 day); **Stage 4** dead**Hurl Corpse** ✦ The plague giant picks up a dead or dying creature within reach and flings it at a foe. The giant makes a rock Strike, using the body instead of a rock. If the body is a corpse, on a hit it explodes in a cloud of thick gray vapor, exposing all creatures in a 10-foot burst to atrophic plague. If the body is a dying creature, on a hit its dying value increases by 1 (or 2 on a critical hit).**Pustulant Flail** A plague giant's flail is covered in pus, causing it to deal 3d6 additional poison damage.**Throw Rock** ✦


GIRTABLILU SENTRY**CREATURE 8****N** **LARGE** **BEAST****Perception** +18; darkvision, tremorsense (imprecise) 60 feet**Languages** Common, Girtablilu**Skills** Athletics +20, Intimidation +17, Religion +16, Survival +18**Str** +6, **Dex** +4, **Con** +6, **Int** +3, **Wis** +4, **Cha** +3**Items** hide armor, +1 *striking longspear***AC** 27; **Fort** +20, **Ref** +16, **Will** +12**HP** 160**Speed** 40 feet**Melee** ✦ *longspear* +21 (magical, reach 15 feet), **Damage** 2d8+9 piercing**Melee** ✦ pincer +20 (agile), **Damage** 2d8+9 bludgeoning plus Grab**Melee** ✦ stinger +20 (reach 10 feet), **Damage** 2d6+9 piercing plus girtablilu venom**Constrict** ✦ 2d8+6 bludgeoning, DC 24**Desert Stride** A girtablilu ignores natural difficult terrain in the desert.**Girtablilu Venom** (poison) **Saving Throw** DC 24 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and enfeebled 1 (1 round); **Stage 2** 3d6 poison damage and enfeebled 1 (1 round); **Stage 3** 3d6 poison damage and enfeebled 2 (1 round)



GIRTABLILU SEER

CREATURE 12


N LARGE BEAST

Perception +25; darkvision, tremorsense (imprecise) 60 feet**Languages** Common, Girtablilu**Skills** Athletics +24, Intimidation +23, Religion +25, Survival +23**Str** +6, **Dex** +5, **Con** +6, **Int** +3, **Wis** +7, **Cha** +3**Items** +1 resilient hide armor**AC** 33; **Fort** +22, **Ref** +19, **Will** +25**HP** 210

Divine Aegis  (abjuration, divine) **Trigger** The girtablilu seer attempts a saving throw against a magical effect but hasn't rolled yet; **Effect** The seer summons divine energy to protect themselves at the cost of their other magical defenses. Until the start of their next turn, they gain a +1 circumstance bonus to saving throws against non-divine magical effects and a -1 circumstance penalty to saves against divine effects.

Speed 40 feet**Melee**  pincer +24 (agile), **Damage** 3d8+12 bludgeoning plus Grab**Melee**  stinger +24 (reach 10 feet), **Damage** 3d6+12 piercing plus girtablilu venom

Divine Spontaneous Spells DC 33; **6th** (3 slots) *blade barrier*, *heal*, *spirit blast*; **5th** (3 slots) *divine wrath*, *harm*, *remove curse*; **4th** (3 slots) *freedom of movement*, *neutralize poison*, *outcast's curse*; **3rd** (3 slots) *dream message*, *glyph of warding*, *sanctified ground*; **2nd** (3 slots) *augury*, *calm emotions*, *create food*; **1st** (3 slots) *create water*, *purify food and drink*, *sanctuary*; **Cantrips (6th)** *daze*, *detect magic*, *forbidding ward*, *guidance*, *read aura*

Constrict  3d8+6 bludgeoning, DC 24**Desert Stride** A girtablilu ignores natural difficult terrain in the desert.

Girtablilu Venom (poison) **Saving Throw** DC 30 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and enfeebled 1 (1 round); **Stage 2** 3d6 poison damage and enfeebled 1 (1 round); **Stage 3** 3d6 poison damage and enfeebled 2 (1 round)

GLIMINAL

CREATURE 9

RARE

N

MEDIUM

INCORPOREAL

POSITIVE

SPIRIT

Perception +18; darkvision, lifesense 60 feet**Languages** Jyoti; telepathy 60 feet**Skills** Acrobatics +19, Arcana +15, Medicine +18, Positive Energy Plane Lore +19, Religion +16**Str** -5, **Dex** +6, **Con** +4, **Int** +2, **Wis** +3, **Cha** +5**AC** 27; **Fort** +19, **Ref** +21, **Will** +16**HP** 160; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Weaknesses** negative 10; **Resistances** all 5 (except force, *ghost touch*, or negative; double resistance against non-magical)**Positive Nature** A gliminal doesn't gain the automatic or temporary Hit Points from being on a plane with the positive planar essence.**Radiant Mantle** (aura, light, positive, visual) 30 feet. The gliminal emits bright light in the area, and dim light out to 60 feet. When a creature enters or starts its turn in the area of bright light, it must succeed at a DC 25 Fortitude save or become dazzled until the end of its turn. If the mantle is counteracted or suppressed, the gliminal loses their resistance and can't use Bond in Light until the mantle returns.**Speed** fly 60 feet**Melee** ✦ scintillating claw +19 (agile, finesse, magical), **Damage** 3d8+7 positive**Ranged** ✦ radiant ray +19 (light, magical, positive), **Damage** 4d8 positive**Primal Innate Spells** DC 28, attack +20; **5th** *chromatic wall*, *searing light* (×3); **3rd** *heal* (at will); **Cantrips (5th)** *light*
(Continued on card 151)

(Gliminal; continued from card 150)

Bond in Light ◆ (healing, necromancy, positive, primal) The gliminal magically links to one living creature within the radius of their radiant mantle. This creature glows with bright light in a 20-foot emanation and dim light to 40 feet. While the link is in effect, the target has fast healing 10, and any time the target needs to defend against an attack or attempt a save, the gliminal can substitute their own AC or corresponding save bonus if it's higher than the target's. Any time the target takes damage, the gliminal can choose to divert any amount of that damage to themself. The damage has the same type and still applies the gliminal's immunities, resistances, and weaknesses.

The link remains until the target is more than 120 feet away, the gliminal falls unconscious, or the gliminal uses Bond in Light again.

Overpowering Healing (necromancy, positive, primal) When a gliminal grants positive healing that would heal a living creature above their maximum Hit Points, including the fast healing HP from their Bond in Light ability, the excess is granted as temporary Hit Points. Unlike normal, these temporary HP combine with each other, and they last for 1 hour. If a creature's temporary HP from a gliminal ever exceeds its maximum HP, it becomes overloaded and explodes in a burst of positive energy.

A creature with temporary HP from overpowering healing becomes sickened 1, or sickened 2 if the temporary HP equal half their maximum HP or more. The creature can't reduce this sickened condition unless it has 0 temporary HP.

Overpowering healing doesn't apply to creatures with the positive trait.

GLOBSTER

CREATURE 5

N **LARGE** **AQUATIC** **OOZE**

Perception +9

Skills Athletics +15

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

AC 12; **Fort** +16, **Ref** +6, **Will** +9

HP 170; **Immunities** critical hits, mental, unconscious; **Weaknesses** electricity 10

Stench (aura, olfactory) 30 feet. A creature entering the aura or starting its turn in the area must succeed at a DC 19 Fortitude save or become sickened 1 (plus slowed 1 for as long as it's sickened on a critical failure). While within the aura, affected creatures take a -2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune to all globsters' stench for 1 minute.

Speed 15 feet, swim 30 feet

Melee **◆** tendril +15, **Damage** 2d8+6 bludgeoning plus Grab and nauseating slap

Constrict **◆** 1d8+6, DC 22

Nauseating Slap (poison) A living creature struck by a globster's tendril must attempt a DC 19 Fortitude save. On a failure, the creature becomes sickened 1. If the creature is already sickened, the condition value increases by 1, to a maximum of sickened 4. Once a creature succeeds at its saving throw, it is temporarily immune for 24 hours.

Saturated A globster can survive for 1 hour out of the water, after which it risks drowning and suffocation.

FOSSIL GOLEM

CREATURE 12

RARE

N

HUGE

CONSTRUCT

GOLEM

MINDLESS

Perception +20; darkvision**Skills** Athletics +20**Str** +7, **Dex** +2, **Con** +6, **Int** -5, **Wis** +0, **Cha** -5**AC** 33; **Fort** +26, **Ref** +20, **Will** +18**HP** 195; **Immunities** acid, death effects, disease, doomed, drained, fatigued, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 10 (except adamantine or bludgeoning)**Golem Antimagic** harmed by cold and water (5d10, 2d8 from areas and persistent damage); healed by acid (area 2d8 HP); slowed by earth**Vulnerable to Stone to Flesh** A *stone to flesh* spell negates the golem's golem antimagic and its resistance to physical damage for 1 round. A *flesh to stone* spell reverses this effect immediately.**Speed** 25 feet**Melee** ♦ jaws +26 (deadly 2d10, magical, reach 15 feet), **Damage** 3d10+13 piercing plus fossilization**Fossilization** (arcane, incapacitation, transmutation) The first time each round a creature takes damage from the fossil golem's jaws, the target must attempt a DC 32 Fortitude save. If it fails and has not already been slowed by this ability, it becomes slowed 1 for 1 minute. If the creature was already slowed by this ability, a failed save causes it to be petrified permanently.**Reassemble** ♦ The fossil golem reorganizes its bones, increasing its reach to 25 feet and reducing its Speed to 15 feet. It can revert to its original form by taking this action again.

MITHRAL GOLEM

CREATURE 16

RARE

N

HUGE

CONSTRUCT

GOLEM

MINDLESS

Perception +26; darkvision**Skills** Acrobatics +30, Athletics +33**Str** +9, **Dex** +6, **Con** +5, **Int** -5, **Wis** +0, **Cha** -5**AC** 40; **Fort** +27, **Ref** +30, **Will** +24**HP** 220; **Immunities** death effects, disease, doomed, drained, fatigued, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 15 (except adamantine)**Evasion** When the mithral golem rolls a success on a Reflex save, it gets a critical success instead.**Golem Antimagic** harmed by cold and water (8d10, 2d10 from areas and persistent damage); healed by transmutation (area 2d10 HP); slowed by electricity**Swift Steps** A mithral golem is permanently quickened, and it can use the extra action only to Step or Stride.**Vulnerable to Slow** A mithral golem is not healed by a *slow* spell, and such spells affect them normally. A *haste* spell reverses the effects of a *slow* spell immediately.**Speed** 50 feet, climb 40 feet**Melee** ✦ fist +31 (agile, magical, reach 15 feet), **Damage** 3d12+12 bludgeoning**Melee** ✦ spike +31 (deadly 2d10, magical, reach 30 feet), **Damage** 3d10+12 piercing**Liquefy** ✦ The mithral golem becomes fully liquid and amorphous. It gains immunity to precision damage, but it takes double damage from cold and water magic (see golem antimagic). The only actions it can use while Liquefied are move actions, Spike Storm, and spike Strikes. It can resume its normal form by taking this action again.**Spike Storm** ✦✦✦ The mithral golem makes a spike Strike against each target within its reach. These attacks count toward the mithral golem's multiple attack penalty, but its multiple attack penalty doesn't increase until after all the attacks.

GREEN MAN

CREATURE 24

RARE

N

MEDIUM

LESHY

PLANT

Perception +42; darkvision, plantsense 60 feet**Languages** Arboreal, Druidic, Sylvan; green tongue**Skills** Acrobatics +39, Athletics +42, Deception +40, Diplomacy +40 (+44 vs. plants), Intimidation +40 (+44 vs. plants), Nature +48, Stealth +41, Survival +44**Str** +12, **Dex** +9, **Con** +11, **Int** +7, **Wis** +10, **Cha** +8**Green Tongue** A green man can communicate with plants, with the effects of *Speak with Plants*, and can use Diplomacy to Make an Impression on plants and Request things from plants.**Plantsense** A green man can sense life force via plants. This allows them to observe a living or undead creature's vital essence within 60 feet of the green man, but they can also use this precise sense to observe any living or undead creature within 60 feet of any plant matter within 120 feet of the green man. This allows the green man to see living things through solid plant matter, as well as seeing through other barriers if there are plants on the other side.**AC** 51; **Fort** +43, **Ref** +39, **Will** +42**HP** 525; **Weaknesses** axe vulnerability, fire 20; **Resistances** bludgeoning 20, piercing 20**Axe Vulnerability** A green man takes 20 additional damage from axes.**Green Caress** (aura, incapacitation, plant, primal, transmutation) 60 feet. Living creatures in the area other than plants slowly transform into non-creature plants. The green man can exclude creatures from this effect, but they must be aware of a creature's presence and location to do so. A non-plant creature in the area must attempt a DC 45 Fortitude save immediately before the start of its turn.

(Continued on card 156)

(Green man; continued from card 155)

Critical Success The creature is unaffected, or if it is slowed by green caress, it reduces its slowed value by 2.

Success The creature is unaffected, or if it is slowed by green caress, it reduces its slowed value by 1.

Failure The creature becomes slowed 1, or if it was already slowed by green caress, increases the slowed value by 1, as their body transforms more and more into a non-creature plant. If the creature ever becomes slowed to the point they have no actions left for their turn, they become an inanimate plant, a condition that can only be reversed by *primal phenomenon* or similarly powerful magic.

Critical Failure As failure, except the creature becomes slowed 2 (or increases the condition value by 2).

Root In Place ➤ **Trigger** A creature within the green man's reach uses a move action or leaves a square during a move action it's using; **Effect** The green man lashes the foe in place. The green man makes a vine Strike against the triggering creature. If the attack hits, it disrupts the action. If the creature was Flying when its action was disrupted, it falls.

Speed 40 feet, climb 40 feet

Melee ◆ vine +46 (deadly 3d12, versatile P), **Damage** 4d10+27 bludgeoning plus absorb magic and Improved Grab

Ranged ◆ thorn +43 (fatal d12, range increment 120 feet, reload 0), **Damage** 4d8+27 piercing plus embed

Primal Innate Spells DC 48; **10th** *heal* (×3), *regenerate* (×3), *tree stride* (at will), *true seeing*, *primal phenomenon* (×3); **9th** *energy aegis*; **8th** *air walk*, *freedom of movement*; **Cantrips (10th)** *detect magic*, *read aura*

Rituals DC 48; *awaken animal*, *commune with nature*, *control weather*, *plant growth*, *primal call*; green rituals (see below)

Absorb Magic ◆ The green man's vines leach away magic and transform it into life essence for the green man. On a successful vine Strike, the green man attempts to counteract one spell active on the target (typically one vexing the green man, or determined randomly if they aren't aware of specific effects), with a counteract level of 10 and a modifier of +38. If the effect is counteracted, the green man gains 30 temporary Hit Points that last for 10 minutes.

(Continued on card 157)

(Green man; continued from card 156)

Embed The green man's thorns embed themselves into any creature they damage, taking root into the ground. A target damaged by a thorn has its Speeds halved, and it can't Step, Fly, *air walk*, or otherwise leave the ground until the thorn is removed. Removing a thorn requires 3 Interact actions, which don't have to be consecutive. If the creature performing the final action doesn't succeed at a DC 45 Medicine check as part of that action, the target takes 10d6 damage upon the thorn's removal.

Focus Vines ◆◆ The green man focuses all their vines against a single vexing foe, making a single vine Strike. On a success, the target takes 5d10 additional damage and is affected by Absorb Magic three times. Even on a failure, the target takes the normal effects of a hit with a vine Strike, but on a critical failure, the vines miss completely.

Green Grab A green man can use their Improved Grab action against a creature of any size.

Green Rituals A green man can perform all their rituals without secondary casters, relying on their own primal ties to the vital essence in spirits of nature. A green man's *awaken animal* and *primal call* rituals work on plants instead of their usual range of choices. Most green men also know the ritual to create various types of leshys and possibly even magic allowing the creation of arboreals or more powerful plant creatures.

Vine Forest ◆◆ The green man lashes out with all six vines to attack many opponents. They make up to six vine Strikes, each against a different target; this counts as one attack for their multiple attack penalty, increasing only after all the attacks are made.

GREMLIN, GRIMPLE**CREATURE -1****CE** **TINY** **FEY** **GREMLIN****Perception** +6; low-light vision**Languages** Undercommon**Skills** Crafting +5 (+7 traps), Deception +2, Nature +4, Stealth +5, Thievery +5**Str** +1, **Dex** +3, **Con** +3, **Int** +1, **Wis** +2, **Cha** -2**Items** satchel with 5 rocks**AC** 15; **Fort** +5, **Ref** +7, **Will** +4**HP** 9; **Weaknesses** cold iron 2

Gremlin Lice Whenever a living creature touches or is touched by a grimple (including via a successful unarmed melee Strike), it must succeed at a DC 13 Reflex save or become infested by gremlin lice. While infested, the targeted creature is distracted by the itching sensation and is stupefied 1, though it can use an Interact action to scratch at the itching lice to suppress the stupefied condition from the lice for 1d4 rounds. The infestation ends after 24 hours or until the creature is submerged in water or exposed to a severe cold environment, whichever comes first.

Speed 10 feet, climb 20 feet, fly 20 feet**Melee** ♦ bite +7 (agile, finesse), **Damage** 1d4+1 piercing**Ranged** ♦ rock +7 (agile, range increment 20 feet), **Damage** 1d4+1 bludgeoning**Primal Innate Spells** DC 16; **1st** *grease*; **Cantrips (1st)** *mage hand*, *prestidigitation***Putrid Vomit** ♦ The grimple spews a 30-foot line of vomit. Each creature in the line must succeed at a DC 16 Fortitude save or become sickened 1 (sickened 2 on a critical failure). The grimple can't use Putrid Vomit again for 1d4 rounds.

GREMLIN, HANIVER**CREATURE -1****CE** **TINY** **AMPHIBIOUS** **FEY** **GREMLIN****Perception** +5; darkvision**Languages** Aquan, Common, Undercommon**Skills** Acrobatics +5, Deception +4, Nature +3, Stealth +5, Thievery +5 (+7 to Steal)**Str** +1, **Dex** +3, **Con** +2, **Int** -1, **Wis** +1, **Cha** +2**AC** 15; **Fort** +4, **Ref** +7, **Will** +3**HP** 9; **Weaknesses** cold iron 2**Speed** 10 feet, fly 20 feet, swim 20 feet**Melee** **◆** bite +7 (agile, finesse), **Damage** 1d4+1 piercing**Primal Innate Spells** DC 13; **1st** *fear*, *ventriloquism* (at will); **Cantrips (1st)** *prestidigitation*

Rearrange Possessions **◆** or **◆◆** (manipulate) The haniver attempts to Steal a small object off a target's person. If they succeed, they also rifle through and rearrange the contents of the target's pockets, pouches, and other containers. The next time the target attempts to draw a weapon or retrieve a worn item, doing so requires two Interact actions instead of one. The haniver can Steal an object that's closely guarded using this action without the -5 penalty, though not objects that would be extremely noticeable or time-consuming to remove. They can spend 2 actions instead of 1 to use this ability to Steal from a creature in combat or otherwise on guard.

GREMLIN, FUATH

CREATURE 1

CE TINY AQUATIC FEY GREMLIN

Perception +8; darkvision**Languages** Aquan**Skills** Acrobatics +7, Deception +4, Nature +6, Sailing Lore +6, Stealth +7, Thievery +7**Str** +1, **Dex** +4, **Con** +2, **Int** +1, **Wis** +3, **Cha** -1**Items** darts (6)**AC** 17; **Fort** +5, **Ref** +9, **Will** +6**HP** 18; **Weaknesses** cold iron 2, fire 2**Vulnerable to Sunlight** A fuath becomes drained 1 (or increases its drained condition by 1) after every consecutive hour they're exposed to sunlight. Being submerged in more than a foot of water prevents the sunlight from harming the fuath.**Speed** 20 feet, swim 30 feet**Melee** ✦ claw +9 (agile, finesse), **Damage** 1d6+1 slashing**Ranged** ✦ dart +9 (agile, range increment 20 feet), **Damage** 1d4+1 piercing**Primal Innate Spells** DC 17; **1st** *create water, sleep*; **Cantrips (1st)** *prestidigitation***Viscous Choke** ✦✦ (conjunction, primal, water) **Frequency** once per day;**Effect** The fuath surrounds the head of one air-breathing creature within 30 feet in a magical film of viscous water for 1 minute. The target must succeed at a DC 17 Reflex save or begin to choke and must hold their breath to avoid drowning (*Core Rulebook* 478). The film can be temporarily wiped away with a total of 3 Interact actions by the choking creature or creatures adjacent to it, allowing a new Reflex save with a +2 circumstance bonus to end the effect. (These actions don't need to be consecutive or made by the same creature.)

GRIOTH SCOUT**CREATURE 1****UNCOMMON****CE****MEDIUM****GRIOTH****HUMANOID****Perception** +7; greater darkvision, echolocation (precise) 20 feet**Languages** Aklo, Grioth; telepathy 30 feet**Skills** Acrobatics +7, Occultism +6, Stealth +7**Str** +0, **Dex** +4, **Con** +2, **Int** +1, **Wis** +2, **Cha** +0**Items** voidglass kukri**Echolocation** A grioth can use its hearing as a precise sense at the listed range.**AC** 17; **Fort** +5, **Ref** +9, **Will** +7**HP** 16; **Immunities** cold; **Weaknesses** fire 3**Light Blindness****No Breath** A grioth doesn't breathe except to speak and is immune to effects that require breathing (such as an inhaled poison).**Speed** 25 feet, fly 30 feet**Melee** ✦ kukri +7 (agile, finesse, trip); **Damage** 1d6 slashing**Melee** ✦ jaws +7 (agile, finesse); **Damage** 1d4 piercing plus grioth venom**Grioth Venom** (emotion, fear, mental, poison) **Saving Throw** Fortitude DC 17; **Maximum Duration** 6 rounds; **Stage 1** frightened 1 (1 round); **Stage 2** frightened 2 (1 round); **Stage 3** frightened 3 (1 round)**Shock Mind** ✦✦ (enchantment, mental, occult) The grioth scout makes a Strike with a voidglass weapon. If the Strike hits, it deals an additional 1d6 mental damage, and the target must succeed at a DC 17 Will save (this has the incapacitation trait) or become confused for 1 round.**Occult Innate Spells** DC 16, attack +8; **1st** *phantom pain*; **Cantrips (1st)** *daze, detect magic, mage hand, telekinetic projectile*

GRIOTH CULTIST

CREATURE 3

RARE

CE

MEDIUM

GRIOTH

HUMANOID

Perception +10; greater darkvision, echolocation (precise) 20 feet**Languages** Aklo, Grioth; telepathy 30 feet**Skills** Acrobatics +8, Occultism +9, Religion +10, Stealth +10**Str** +0, **Dex** +3, **Con** +2, **Int** +2, **Wis** +3, **Cha** +0**Items** voidglass kukri**Echolocation** A grioth can use its hearing as a precise sense at the listed range.**AC** 18; **Fort** +7, **Ref** +10, **Will** +10**HP** 40; **Immunities** cold; **Weaknesses** fire 5**Light Blindness****No Breath** A grioth doesn't breathe except to speak and is immune to effects that require breathing (such as an inhaled poison).**Speed** 25 feet, fly 30 feet**Melee** ✦ kukri +10 (agile, finesse, trip); **Damage** 1d6+2 slashing**Melee** ✦ jaws +10 (agile, finesse); **Damage** 1d8+2 piercing plus grioth venom**Divine Prepared Spells** DC 20, attack +12; **2nd** *dispel magic, heal, sound burst*; **1st** *fear, harm, heal, ventriloquism*; **Cantrips (3rd)** *divine lance, forbidding ward, message, prestidigitation, stabilize*.**Occult Innate Spells** DC 19, attack +11; **2nd** *phantom pain*; **Cantrips (2nd)** *daze, detect magic, mage hand, telekinetic projectile***Grioth Venom** (emotion, fear, mental, poison) As grioth scout, but DC 20.**Shock Mind** ✦✦ (enchantment, mental, occult) As grioth scout, but 2d6 mental damage and a DC 20 Will save.**Invoke Haunter of the Dark** ✦✦ (divine, enchantment, mental, visual)**Frequency** once per day; **Effect** The grioth cultist waves a hand in a complex pattern to invoke dark powers, dealing 3d8 mental damage. Each non-grioth creature within 20 feet must attempt a DC 20 Will save.**Critical Success** The creature is unaffected.**Success** The creature takes half damage.**Failure** The creature takes full damage and becomes stupefied 1 for 1 round.**Critical Failure** The creature takes double damage and becomes stupefied 1 for 1 minute.

GUARDIAN BEAST, STONE LION CUB

CREATURE 2

UNCOMMON

NG

MEDIUM

CELESTIAL

Perception +10; darkvision

Languages Common, Celestial; telepathy 60 feet

Skills Acrobatics +7, Athletics +7, Meteorology Lore +7, Religion +8

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

Anchored Soul The cub is mystically anchored to its bonded vessel and must remain within 1 mile of it. Some might be further restricted.

AC 18; **Fort** +6, **Ref** +7, **Will** +10; +1 status to all saves vs. evil

HP 28; **Immunities** disease, paralyzed, petrified, poison

Bonded Vessel A stone cub's vessel dictates the cub's maximum Hit Point value. Undamaged, the vessel is an object with 28 Hit Points (BT 14). When the cub is in spirit form, damaging it doesn't hurt the vessel, but damaging the vessel deals an equal amount of damage to the cub. When the cub Inhabits its Vessel, they're a single target, and damage reduces the Hit Points of both the cub and the vessel. If the vessel is broken, the cub can still fight normally while inhabiting it and suffers no ill effect, but if the vessel is destroyed, the cub is instantly slain and can't reconstitute.

Reconstitution (divine, necromancy) When the cub reaches 0 Hit Points, its spirit dissipates. If its bonded vessel is intact, the cub re-forms in this vessel after 2d4 days, fully healed. If the vessel is broken, it must first be Repaired, after which the cub reforms in 3d4 days.

Speed fly 25 feet

Divine Innate Spells DC 17; **1st** *detect alignment* (at will, evil only)

Inhabit Vessel **◆◆** (manipulate) The cub touches and melds with its bonded vessel, bringing the statue to life. It can cease Inhabiting its Vessel by spending a single action, which has the concentrate trait. While Inhabiting the Vessel, it loses its fly Speed and gains **Immunities** healing, nonlethal; **Resistances** physical 3 (except bludgeoning); **Speed** 20 feet; and the following Strike.

- **Melee** **◆** jaws +10 (agile), **Damage** 1d6+5 bludgeoning plus Grab

Spirit Body When not Inhabiting its Vessel, the cub is incorporeal and gains resistance 3 to all damage (except force damage and damage from Strikes with the *ghost touch* property rune; double resistance against non-magical).

GUARDIAN BEAST, STONE LION

CREATURE 4

UNCOMMON NG LARGE CELESTIAL

Perception +13; darkvision

Languages Common, Celestial; telepathy 60 feet

Skills Athletics +12, Intimidation +8, Meteorology Lore +11, Religion +13

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

Anchored Soul The stone lion is mystically anchored to its bonded vessel and must remain within 1 mile of it. Some might be further restricted.

AC 21; **Fort** +11, **Ref** +9, **Will** +13; +1 status to all saves vs. evil

HP 50; **Immunities** disease, paralyzed, petrified, poison

Bonded Vessel A stone lion's vessel dictates the lion's maximum Hit Point value. Undamaged, the vessel is an object with 50 Hit Points (BT 25). When the lion is in spirit form, damaging it doesn't hurt the vessel, but damaging the vessel deals an equal amount of damage to the lion. When the lion inhabits its Vessel, they're a single target, and damage reduces the Hit Points of both the lion and the vessel. If the vessel is broken, the lion can still fight normally while inhabiting it and suffers no ill effect, but if the vessel is destroyed, the lion is instantly slain and can't reconstitute.

Reconstitution (divine, necromancy) When the lion reaches 0 Hit Points, its spirit dissipates. If its bonded vessel is intact, the lion re-forms in this vessel after 2d4 days, fully healed. If the vessel is broken, it must first be Repaired, after which the lion reforms in 3d4 days.

Speed fly 40 feet

Divine Innate Spells DC 21; **3rd** *dream message*; **1st** *detect alignment* (at will, evil only)

Ferocious Roar ◆◆ (auditory, emotion, fear, mental, sonic) The lion makes a terrifying roar that deals 2d8 sonic damage (DC 23 basic Fortitude save) to each creature in a 20-foot cone. Creatures that fail this save become frightened 1.

(Continued on card 165)

(Guardian beast, stone lion; continued from card 164)

Inhabit Vessel ♦♦ (manipulate) The lion touches and melds with its bonded vessel, bringing the statue to life. It can cease Inhabiting its Vessel by spending a single action, which has the concentrate trait. While Inhabiting the Vessel, it loses its fly Speed and gains **Immunities** healing, nonlethal; **Resistances** physical 5 (except bludgeoning), **Speed** 30 feet, and it gains the following Strikes.

- **Melee** ♦ jaws +14, **Damage** 2d6+7 bludgeoning plus Grab
- **Ranged** ♦ stone ball +13 (range increment 30 feet), **Damage** 2d4+7 bludgeoning

Spirit Body Spirit Body When not Inhabiting its Vessel, the stone lion is incorporeal and gains resistance 5 to all damage (except force damage and damage from Strikes with the *ghost touch* property rune; double resistance against non-magical).


GUECUBU

CREATURE 8




UNCOMMON CE MEDIUM EARTH UNDEAD

Perception +15; darkvision, tremorsense (imprecise) 60 feet**Languages** Common, Necril**Skills** Acrobatics +16, Athletics +18, Intimidation +15, Stealth +16**Str** +6, **Dex** +4, **Con** +3, **Int** +4, **Wis** +3, **Cha** +3**AC** 27; **Fort** +17, **Ref** +16, **Will** +15**HP** 110, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** electricity 10, physical 10 (except bludgeoning)**Speed** 25 feet, burrow 15 feet; earth glide**Melee** ✦ jaws +20 (agile), **Damage** 2d8+8 piercing plus wrathful misfortune**Primal Innate Spells** DC 26; **4th** *shape stone* (at will)**Break Ground** ✦✦ (arcane, earth, transmutation) The guecubu stomps, and the ground breaks and ripples in a 30-foot emanation, erupting in razor-sharp, crisscrossing spikes of rock that deal 3d8 piercing damage to creatures in the area (DC 26 basic Reflex save). The area becomes difficult terrain and hazardous terrain, with each square dealing 3 piercing damage to a creature that moves through it. A guecubu is immune to these effects. Ground under the effects of a *consecrate* ritual or a *circle of protection* spell tuned against evil or chaos can't be affected by this ability.**Earth Glide** The guecubu can Burrow through any earthen matter, including rock. When it does so, the guecubu moves at its full burrow Speed, leaving no tunnels or signs of its passing.**Shove into Stone** (arcane, earth, transmutation) When the guecubu successfully Shoves a creature into a stone barrier, the target must succeed at a DC 26 Reflex save or become merged with the barrier, with the effects of *meld into stone* until the target Escapes (DC 26).**Wrathful Misfortune** (arcane, curse, enchantment) A creature damaged by a guecubu must succeed at a DC 26 Will save or become cursed with consummate bad luck. The creature becomes clumsy 2. Each time that creature rolls initiative, on their next roll they must roll twice and use the worse result; this is a misfortune effect.

HADRINNEX**CREATURE 8****UNCOMMON****NE****LARGE****ABERRATION****Perception** +17; darkvision**Languages** Aklo; telepathy (touch)**Skills** Acrobatics +16, Athletics +18, Occultism +11**Str** +6, **Dex** +4, **Con** +6, **Int** -3, **Wis** +3, **Cha** -3**AC** 27; **Fort** +18, **Ref** +14, **Will** +17**HP** 118; **Resistances** energy 15, physical 15 (see Rapid Evolution)

Rapid Evolution  (morph, occult, transmutation) **Trigger** The hadrinnex takes physical (bludgeoning, piercing, or slashing) or energy (acid, cold, electricity, fire, force, negative, or sonic) damage; **Effect** The hadrinnex reconfigures its husk (if triggered by physical damage) or its energy gland (if triggered by energy damage). Any reconfiguration applies to the triggering damage and lasts until the next time the hadrinnex uses Rapid Evolution.

- **Energy Gland** The hadrinnex's energy damage resistance and the damage of its energy ray change to the triggering type. By default, the energy gland is configured to sonic.
- **Husk** The hadrinnex's physical damage resistance and the damage of its weapon arm Strikes change to the triggering type. Weapon arm Strikes gain an additional trait depending on the current damage type: bludgeoning adds shove, piercing adds deadly d8, and slashing adds sweep. By default the husk is configured to bludgeoning.

Speed 40 feet**Melee**  weapon arm +20 (reach 10 feet), **Damage** 2d8+9 physical (see Rapid Evolution)**Ranged**  energy ray +18 (evocation, occult, range 120 feet), **Damage** 5d6 energy (see Rapid Evolution)**Extend Limbs**  The hadrinnex makes two weapon arm Strikes, each targeting a different creature. The hadrinnex's reach increases to 20 feet for these Strikes.

(Continued on card 168)

(Hadrinnex; continued from card 167)

Vent Energy ◆ (evocation, occult) The hadrinnex purges the energy in its energy gland for an external discharge. It either blasts the energy to deal 7d6 energy damage to creatures in a 30-foot cone (DC 26 basic Reflex save), or directs the energy to its weapon arms, making its weapon arm Strikes deal an extra 2d6 energy damage for 1 minute. Either one expends the damage type stored in the hadrinnex's energy gland, as described below.

After the energy is vented, the energy gland goes dormant. The hadrinnex loses its energy resistance and can't use energy ray until it uses Rapid Evolution to reconfigure its energy gland again. Directing energy to its weapon arms again removes any previous energy boost to its weapon arm.

STORM HAG

CREATURE 5

CE MEDIUM AIR ELECTRICITY HAG HUMANOID

Perception +12; darkvision, stormsight**Languages** Aklo, Auran, Common, Jotun; voice of the storm**Skills** Acrobatics +11, Deception +11, Intimidation +13, Occultism +11, Stealth +9, Weather Lore +13**Str** +4, **Dex** +2, **Con** +4, **Int** +2, **Wis** +3, **Cha** +4**Coven** A storm hag adds *hydraulic torrent*, *lightning storm*, and *mariner's curse* to her coven's spells.**Stormsight** Wind, precipitation, and clouds don't impair a storm hag's vision; she ignores the concealed condition from storms, mist, precipitation, and the like.**Voice of the Storm** A storm hag can send spoken messages or sounds on the wind to any spot within 50 miles that she has seen and the wind can reach. She can send a quiet whisper or a loud scream, and decides whether it's clearly audible or barely heard above the wind. The hag can use this ability to Demoralize creatures that hear her message.**AC** 21; **Fort** +15, **Ref** +9, **Will** +12**HP** 95; **Immunities** electricity; **Weaknesses** cold iron 5**Speed** 25 feet, fly 40 feet**Melee** ✦ claw +15 (agile), **Damage** 1d6+7 slashing plus 1d6 electricity**Melee** ✦ jaws +15, **Damage** 1d8+7 piercing plus 1d6 electricity**Ranged** ✦ wind blast +13 (air, range 30 feet), **Damage** 1d10+5 bludgeoning**Occult Innate Spells** DC 22; **3rd** *gust of wind* (at will), *lightning bolt*, *obscuring mist*, *wall of wind***Stormcalling** A storm hag can perform a special *control weather* ritual, which requires no secondary casters, to change the weather within 5 miles of her location for 4d12 hours. The primary check is a DC 23 Occultism check, and she can't get an outcome worse than a failure. The storm hag can create only hurricanes, thunderstorms, and tornadoes, but she can do so regardless of the current season. She can also quell natural weather events but never willingly does so.**Wind Mastery** A storm hag is unaffected by strong winds, natural or magical. Windy conditions are not difficult terrain for her.

WINTER HAG

CREATURE 7

CE MEDIUM COLD HAG HUMANOID

Perception +16; darkvision, see *invisibility*, snow vision**Languages** Aklo, Common, Jotun**Skills** Athletics +13, Deception +17, Diplomacy +15, Occultism +15, Survival +14**Str** +4, **Dex** +2, **Con** +3, **Int** +4, **Wis** +3, **Cha** +6**Coven** A winter hag adds *cone of cold*, *solid fog*, and *wall of ice* to her coven's spells.**Snow Vision** Snow doesn't impair a winter hag's vision; she ignores concealment from snowfall.**AC** 24; **Fort** +14, **Ref** +13, **Will** +16**HP** 145; **Immunities** cold; **Weaknesses** cold iron 5, fire 5**Speed** 25 feet; ice climb 25 feet**Melee** ♦ *ice staff* +17 (magical, two-hand d8), **Damage** 2d4+7 bludgeoning plus 1d6 cold**Melee** ♦ claw +16 (agile), **Damage** 2d6+7 slashing plus 1d6 cold**Occult Innate Spells** DC 25, attack +17; **4th** *charm*, *fly* (at will), *ice storm*^{APG}; **3rd** *enthrall*, *paralyze*; **Cantrips (4th)** *chill touch*, *ray of frost*; **Constant (4th)** *pass without trace*, see *invisibility***Craft Ice Staff** (cold, downtime, evocation, occult) A winter hag can spend 1 day performing a specific ritual to create a +1 *striking staff* of black ice. Once per day, she can use the staff to cast *cone of cold*. The staff's magic functions only in the hands of the hag who created it; for anyone else, it is a mundane staff. If the hag dies or if the staff remains in another creature's possession for 24 hours, the staff melts into a puddle of foul-smelling water.**Ice Climb** A winter hag can Climb at the listed Speed, but only on ice. She ignores difficult terrain from ice and snow, and she doesn't risk falling when crossing ice.

BLOOD HAG**CREATURE 8****CE****MEDIUM****HAG****HUMANOID****Perception** +17; **bloodsense** (imprecise) 90 feet, **darkvision****Languages** Abyssal, Aklo, Common, Infernal, Jotun**Skills** Acrobatics +15, Athletics +16, Deception +19, Diplomacy +17, Occultism +14, Stealth +17**Str** +4, **Dex** +5, **Con** +2, **Int** +2, **Wis** +3, **Cha** +5**Bloodsense** A blood hag can sense the presence of blood and creatures with blood. She can tell the difference between spilled blood and the blood within a living creature.**Coven** A blood hag adds *death ward*, *fiery body*, and *nightmare* to her coven's spells.**Borrowed Skin** A blood hag wears a covering of skin stolen from a humanoid creature she has killed, hiding her true form and granting her the effects of a 4th-level *misdirection*, with herself as the primary target and the creature whose skin she is wearing as the secondary target. Spreading coarse salt inside the skin prevents the hag from putting it back on, forcing her to keep her fiery form until she kills another humanoid and spends 1 hour turning it into a new disguise.**AC** 26; **Fort** +14, **Ref** +17, **Will** +17**HP** 170; **Immunities** bleed; **Weaknesses** cold iron 10; **Resistances** fire 10**Speed** 25 feet**Melee** ✦ claw +18 (agile), **Damage** 2d8+7 slashing plus Grab**Melee** ✦ jaws +18, **Damage** 2d12+7 piercing**Ranged** ✦ firebolt +19 (agile, fire), **Damage** 2d10+8 fire**Occult Innate Spells** DC 26; **4th** *charm*, *sleep* (×3)

(Continued on card 172)

(Blood hag; continued from card 171)

Assume Fiery Form ◆◆◆ (concentrate, fire, occult, polymorph, transmutation) The blood hag removes her borrowed skin and transforms into a brilliant ball of fire. She becomes amorphous, gains the fire trait and a fly Speed of 60 feet, becomes immune to fire, and emits light as a torch. She loses her melee Strikes and can't Drain Blood, but she deals 3d10 fire damage (DC 26 basic Reflex save) to each creature that touches her, as well as to each creature that succeeds at a melee Strike against her with an unarmed attack or from an adjacent space. If her skin is intact, she can return to her normal form by spending a single action that has the manipulate trait while adjacent to the skin.

The hag can instead Assume Fiery Form as a single action, bursting through her skin in a blast of flames. Doing so destroys her borrowed skin and deals 9d6 fire damage (DC 26 basic Reflex save) in a 20-foot emanation.

Drain Blood ◆ (necromancy, occult); **Requirements** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the blood hag's reach; **Effect** The hag sinks her fangs into the creature to drink its blood. This requires a successful Athletics check against the victim's Fortitude DC if the victim is grabbed and is automatic for any of the other conditions. The victim becomes drained 1. The hag regains 15 Hit Points, gaining any excess HP as temporary Hit Points that last for 1 hour. Drinking blood from a creature that's already drained doesn't restore any Hit Points to the hag but increases the victim's drained value by 1, killing the victim when it reaches drained 5.

A victim's drained condition decreases by 1 per week. A blood transfusion, which requires a successful DC 20 Medicine check and sufficient blood or a blood donor, reduces the drained condition by 1 after 10 minutes.

MOON HAG

CREATURE 10

UNCOMMON




CE







MEDIUM

FIEND

HAG

HUMANOID

Perception +22; darkvision**Languages** Aklo, Common, Jotun**Skills** Boneyard Lore +21, Deception +19, Intimidation +17, Occultism +19, Religion +22**Str** +7, **Dex** +5, **Con** +3, **Int** +5, **Wis** +6, **Cha** +3**Coven** A moon hag adds *plane shift*, *scrying*, and *spirit blast* to her coven's spells.**AC** 29; **Fort** +17, **Ref** +19, **Will** +22**HP** 190; **Immunities** confused; **Weakness** cold iron 10**Ferocity** **Moonlight's Kiss** A moon hag in an area illuminated by moonlight gains a +2 status bonus to AC and initiative rolls. In the light of a full moon, she is quickened, and can use the extra action only to *Stride* or *Strike*.**Speed** 25 feet**Melee**  claw +23 (agile, magical), **Damage** 2d12+10 slashing**Occult Innate Spells** DC 29; **5th** *confusion*, *fear* (at will), *read omens*, *talking corpse* (×3), *tongues***Dreadful Prediction**  (curse, enchantment, occult, mental) **Frequency** once per round; **Effect** The moon hag howls a series of dreadful, apocalyptic predictions at a single creature within 30 feet, shattering its perceptions of reality. The target must succeed at a DC 29 Will save or become stupefied 2 (stupefied 3 on a critical failure); regardless of the outcome, the creature is then temporarily immune for 24 hours. A creature that can see the moon takes a -2 circumstance penalty to saving throws against Dreadful Prediction. The stupefied condition from Dreadful Prediction persists until the curse is removed.**Rend**  claw

HARMONA**CREATURE 11****UNCOMMON****CN****TINY****FEY****Perception** +24; low-light vision**Languages** Sylvan**Skills** Acrobatics +23, Arcana +20, Diplomacy +22, Nature +24, Performance +22, Stealth +23**Str** +0, **Dex** +6, **Con** +3, **Int** +5, **Wis** +7, **Cha** +5**AC** 30; **Fort** +18, **Ref** +21, **Will** +24**HP** 190; **Immunities** sonic; **Weaknesses** cold iron 10**Flit Back**  **Trigger** A creature enters the harmona's space or an adjacent square; **Effect** The harmona Flies 10 feet away.**Speed** 10 feet, fly 60 feet**Melee**  beak +23 (finesse, magical), **Damage** 2d6+6 piercing plus 2d6 sonic**Ranged**  sonic pulse + 23 (magical, range 60 feet, sonic), **Damage** 2d12+6 sonic plus Push**Primal Innate Spells** DC 30; **Cantrips (4th)** *detect magic***Concussive Blow**  (evocation, primal, sonic) The harmona makes a beak Strike. On a hit, the target must succeed at a DC 30 Fortitude save or become stunned 1 (stunned 2 on a critical failure). After this Strike, the harmona can Fly up to half their fly Speed.**Subsonic Pulse**  (evocation, primal) The harmona beats their wings rapidly towards the ground, sending a wave of shaking earth that deals 6d6 sonic damage to creatures in a 15-foot emanation (DC 30 basic Fortitude save). A creature that fails its save is knocked prone.**Ultrasonic Thrust**  (evocation, primal, sonic) The harmona beats their wings skyward, creating a spiraling vibration. Each creature in a 30-foot cone must attempt a DC 30 Reflex save.**Critical Success** The creature is unaffected.**Success** The creature is pushed 5 feet away and knocked off balance, becoming flat-footed until the start of their next turn.**Failure** Sonic waves fling the creature 15 feet back from the harmona. The creature takes 6d6 bludgeoning damage and lands prone.**Critical Failure** As failure, but the creature is flung 30 feet and takes double damage.

HELLWASP SWARM

CREATURE 8

LE LARGE FIEND SWARM

Perception +16; darkvision**Languages** Infernal (can't speak any language)**Skills** Acrobatics +18, Stealth +18**Str** +0, **Dex** +4, **Con** +6, **Int** -3, **Wis** +2, **Cha** -2**AC** 24; **Fort** +18, **Ref** +16, **Will** +14**HP** 95; **Immunities** precision, swarm mind; **Weaknesses** area damage 10, splash damage 10; **Resistances** bludgeoning 5, fire 10, piercing 10, slashing 5**Speed** 20 feet; fly 40 feet**Abandon Corpse** ➤ **Requirements** The hellwasp swarm is Infesting a Corpse; **Effect** The swarm leaves the host and returns to its normal size.**Hellwasp Stings** ➤ Each enemy in the swarm's space takes 4d8 piercing damage (DC 26 basic Reflex save). Any creature that fails its saving throw is exposed to hellwasp venom.**Hellwasp Venom** (poison); **Saving Throw** DC 26 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison damage and clumsy 2 (1 round); **Stage 2** 2d8 poison damage and clumsy 2 (1 round)**Infest Corpse** ➤➤ (manipulate) The hellwasp swarm enters and animates the corpse of a Small, Medium, or Large humanoid that isn't protected by *gentle repose* or similar magic. Its size changes to that of the corpse and it loses its piercing and slashing resistances, fly Speed, and Hellwasp Stings. It gains a fist melee Strike with a +18 attack modifier that deals 2d8 bludgeoning damage plus 2d8 piercing damage and hellwasp venom. The swarm gains 40 temporary Hit Points when it Infests a Corpse; when these temporary HP are depleted, the corpse falls apart and the swarm Abandons the Corpse automatically.**Torturous Buzz** ➤➤ (auditory, emotion, enchantment, incapacitation, occult) The swarm emits a distracting, cacophonous buzzing. Each creature within 20 feet must attempt a DC 26 Will save.**Critical Success** The creature is unaffected and temporarily immune for 1 minute.**Success** The creature is unaffected.**Failure** The creature is confused for 1 round.**Critical Failure** The creature is confused for 1d4 rounds.

HEREXEN


CREATURE 2

UNCOMMON

NE

MEDIUM





UNDEAD

Perception +8; darkvision**Languages** Common, Necril**Skills** Athletics +6, Deception +7, Religion +10, Stealth +6**Str** +2, **Dex** +2, **Con** +1, **Int** +0, **Wis** +4, **Cha** +3**Items** dagger, defiled religious symbol of Pharasma**AC** 17; **Fort** +5, **Ref** +8, **Will** +10**HP** 30, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious**Final Blasphemy** (divine, necromancy, negative) When the herexen is destroyed, it explodes in a wave of negative energy with the effects of a 3-action *harm* spell (DC 20). The herexen is destroyed, so it doesn't gain any Hit Points from this use of *harm*, and it doesn't need to have any *harm* spells remaining to use this ability.**Speed** 25 feet**Melee**  dagger +10 (agile, versatile S), **Damage** 1d6+4 piercing plus heretic's smite**Divine Prepared Spells** DC 18; **1st** *harm* (×4)**Cleric Domain Spells** 1 Focus Point, DC 20; **1st** *death's call* (Core Rulebook 391)**Heretic's Smite** (divine, necromancy) While wielding the favored weapon of its former deity (such as a dagger for an ex-Pharasmin herexen), the herexen's Strikes deal an additional 1d6 evil damage against creatures that can cast divine spells.

HOUSE DRAKE

CREATURE 1

CG TINY DRAGON

Perception +8; darkvision, scent (imprecise) 30 feet**Languages** Common, Draconic, Infernal**Skills** Acrobatics +7, Society +4, Stealth +7, Survival +6**Str** +1, **Dex** +4, **Con** +2, **Int** +1, **Wis** +3, **Cha** +2**AC** 17; **Fort** +6, **Ref** +8, **Will** +11**HP** 16; **Immunities** paralyzed, sleep**Ferocious Will**  (abjuration, arcane, mental) **Trigger** The house drake succeeds at a saving throw against a magical mental effect; **Effect** The house drake sends a blast of magical feedback at the effect's source, dealing 2d6 mental damage (DC 16 basic Will save) to that creature. On a failed save, the creature is also slowed 1 for 1 round.**Speed** 15 feet, fly 40 feet**Melee**  jaws +9 (agile, finesse), **Damage** 1d8+1 piercing plus silver strike**Arcane Innate Spells** DC 17; **2nd** *obscuring mist*, see *invisibility*; **1st** *alarm*, *soothe***Breath Weapon**   (arcane, conjuration, mental) The house drake breathes a 10-foot cone of silver mist. Each creature within the mist must succeed at a DC 16 Will save or become stupefied 2 for 1 round. The house drake can't use Breath Weapon again for 1d4 rounds.**Silver Strike** House drakes sharpen their jaws on silver ornamentation until they incorporate bits of silver in their teeth. Their jaws Strike counts as silver.

HOUSE SPIRIT, DOMOVOI

CREATURE 2

CG TINY FEY

Perception +11; tremorsense (imprecise) within their entire bound home**Languages** Common, Sylvan**Skills** Crafting +9, Household Lore +11, Stealth +7 (+9 within their bound home)**Str** +1, **Dex** +3, **Con** +1, **Int** +3, **Wis** +5, **Cha** +1**Master of the Home** A home with a friendly domovoi is blessed, as the domovoi cooks, cleans, fetches water, and does a hundred other small tasks. A home so blessed never suffers from random accidents such as fires, and any checks to Craft, Earn Income, Repair, or Subsist in the home receive a +2 circumstance bonus. If the domovoi is unfriendly, such checks take a -2 circumstance penalty instead, as the domovoi hides things, makes noise when people try to sleep, tangles weaving, and otherwise makes life a misery. A domovoi must spend a week in a place before these benefits occur.**AC** 17; **Fort** +5, **Ref** +9, **Will** +11**HP** 35; **Weaknesses** cold iron 4**Shy** A domovoi is naturally invisible while within sight of their bound home. The domovoi can become visible, or even selectively visible—allowing some people to see them.**Speed** 20 feet**Melee** ✦ broom +7, **Damage** 1d4+3 bludgeoning**Ranged** ✦ enraged home +9 (evocation, primal, range increment 30 feet), **Damage** 1d8+4 bludgeoning, piercing, or slashing (depending on object)**Primal Innate Spells** DC 18; **1st** *mending* (at will); **Cantrips (1st)** *mage hand*, *prestidigitation*, *telekinetic projectile***Home Guardian** By commanding their home to attack, the domovoi can Grapple, Shove, Trip, and Disarm with their enraged home Strike. The domovoi uses their Household Lore instead of Athletics skill for these checks.

HOUSE SPIRIT, DVOROVOI**CREATURE 3****CN** **SMALL** **FEY****Perception** +12; tremorsense (imprecise) within their entire bound yard**Languages** Common, Sylvan**Skills** Crafting +8, Household Lore +11, Nature +9, Stealth +9**Str** +3, **Dex** +2, **Con** +1, **Int** -1, **Wis** +0, **Cha** +1

Master of the Yard A yard with a friendly dvorovoi is blessed, as the dvorovoi milks cows, keeps tools in good order, and does a hundred other small tasks. A yard so blessed never suffers from random accidents such as fires, and any checks to Craft, Earn Income, Repair, or Subsist in the home receive a +2 circumstance bonus. If the dvorovoi is unfriendly, such checks take a -2 circumstance penalty instead, as the dvorovoi startles livestock, hides tools, and otherwise makes life a misery. A dvorovoi must spend a week in a place before these benefits occur.

Items pitchfork**AC** 18; **Fort** +10, **Ref** +9, **Will** +7**HP** 44; **Weaknesses** cold iron 5

Shy A dvorovoi is naturally invisible while within sight of their bound yard. The dvorovoi can become visible, or even selectively visible—allowing some people to see them.

Speed 30 feet**Melee** ♦ pitchfork +12, **Damage** 1d8+6 piercing

Primal Innate Spells DC 18; **2nd** *entangle*, *speak with animals* (at will); **1st** *charm* (animals only), *command* (animals only), *mending*; **Cantrips** (**2nd**) *prestidigitation*, *mage hand*

HOUSE SPIRIT, OVINNIK

CREATURE 4

CN TINY FEY

Perception +14; tremorsense (imprecise) within their entire bound granary or storeroom

Languages Common, Sylvan

Skills Household Lore +12, Intimidation +11, Stealth +13

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

Master of the Granary A granary or storeroom with a friendly ovinnik is blessed, as the ovinnik preserves food from mold, chases off vermin, and does a hundred other small tasks. A granary so blessed never suffers from random accidents such as fires, and any checks to Craft, Earn Income, Repair, or Subsist in the home receive a +2 circumstance bonus. If the ovinnik is unfriendly, such checks take a -2 circumstance penalty instead, as the ovinnik wastes food, causes infestations, or even sets devastating fires. An ovinnik must spend a week in a place before these benefits occur.

AC 20; **Fort** +8, **Ref** +13, **Will** +11

HP 59; **Weaknesses** cold iron 5; **Resistances** fire 5

Shy An ovinnik is naturally invisible while within sight of their bound granary or storeroom. The ovinnik can become visible, or even selectively visible—allowing some people to see them.

Speed 30 feet, climb 20 feet

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

Primal Innate Spells DC 21; **4th** *read omens*; **2nd** *augury*, *burning hands*, *flaming sphere*, *purify food and drink* (at will); **Cantrips (2nd)** *daze*, *produce flame*

Raise Grain Cloud ✦✦ While in their bound storeroom or granary, the ovinnik slams a paw against the ground, stirring up a cloud of grain dust in an 20-foot emanation. Within this cloud, they gain a +4 status bonus to any fire damage they deal. The ovinnik doubles their fire resistance against this increased damage. The grain cloud dissipates after the first such effect or after 1 minute if no such effects occur.

HULDRA**CREATURE 4****UNCOMMON****CN****MEDIUM****FEY****Perception** +13; darkvision, scent (imprecise) 60 feet**Languages** Common, Sylvan**Skills** Athletics +11, Deception +13 (+17 to Impersonate a human version of themselves), Diplomacy +13, Intimidation +11, Nature +10**Str** +5, **Dex** +4, **Con** +1, **Int** +1, **Wis** +3, **Cha** +5**AC** 21; **Fort** +9, **Ref** +14, **Will** +11**HP** 70, regeneration 5 (deactivated by acid or fire); **Weaknesses** cold iron 5, fire 5**Speed** 30 feet**Melee** ✦ fist +14, **Damage** 2d6+7 bludgeoning**Melee** ✦ tail +14 (agile, backswing), **Damage** 2d4+7 bludgeoning plus Befuddling Lash**Befuddling Lash** (curse, enchantment, mental) When the huldra damages a creature with their tail, a wave of befuddlement clouds the target's thoughts. The creature must succeed at a DC 19 Will save or become stupefied 1 (stupefied 2 on a critical failure) for 1 minute.**Manipulate Luck** ✦ (curse, primal) **Frequency** once per day; **Effect** The huldra touches another creature to manipulate the creature's luck. The creature must attempt a DC 21 Will save. On a failure, the huldra chooses good luck or bad luck. If the huldra chooses good luck, the affected creature can roll twice on one d20 roll within the next minute and use the higher result; this is a fortune effect. If the huldra chooses bad luck, the creature must roll twice and use the lower result on its next d20 roll; this is a misfortune effect.

HYAKUME

CREATURE 15

UNCOMMON

NE

LARGE

ABERRATION

Perception +29; darkvision**Languages** Aklo, Common; telepathy 100 feet**Skills** Arcana +30, Bardic Lore +28, Crafting +30, Deception +27, Medicine +25, Nature +25, Occultism +30, Religion +27, Society +28, Thievery +25**Str** +4, **Dex** +6, **Con** +4, **Int** +9, **Wis** +6, **Cha** +4**Light Blindness****Lore Master** A hyakume can use their Bardic Lore skill to Recall Knowledge on any topic, and they know any languages common to an area they have spent a day or more in.**AC** 36, all-around vision; **Fort** +23, **Ref** +25, **Will** +29; +2 status to all saves vs. magic**HP** 275; **Immunities** confusion; **Resistances** mental 10**Speed** 25 feet**Melee** **◆** fist +27 (agile, finesse, magical, reach 10 feet), **Damage** 3d10+10 bludgeoning plus scatterbrain palm**Occult Innate Spells** DC 40, attack +32; **8th** *charm* (×2), *disappearance*, *mind blank*; **7th** *dispel magic* (×2), *mindlink* (at will); **4th** *air walk* (at will), *hypercognition* (at will), *zone of truth* (at will); **Cantrips (8th)** *daze*, *detect magic*, *read aura***Eye Probe** **◆◆◆** (divination, occult) **Frequency** once per day; **Effect** Up to six of the hyakume's eyes detach from the hyakume's body. Each eye has AC 26, HP 1, and a fly speed of 40 feet. The hyakume can see through all of their eye probes. They can move the probes all in separate directions using a single action. A hyakume can have no more than six eye probes active at a time; using this ability to create more causes the eye or eyes farthest away to shrivel and die.

The hyakume can deliver touch spells through their eye probes and can make melee spell attacks through them. In addition, the hyakume can Steal Memories through an eye probe using a single action by touching the target with the eye.

(Continued on card 183)

(Hyakume; continued from card 182)

Scatterbrain Palm (divination, enchantment, incapacitation, mental, occult)

A creature hit by the hyakume's fist Strike must attempt a DC 36 Will save. The creature is then temporarily immune until start of its next turn.

Critical Success The creature is unaffected.

Success The creature is stunned 1.

Failure The creature is stunned 2.

Critical Failure The creature is stunned 3 and the hyakume can use Steal Memories on the target as part of this action.

Steal Memories ◆◆◆ (emotion, mental, necromancy, occult) The hyakume reaches out with their mind and attempts to steal memories from a creature within 30 feet. The target must succeed at a DC 40 Will saving throw or become stupefied 2 and have some of its memories stolen. The hyakume learns some of the target's memories (chosen by the GM), which are then lost to the target.

INCUTILIS

CREATURE 2

UNCOMMON

LE

TINY

ABERRATION

AMPHIBIOUS

Perception +7; darkvision**Languages** Aklo, Aquan; telepathy 30 feet**Skills** Athletics +8, Deception +5, Stealth +9**Str** +4, **Dex** +3, **Con** +1, **Int** +1, **Wis** +3, **Cha** -1**AC** 17; **Fort** +7, **Ref** +7, **Will** +9**HP** 21**Speed** 5 feet, climb 5 feet, swim 40 feet**Melee** ◆ tentacle +8, **Damage** 1d4+4 bludgeoning plus Grab**Abandon Puppet** ◆ (manipulate) **Requirements** The incutilis is attached to a puppet; **Effect** The incutilis abandons its puppet, detaching and separating from its nervous system. If the puppet was still alive, it's unconscious and temporarily immune to that incutilis's Puppetmaster ability for 24 hours.**Puppetmaster** ◆◆◆ (manipulate) An incutilis drives tendrils into a Small or Medium living creature that's unconscious or restrained by the incutilis. It attaches and injects the unfortunate host with enzymes to take over control of the creature's nervous system, turning the host into a puppet controlled by the incutilis.

The puppet becomes dying 2 and is controlled by the incutilis. If the puppet dies, its body remains under the control of the incutilis until it's destroyed or the incutilis Abandons the Puppet. If the puppet recovers from the dying condition, the incutilis immediately Abandons the Puppet.

While controlling a puppet, the incutilis is attached to the puppet's head (or elsewhere, if its brain is in an unconventional location) and moves along with it. The puppet uses its own AC, Hit Points, Fortitude and Reflex saves, and physical Strikes, but it uses the incutilis's Will save. The puppet can perform only basic actions and untrained uses of the Athletics and Stealth skills while controlled.

Any attack that deals damage to the puppet also deals 1 mental damage to the incutilis. Area effects are applied to both the incutilis and puppet. The incutilis always has lesser cover while in control of a puppet.

JOROGUMO

CREATURE 13

UNCOMMON

NE

MEDIUM

HUMANOID

Perception +26; darkvision**Languages** Aklo, Common, Sylvan; *tongues***Skills** Acrobatics +25, Athletics +23, Crafting +22, Deception +28, Diplomacy +26, Performance +24, Stealth +23, Survival +24**Str** +6, **Dex** +4, **Con** +5, **Int** +3, **Wis** +5, **Cha** +7**AC** 33; **Fort** +22, **Ref** +23, **Will** +26**HP** 270; **Weaknesses** cold iron 10; **Resistances** poison 15**Darting Legs** ➤ **Requirements** The jorogumo has their spider legs extended or has Changed Shape; **Trigger** The jorogumo is targeted with an attack; **Effect** The jorogumo raises a leg, gaining a +2 circumstance bonus to AC against the triggering attack.**Speed** 30 feet, swim 30 feet**Melee** ➤ jaws +27, **Damage** 3d12+14 piercing plus jorogumo venom**Melee** ➤ claw +27 (agile), **Damage** 3d8+14 slashing**Ranged** ➤ web +23 (range increment 60 feet), **Effect** Web Trap**Occult Innate Spells** DC 34; **7th** *summon animal* (spiders only); **4th** *outcast's curse* (×3), *suggestion* (×3); **3rd** *mind reading* (at will); **1st** *charm* (at will); **Constant (5th)** *tongues*; **(2nd)** *speak with animals* (spiders only)**Change Shape** ➤ (concentrate, occult, polymorph, transmutation) The jorogumo takes on the appearance of any Small or Medium spider. This doesn't change their Speed or Strikes.**Jorogumo Venom** (incapacitation, poison) **Saving Throw** DC 32 Fortitude; **Maximum Duration** 4 hours; **Stage 1** 3d6 poison damage and stupefied 1 (1 round); **Stage 2** 3d6 poison damage and stupefied 2 (1 round); **Stage 3** 4d6 poison damage and stupefied 2 (1 round); **Stage 4** paralyzed for 1d4 hours**Spider Legs** ➤ (concentrate, occult, polymorph, transmutation) **Requirement** The jorogumo is in humanoid form; **Effect** Eight large spider legs sprout from the jorogumo's back, granting them a 40-foot climb Speed and allowing them to use the Darting Legs reaction.**Web Trap** A creature hit by the jorogumo's web attack is immobilized and stuck to the nearest surface, preventing the creature from moving. The DC to Escape or Force Open the web trap is 32.

KAMI, SHIKIGAMI**CREATURE 1**

LN TINY KAMI SPIRIT

Perception +10; darkvision**Languages** Common**Skills** Diplomacy +6, Medicine +7, Nature +7, Society +6, Stealth +5**Str** +2, **Dex** +2, **Con** +3, **Int** +1, **Wis** +4, **Cha** +3

Ward (abjuration, divine) Every shikigami is bound to a single minor work of art or symbol of civilization, such as a milestone, trail sign, personal garden, or tiny statue. A shikigami can merge with or exit their ward as a single action, which has the concentrate trait. While merged, the shikigami can observe their surroundings with their usual senses as well as those of their ward, and they recover Hit Points each minute as if they spent an entire day resting.

AC 15; **Fort** +7, **Ref** +5, **Will** +9**HP** 25; **Immunities** bleed; **Weaknesses** cold iron 3**Speed** 25 feet**Melee** ✦ fist +7 (agile), **Damage** 1d4+2 bludgeoning**Melee** ✦ spade +7 (agile, versatile S), **Damage** 1d6+2 piercing**Ranged** ✦ spade +7 (agile, thrown 10 feet, versatile S), **Damage** 1d6+2 piercing

Innate Divine Spells DC 17; **2nd** *animal messenger*, *invisibility* (self only);
1st *purify food and drink*; **Cantrips (1st)** *forbidding ward*

KAMI, KODAMA

CREATURE 5

NG

SMALL

KAMI

SPIRIT

Perception +16; darkvision**Languages** Common; *speak with plants*, telepathy 50 feet**Skills** Acrobatics +11, Athletics +11, Nature +14, Stealth +13, Survival +14**Str** +2, **Dex** +4, **Con** +5, **Int** +0, **Wis** +5, **Cha** +4**Items** *spiritual rope***Ward** Every kodama is bound to a single specific tree. A kodama can merge with or exit their ward as a single action, which has the concentrate trait. While merged, the kodama can observe their surroundings with their usual senses as well as those of their ward, and they recover Hit Points each minute as if they spent an entire day resting.**AC** 21, 22 against evil creatures; **Fort** +12, **Ref** +11, **Will** +14; +1 status to all saves vs. effects from evil creatures**HP** 95; **Weaknesses** cold iron 5; **Resistances** evil 5**Distraction Gaze** (aura, divine, enchantment, visual) 30 feet. When a creature ends its turn in the aura, it must attempt a DC 23 Will save. The kodama can activate or deactivate this aura by using a single action, which has the concentrate trait.**Success** The creature is unaffected.**Failure** The creature is fascinated. This condition ends if the creature ends its turn outside the aura.**Critical Failure** As failure, plus the creature is slowed 1 as long as it remains fascinated.**Speed** 25 feet**Melee** ◆ fist +13 (agile, finesse), **Damage** 2d6+4 bludgeoning**Innate Divine Spells** DC 23; **5th** *tree stride*; **2nd** *tree shape*; **Cantrips (3rd)** *ghost sound*; **Constant (4th)** *speak with plants***Spiritual Rope** (abjuration, divine) The kodama spends 1 minute to fashion an enchanted straw rope. A kami who wears a *spiritual rope* gains resistance 5 to evil damage, a +1 status bonus to AC and saving throws against evil creatures. A kodama always wears a *spiritual rope*, and they can have one other in existence at a time. A *spiritual rope* around a creature other than a kodama loses its magic after 24 hours or if removed from the kodama's forest.

KAMI, ZUISHIN

CREATURE 10

LG MEDIUM KAMI SPIRIT

Perception +21; darkvision**Languages** Common; telepathy 100 feet**Skills** Acrobatics +23, Athletics +22, Intimidation +19, Medicine +21, Nature +21, Stealth +21**Str** +6, **Dex** +7, **Con** +5, **Int** +1, **Wis** +5, **Cha** +3**Items** +1 *breastplate*, +1 *composite longbow*, +1 *katana***Ward** Every zuishin is bound to a single gate, doorway, or shrine. A zuishin can merge with or exit their ward as a single action, which has the concentrate trait. While merged, the zuishin can observe their surroundings with their usual senses as well as those of their ward, and they recover Hit Points each minute as if they spent an entire day resting.**AC** 30; **Fort** +19, **Ref** +23, **Will** +17**HP** 200; **Weaknesses** cold iron 10**Attack of Opportunity** ↻**Speed** fly 25 feet**Melee** ✦ *katana* +23 (deadly d8, magical, two-hand d10, versatile P), **Damage** 2d6+9 slashing plus 1d6 good**Ranged** ✦ *composite longbow* +24 (deadly d10, magical, range increment 100 feet, reload 0, volley 30 feet), **Damage** 2d8+9 piercing plus 1d6 good**Divine Innate Spells** DC 29; **5th** *breath of life*, *dimension door* (×3), *dispel magic*, *heal*; **4th** *remove disease*, *remove paralysis*; **3rd** *heal* (×2); **2nd** *detect alignment* (at will, evil only), *shield other***Healing Arrow** ✦✦ (divine, healing, necromancy) The zuishin makes a *composite longbow* Strike against an ally. If it hits, rather than dealing damage, the conveys the effects of one of the following of the zuishin's spells: *breath of life*, *heal*, *remove disease*, or *remove paralysis*. The zuishin must have the spell available to cast, and using this ability expends the spell. If the zuishin rolls a failure, but not a critical failure, on the attack roll against an ally who's aware of the arrow and wants to be hit, the attack hits.**Holy Weaponry** (divine, enchantment, evocation, good) Any weapon becomes a *striking holy* weapon while the zuishin wields it. A zuishin creates arrows as part of their attacks with any bow they wield.

KAMI, TOSHIGAMI

CREATURE 15



RARE

NG

MEDIUM

KAMI

SPIRIT

Perception +30; darkvision**Languages** Common; *speak with plants*, telepathy 150 feet**Skills** Acrobatics +30, Diplomacy +31, Medicine +28, Nature +30, Stealth +28, Survival +30**Str** +5, **Dex** +7, **Con** +6, **Int** +2, **Wis** +7, **Cha** +8**Items** +2 *striking staff***Ward** Every toshigami is bound to a single cherry tree. A toshigami can merge with or exit their ward as a single action, which has the concentrate trait. While merged, the toshigami can observe their surroundings with their usual senses as well as those of their ward, and they recover Hit Points each minute as if they spent an entire day resting.**AC** 35; **Fort** +25, **Ref** +28, **Will** +30**HP** 370; **Weaknesses** cold iron 15**Attack of Opportunity** **Speed** 50 feet, fly 50 feet**Melee**  *staff* +30 (magical, two-hand d8), **Damage** 2d4+13 bludgeoning plus fleeting blossoms and touch of ages**Divine Innate Spells** DC 36; **7th** *finger of death*, *haste*, *regenerate*; **6th** *restoration*, *slow*, *tree stride* (at will, cherry trees only); **5th** *gentle repose*; *heal* (×3), *tree shape* (cherry tree only); **4th** *status*; **Constant (9th)** *foresight* (self only)**Fleeting Blossoms** A toshigami's staff Strikes stir up fleeting cherry blossoms that bloom, wilt, and decay all in the space of an instant. On a hit, they deal an additional 1d6 mental damage, as well as an additional 1d6 negative damage to living creatures and an additional 1d6 positive damage to undead.

(Continued on card 190)

(Kami, toshigami; continued from card 189)

Swift Staff Strike **◆◆** In a rapid series of movements, the toshigami unleashes a deadly assault. The toshigami makes three staff Strikes. The toshigami's multiple attack penalty doesn't increase until after they've made all three Strikes.

Touch of Ages (curse, divine) A toshigami's attacks bestow a curse that alters the very flow of time in those they attack. When a toshigami hits a creature with a melee Strike, the creature must attempt a DC 38 Fortitude save as its perspective shifts rapidly between that of advanced age and an infantile state. Regardless of the outcome, the creature is temporarily immune for 1 minute.

Critical Success The creature is unaffected.

Success The creature becomes clumsy 1, enfeebled 1, and stupefied 1 for 1 round.

Failure The creature becomes clumsy 2, enfeebled 2, and stupefied 2 for 1 minute.

Critical Failure As failure, but the conditions are permanent.

KANGAROO

CREATURE 0

N

MEDIUM

ANIMAL

Perception +7; scent (imprecise) 60 feet


Skills Acrobatics +4, Athletics +7 (+9 to Long Jump), Survival +3

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

Powerful Leaper The kangaroo doesn't need to Stride while attempting a Long Jump, nor does it automatically fail if it doesn't.


AC 15; **Fort** +7, **Ref** +6, **Will** +3

HP 18

Defensive Shove  **Trigger** The kangaroo takes damage from an adjacent creature; **Effect** The kangaroo attempts to Shove the creature that damaged it.

Speed 35 feet

Melee  claw +7, **Damage** 1d4+3 slashing

Melee  foot +7, **Damage** 1d6+3 slashing plus Push

KAPPA**CREATURE 2****CN** **SMALL** **AMPHIBIOUS** **BEAST****Perception** +9; darkvision**Languages** Aquan, Common**Skills** Acrobatics +8, Athletics +7 (+9 to Grapple), Medicine +9, Survival +7**Str** +3, **Dex** +4, **Con** +1, **Int** +1, **Wis** +3, **Cha** +1**AC** 18; **Fort** +7, **Ref** +10, **Will** +7**HP** 35

Head Bowl The depression atop a kappa's head is filled with water. Spilling, evaporating, or otherwise removing all of the water from the top of a kappa's head reduces all their Speeds to 5 feet until the basin is again filled with water. A kappa who becomes prone must succeed at a DC 15 Reflex save or spill their water, and a kappa who becomes unconscious automatically spills their water.

If a kappa is grappled, restrained, or stunned, another creature can attempt to spill the water from their bowl by spending a single action, which has the attack and manipulate traits, to attempt an Athletics check against the kappa's Fortitude DC. On a success, the creature spills the kappa's water.

Speed 15 feet, swim 40 feet**Melee** **◆** claw +11 (agile), **Damage** 1d10+3 slashing

Pull Arm **◆** The kappa pulls one of their arms, gaining 10-foot reach with that arm. The opposing arm shrinks to little more than a hand extending from their shell. The kappa can still use their shortened hand to hold things, but they can't use that hand to wield a shield or weapon. By spending a single action to pull their opposing arm, the kappa can return their arms to their original length.

KIRIN

CREATURE 7

RARE

LG

LARGE

AIR








BEAST

FIRE

Perception +17; darkvision, scent (imprecise) 60 feet**Languages** Auran, Celestial, Common, Draconic; telepathy 100 feet**Skills** Acrobatics +17, Diplomacy +19, Nature +15, Religion +15, Stealth +17**Str** +5, **Dex** +6, **Con** +2, **Int** +2, **Wis** +4, **Cha** +6**AC** 25; **Fort** +13, **Ref** +17, **Will** +15**HP** 115; **Immunities** fire**Peaceful Aura** (abjuration, aura, divine, emotion, mental) 60 feet.

Creatures within a kirin's peaceful aura attempting to use a hostile action must first attempt a DC 22 Will save; on a failure, the hostile action is disrupted. If a creature in the aura successfully uses a hostile action, it's temporarily immune to peaceful aura for 24 hours, and while it's temporarily immune, other creatures in the kirin's peaceful aura can perform hostile actions toward it without needing to attempt a Will save.

A kirin can select creatures within their aura that can use hostile actions without needing to attempt a Will save.

Deflecting Gale  **Trigger** The kirin is targeted with a ranged Strike;**Effect** The kirin intensifies the wind around themselves, gaining a +4 circumstance bonus to AC against the triggering attack.**Speed** 40 feet**Melee**  hoof +18 (magical), **Damage** 2d10+8 bludgeoning**Melee**  horn +18 (agile, magical), **Damage** 2d8+8 piercing**Divine Innate Spells** DC 25; **3rd** *calm emotions* (at will), *heal* (×2), *gust of wind* (×3); **1st** *detect alignment* (at will); **Cantrips (4th)** *light*; **Constant (4th)** *air walk* (self only)**Breath Weapon**   (divine, evocation, fire) The kirin breathes fire in a 30-foot cone, dealing 8d6 fire damage (DC 25 basic Reflex save). The kirin can't use Breath Weapon again for 1d4 rounds.**Rearing Thrust**   The kirin rushes forward, rears up on their hind legs, and descends upon their target with their horn. The kirin Strides and makes a horn Strike. If this Strike hits, it deals an additional 1d8 damage, and the target is knocked prone.

KISHI**CREATURE 8**

NE

MEDIUM

FEY

Perception +14; low-light vision**Languages** Common, Sylvan**Skills** Athletics +18, Deception +20, Diplomacy +19, Society +15, Stealth +18**Str** +6, **Dex** +4, **Con** +1, **Int** +1, **Wis** +2, **Cha** +5**AC** 25; **Fort** +13, **Ref** +18, **Will** +17**HP** 138; **Weaknesses** cold iron 10; **Resistances** piercing 10**Speed** 25 feet**Melee** ✦ jaws +20, **Damage** 2d10+9 piercing plus Grab**Melee** ✦ claw +20 (agile), **Damage** 2d8+9 slashing**Arcane Innate Spells** DC 27; **1st** *charm* (at will)**Constrict** ✦ 1d10+9 piercing, DC 26 (grabbed by jaws only)**Head Spin** ✦ The kishi switches between showing their attractive human face and their snarling hyena face. A kishi can use their innate spell and their Deception and Diplomacy skills only when their human face is showing, and they can use their jaws Strike only when their hyena face is showing.**Sudden Charge** ✦✦ The kishi Strides twice. If they end their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.**Vicelike Jaws** A creature grabbed in the kishi's jaws can barely speak; a creature must succeed at a DC 8 flat check to provide verbal components for spells, doing so in a choked whisper.

KITSUNE TRICKSTER**CREATURE 2****CN****MEDIUM****HUMANOID****KITSUNE****Perception** +10**Languages** Common, Sylvan**Skills** Acrobatics +8, Deception +10, Diplomacy +8, Nature +6, Performance +8, Thievery +8**Str** +0, **Dex** +4, **Con** +0, **Int** +0, **Wis** +2, **Cha** +4**Items** dagger, flute**AC** 18; **Fort** +6, **Ref** +10, **Will** +8**HP** 24**Speed** 25 feet**Melee** ✦ jaws +10 (finesse), **Damage** 1d6+2 slashing**Melee** ✦ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+2 piercing**Ranged** ✦ dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing**Ranged** ✦ foxfire +12 (range 20 feet), **Damage** 1d4+2 fire**Divine Spontaneous Spells** DC 18, attack +10; **1st** (3 slots) *charm*, *fleet step*, *magic fang*; **Cantrips (1st)** *dancing lights*, *detect magic*, *ghost sound*, *prestidigitation*, *produce flame*, *sigil*, *tanglefoot***Change Shape** ✦ (concentration, divine, polymorph, transmutation)










The kitsune trickster transforms into the tailless form of a specific Medium human. The tailless form can't be altered and resembles the kitsune's fox-like humanoid form. While the kitsune trickster's alternate form is a Medium human, some kitsune have tailless forms of other humanoids, or a fox alternate form.

KOKOGIAK

CREATURE 12

NE HUGE BEAST

Perception +25; darkvision, scent (imprecise) 60 feet**Languages** Aquan, Common**Skills** Athletics +27, Deception +23, Stealth +21 (+25 in snow), Survival +21**Str** +7, **Dex** +5, **Con** +7, **Int** +1, **Wis** +5, **Cha** +5**Voice Imitation** Kokogriaks can mimic the sounds of a person in distress by attempting a Deception check to Lie. The kokogriak has a +4 circumstance bonus to this check.**AC** 33; **Fort** +25, **Ref** +19, **Will** +21**HP** 215; **Resistances** cold 15**Attack of Opportunity** ↷**Speed** 40 feet, swim 20 feet; trackless step**Melee** ✦ jaws +26 (reach 20 feet), **Damage** 3d10+10 piercing**Melee** ✦ claw +26 (reach 15 feet), **Damage** 3d6+10 slashing**Mauling Rush** ✦✦✦ The kokogriak Strides up to its Speed. It can make up to four claw Strikes at any point during this movement, each against a different target. These attacks count toward the kokogriak's multiple attack penalty, but the multiple attack penalty doesn't increase until after the kokogriak makes all of its attacks.**Sneak Attack** The kokogriak's Strikes deal an additional 2d6 precision damage to flat-footed creatures.**Tormented Snarl** ✦✦ (auditory, illusion, mental, primal) Using their voice imitation abilities, a kokogriak emits the horrific wails of its former victims. Each creature within 120 feet takes 4d6 mental damage and must attempt a DC 32 Will save. A creature frightened by this ability is flat-footed to the kokogriak.**Critical Success** The creature is unaffected and is temporarily immune for 1 minute.**Success** The creature takes half damage and becomes frightened 1.**Failure** The creature takes full damage and becomes frightened 2.**Critical Failure** The creature takes double damage, becomes frightened 3, and is fleeing until the end of its next turn.**Trackless Step** The kokogriak always gains the benefits of Cover Tracks in natural surroundings, even while moving at full speed.

KONGAMATO**CREATURE 11****UNCOMMON****N****LARGE****DRAGON****Perception** +19; darkvision**Languages** Draconic**Skills** Acrobatics +22, Athletics +24, Intimidation +20, Stealth +20, Survival +19**Str** +7, **Dex** +3, **Con** +5, **Int** -1, **Wis** +2, **Cha** +3**AC** 30; **Fort** +22, **Ref** +20, **Will** +19; +1 status to all saves vs. magic**HP** 190; **Immunities** paralyzed, sleep**Attack of Opportunity**  Tail only.**Speed** 30 feet, fly 130 feet, swim 30 feet**Melee**  beak +24 (magical, reach 15 feet), **Damage** 2d12+13 piercing plus boat breaker and Grab**Melee**  claw +24 (agile, reach 10 feet), **Damage** 2d8+13 slashing**Melee**  wing +22 (agile, reach 15 feet), **Damage** 2d10+11 bludgeoning**Melee**  tail +22 (agile, reach 20 feet), **Damage** 2d8+11 bludgeoning**Boat Breaker** A kongamato's beak is supernaturally hard. Their beak Strikes ignore half the Hardness of any object they hit.**Flying Strafe**  The kongamato Flies up to their fly Speed and makes two wing Strikes at any point during that movement. Each Strike must target a different creature.**Wailing Dive**  The kongamato Flies while emitting a terrifying screech. Each creature the kongamato flies over must succeed at a DC 30 Will save or become frightened 1 (frightened 2 on a critical failure). After attempting their saves, the creatures are temporarily immune for 1 hour. At the end of their movement, the kongamato can make a beak Strike.

KOVINTUS GEOMANCER

CREATURE 3

N	MEDIUM	HUMANOID	KOVINTUS
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Perception +11; low-light vision**Languages** Common, Kovintal, Sylvan**Skills** Athletics +8, Nature +11, Survival +9**Str** +3, **Dex** +3, **Con** +1, **Int** +0, **Wis** +4, **Cha** -1**Items** mace, sling (10 bullets)**AC** 18; **Fort** +8, **Ref** +8, **Will** +11**HP** 40; **Resistances** air 5, earth 5, plant 5, water 5

Nature's Rebirth (primal, transmutation) When slain, a kovintus immediately and permanently transforms into a part of the natural environment: a stone outcropping in a rocky area, a rivulet near a body of water, a young tree in a forest, or a low-lying cloud atop a high mountain. This ability has the trait appropriate to the environment (such as air, earth, plant, or water). This piece of the environment looks ordinary to most, but other kovintus can easily identify this as their kin. A kovintus slain far from any appropriate terrain transforms into a feature matching the terrain where they were born.

Speed 25 feet**Melee** ✦ mace +12 (shove), **Damage** 1d6+6 bludgeoning**Ranged** ✦ sling +12 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+4 bludgeoning**Primal Innate Spells** DC 21; **3rd** see nature's chosen; **2nd** *entangle*, *gust of wind*, *obscuring mist*, *pummeling rubble*^{APG}; **Constant (3rd)** *endure elements*, *pass without trace*, *water breathing*

Nature's Chosen Once per day, the kovintus can cast a 3rd-level primal innate spell. They can do so only if a spell with a corresponding trait was cast within 10 feet of the kovintus since the start of their last turn (including if the kovintus Cast the Spell). The traits and the spells they grant are as follows: *wall of wind* for air, *meld into stone* for earth, *wall of thorns* for plant, and *crashing wave*^{APG} for water.

KRAMPUS

CREATURE 21

UNIQUE

NE

LARGE

HUMANOID

Perception +38; blizzard sight, scent (imprecise) 60 feet, *see invisibility*

Languages Common; *tongues*

Skills Acrobatics +36, Athletics +39, Festival Lore +35, Intimidation +42, Society +35, Stealth +39, Survival +38

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

Items +3 *greater striking cold iron spiked chain*

Blizzard Sight Krampus ignores circumstance penalties to visual Perception checks due to ice or snow, as well as concealment due to ice or snow.

AC 46; **Fort** +39, **Ref** +34, **Will** +35

HP 380; **Immunities** cold, death effects; **Weaknesses** good 15; **Resistances** physical 20

Frightful Presence (aura, emotion, fear, mental) 120 feet, DC 42

Limited Immortality Though Krampus still needs to eat, drink, and sleep, he doesn't age and can't die of old age. If Krampus is killed, a new Krampus forms elsewhere in the world after a year's time. The new Krampus retains the memories of the previous iteration and likely holds a grudge against whoever killed him the year before. If a method to disrupt this cycle exists, it has yet to be discovered by mortals.

Speed 60 feet; *air walk*, snowstep

Melee ♦ *spiked chain* +42 (disarm, evil, finesse, magical, reach 60 feet, trip), **Damage** 3d8+18 slashing plus Improved Grab

Melee ♦ claw +41 (agile, magical, reach 10 feet), **Damage** 4d6+25 slashing plus Improved Grab

Melee ♦ horn +41 (magical), **Damage** 4d10+25 piercing

Primal Innate Spells DC 42, attack +34; **9th** *baleful polymorph* (×2), *cone of cold* (×2), *wall of ice*; **Cantrips (10th)** *dancing lights*, *ray of frost*, *sigil*, *tanglefoot*; **Constant (9th)** *air walk*, *see invisibility*, *tongues*

(Continued on card 200)

(Krampus; continued from card 199)

Capture ♦ (attack) **Requirements** Krampus has a Medium or smaller creature grabbed; **Effect** Krampus attempts to stuff the grabbed creature into his basket, attempting an Athletics check against the target's Reflex DC. If he succeeds, the creature is shoved into Krampus's basket and Krampus's spiked chain or claw is freed for future Strikes.

The captured creature is grabbed, slowed 1, and subjected to Krampus's regression (see below) at the start of each round. If the victim Escapes (DC 48), it climbs out of the basket. A captured creature can attack the basket, but only with unarmed attacks or weapons of light Bulk or less, against an AC of 40. If the captured creature deals 40 slashing or piercing damage, the basket is broken and all creatures inside spill out. A creature that gets free by either Escaping or by someone breaking the basket is deposited in a square of their choosing adjacent to Krampus.

The basket is an extradimensional space, so the weight of the creatures within doesn't count against Krampus's Bulk, and it fits up to four Small creatures or two Medium creatures. Krampus can Repair the basket as a 2-action activity that doesn't require tools. If the basket is lost or destroyed, Krampus can create a new one in 1 hour. The basket functions as a normal sack if used by anyone other than Krampus.

Punish the Naughty ♦ (concentrate) Krampus designates a single target he can see as "naughty." He gains a +2 circumstance bonus to Perception checks when he Seeks the target and a +2 circumstance bonus to Survival checks to Track the target. On melee attacks against the target, Krampus's spiked chain gains the agile trait. In addition, when Krampus Grabs the target, he can attempt to Capture them as a free action. Krampus can have only one naughty target at a time.

Regression (curse, polymorph, primal, transmutation) A creature that starts their turn Captured in Krampus's basket must attempt a DC 44 Fortitude save or be regressed back to childhood. The target shrinks one size. In addition, all of the target's proficiencies of expert and better are reduced to trained, which might restrict the use of certain feats. The effect persists for 24 hours, after which the target recovers.

Snowstep Krampus ignores difficult terrain and greater difficult terrain caused by snow and ice, and he leaves no tracks when moving through areas of snow or ice.

KUCHISAKE-ONNA

CREATURE 14

RARE

LE

MEDIUM

ABERRATION

Perception +28; darkvision

Languages Common

Skills Acrobatics +28, Athletics +22, Intimidation +27, Stealth +26

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

Items silver scissors (2)

AC 36; **Fort** +22, **Ref** +28, **Will** +24

HP 252; **Weaknesses** mental 10; **Resistances** slashing 15

Compulsive Counting When numerous small items are scattered before the kuchisake-onna, they compulsively begins to count them. The kuchisake-onna becomes flat-footed to all creatures for 1d4 rounds.

Speed 30 feet

Melee ♦ silver scissors +30 (agile, backstabber, fatal d12, finesse), **Damage** 3d6+12 slashing

Rend ♦ silver scissors

Am I Pretty? ♦ The kuchisake-onna asks a single adjacent target, "Am I pretty?" The target must attempt a DC 35 Will save. If it fails, it is immobilized for 1 round, and if it critically fails, it is paralyzed for 1 round, though still able to respond to the question; this is a mental effect. If the target responds "No," the kuchisake-onna makes two silver scissors Strikes against the target. If the target responds "Yes," the kuchisake-onna makes no Strikes this turn and must use Even Now? as their next action (waiting until the first action of their next turn, if necessary). If the target otherwise responds in a confusing or noncommittal manner, the kuchisake-onna becomes flat-footed to all creatures for 1 round but can otherwise act normally.

(Continued on card 202)

(Kuchisake-onna; continued from card 201)

Even Now? **◆ Requirements** An adjacent creature previously targeted by Am I Pretty? answered “Yes”; **Effect** The kuchisake-onna takes off their mask, revealing their slit face and asking, “Even now?” The target must attempt a DC 35 Will save. If it fails, it is immobilized for 1 round, and if it critically fails, it is paralyzed for 1 round, though still able to respond to the question; this is a mental effect. Whether the target responds “Yes” or “No,” the kuchisake-onna makes two silver scissors Strikes against the target.

Lingering Enmity The kuchisake-onna’s silver scissors Strikes are manifestations of the toxic malice that created them and vanish when the kuchisake-onna is destroyed. When the kuchisake-onna has less than half their maximum Hit Points remaining, this concentrated enmity begins to leak out and make their attacks more vicious. Their silver scissors Strikes deal 6d6 persistent bleed damage.

KUROBOZU

CREATURE 6

UNCOMMON

LE

MEDIUM

UNDEAD

Perception +14; darkvision

Languages Common

Skills Acrobatics +14, Athletics +15, Monastic Lore +11, Stealth +14

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

AC 24; **Fort** +12, **Ref** +16, **Will** +14

HP 90; negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Speed 35 feet

Melee ✦ fist +17 (agile, magical), **Damage** 1d6+8 bludgeoning plus 1d4 negative and sagebane

Black Apoxia (disease) The target can't recover from the fatigued condition caused by black apoxia until the disease is cured; **Saving Throw** DC 24 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** drained 1 and fatigued (1 day); **Stage 3** drained 2 and fatigued (1 day); **Stage 4** dead

Brawling Critical When the kurobozu scores a critical hit with an unarmed attack, the target must succeed at a DC 22 Fortitude save or be slowed 1 until the end of its next turn.

Sagebane (necromancy, occult) When the kurobozu damages a living creature with an unarmed Strike, the target must succeed at a DC 24 Fortitude save or become stupefied 1 for 1 minute. Further damage dealt by the kurobozu resets the duration to 1 minute and increases the stupefied value by 1 on a failed save, to a maximum of stupefied 4.
(Continued on card 204)

(Kurobozu; continued from card 203)

Steal Breath ♦♦ (incapacitation, necromancy, occult) **Requirements** The kurobozu is adjacent to a living creature that is paralyzed, slowed, stunned, or unconscious; **Effect** The kurobozu leans over and sucks the breath from the target, who must attempt a DC 22 Fortitude save. Regardless of the result, the creature is exposed to black apoxia and its breath reeks of carrion for 1 minute.

Critical Success The creature is unaffected.

Success The creature can't speak for 1 minute.

Failure The creature becomes sickened 2 and can't speak for 1 minute.




Critical Failure As failure, plus the creature falls unconscious and begins suffocating.

Stunning Flurry ♦ **Frequency** once per round; **Effect** The kurobozu makes two unarmed Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses, and the target must succeed at a DC 22 Fortitude save or be stunned 1 (or stunned 3 on a critical failure); this save has the incapacitation trait.

KUSHTAKA

CREATURE 4






NE SMALL AMPHIBIOUS BEAST

Perception +12; darkvision, scent (imprecise) 30 feet**Languages** Common, Sylvan**Skills** Acrobatics +11, Athletics +9, Deception +11, Stealth +11 (+13 in oceans and forests)**Str** +3, **Dex** +5, **Con** +2, **Int** +0, **Wis** +4, **Cha** +3**Canine Vulnerability** Canines, and creatures transformed into canines using transformation abilities, ignore the kushtaka's resistances. A canine with imprecise scent can use it as a precise sense to detect a kushtaka.**Null Spirit** Kushtaka are immune to the effects of haunts and most effects from incorporeal spirits and undead, but also unaware of their presence; incorporeal undead are both invisible and inaudible to them. Incorporeal spirits and undead can affect a kushtaka only with effects that manifest in the physical world. For instance, a ghost mage casting a *fireball* or a poltergeist throwing objects could harm the kushtaka, but a ghost commoner's Frightful Moan and ghostly hand Strike would not.**AC** 21; **Fort** +8, **Ref** +13, **Will** +12**HP** 40; **Resistances** physical 5**Persuasive Rebuttal**  **Trigger** A creature fails a check to Strike or Demoralize the kushtaka; **Requirements** The kushtaka has a *charm* spell available; **Effect** The kushtaka casts *charm* on the target.**Speed** 25 feet, swim 40 feet**Melee**  jaws +14 (finesse), **Damage** 2d8+5 piercing plus Grab**Melee**  claw +14 (agile, finesse), **Damage** 2d6+5 slashing**Occult Innate Spells** DC 21, attack +13; **2nd** *charm* (×2), *invisibility* (×2), *sleep*; **Cantrips (2nd)** *ghost sound*, *mage hand*, *telekinetic projectile*; **Constant (2nd)** *undetected alignment***Change Shape**  (concentrate, polymorph, primal, transmutation) The kushtaka takes on the specific appearance of a unique Small or Medium humanoid. Every time the kushtaka uses this ability, it takes on the same chosen form, though it can use non-magical disguises to further alter its appearance. This doesn't change the kushtaka's Speed or its attack and damage bonuses with its Strikes, though it does change the damage to an appropriate type, typically bludgeoning.


LEDALUSCA

CREATURE 2

N	MEDIUM	COLD	ELEMENTAL	WATER
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Perception +8; darkvision**Languages** Aquan**Skills** Acrobatics +7, Athletics +8, Deception +5, Stealth +9, Thievery +7**Str** +4, **Dex** +3, **Con** +2, **Int** +0, **Wis** +2, **Cha** +1**Recall Reflection** (illusion, primal) A ledalusca can recall and replay any reflection ever cast on its surface, although it must still Seek to consciously notice fine or significant details.**AC** 17; **Fort** +8, **Ref** +9, **Will** +6**HP** 40; **Immunities** cold, paralyzed, poison, sleep; **Weaknesses** fire 5**Shell Block**  **Trigger** The ledalusca takes physical damage from an attack; **Requirements** The ledalusca's shell is frozen (see Freeze Shell); **Effect** The ledalusca angles their shell to absorb the blow, gaining resistance 5 to the triggering damage. If they takes bludgeoning or fire damage after applying this resistance, their frozen shell shatters until they freezes a new one.**Speed** 25 feet, swim 30 feet**Melee**  wave +10, **Damage** 1d6+4 bludgeoning plus Push 5 feet**Ranged**  ice shard +9 (deadly d6, thrown 20 feet), **Damage** 1d6+4 piercing plus 1d4 cold**Freeze Shell**  (cold, manipulate) The ledalusca freezes their surface into a translucent, faintly colored ice sculpture matching the mirror image of a Medium creature or object they have seen before. While in this form, instead of a wave, they have the following Strike:**Melee**  ice shell +10, **Damage** 1d6+4 physical plus 1d4 cold

The physical damage is a type that matches the new shape of the ledalusca's frozen shell. The ledalusca can revert to their liquid form by taking this action again.

Hold Still  (concentrate) Until the next time they act, the ledalusca appears to be either an ice sculpture (if under the effects of Freeze Shell) or a pool of still water (if not). They have an automatic result of 28 on Deception checks and DCs to pass as what they appear to be.

VINE LESHY

CREATURE 0

N **SMALL** **LESHY** **PLANT**

Perception +6; low-light vision

Languages Common, Druidic, Sylvan; *speaks with plants* (plants with vines only)

Skills Athletics +4, Diplomacy +5, Nature +4, Performance +5 (+6 for oratory), Society +1, Survival +4

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

Items spear

AC 15; **Fort** +3, **Ref** +5, **Will** +8

HP 13

Verdant Burst When a vine leshy dies, a burst of primal energy explodes from its body, restoring 1d4 Hit Points to each plant creature in a 30-foot emanation. This area fills with tangling vines, becoming difficult terrain. If the terrain is not a viable environment for the vines, they wither after 24 hours.

Speed 20 feet, climb 20 feet

Melee **◆** spear +6, **Damage** 1d6+2 piercing

Ranged **◆** spear +5 (thrown 20 feet), **Damage** 1d6+2 piercing

Primal Innate Spells DC 15; **4th** *speaks with plants*

Change Shape **◆** (concentrate, polymorph, primal, transmutation)
The vine leshy transforms into a Small plant with vines. This ability otherwise uses the effects of *tree shape*.

Extend Vines **◆** The vine leshy Interacts to extend or shorten their arms. With limbs extended, the vine leshy has a 10-foot reach. The leshy can't use weapons that already have reach in this way, because they would be unable to keep their balance.

CACTUS LESHY

CREATURE 2

N	SMALL	LESHY	PLANT
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Perception +9; low-light vision**Languages** Common, Druidic, Sylvan; *speaks with plants* (succulents only)**Skills** Nature +7, Stealth +6, Survival +7**Str** +3, **Dex** +2, **Con** +4, **Int** -1, **Wis** +3, **Cha** +0**Little Oasis** If a cactus leshy is willing, a creature can harvest enough water from the leshy's inner cavity to fill a single waterskin without harming them. Doing so again before the leshy can replenish the water causes the leshy to immediately suffer from dehydration.**AC** 18; **Fort** +10, **Ref** +6, **Will** +7**HP** 30**Spiny Body** A cactus leshy is covered in spines. A creature that Grabs the cactus leshy takes 1d8+3 piercing damage.**Verdant Burst** When a cactus leshy dies, a burst of primal energy explodes from its body, restoring 2d8 Hit Points to each plant creature in a 30-foot emanation. This area fills with cacti, becoming difficult terrain.**Speed** 25 feet**Melee** ✦ spine +11, **Damage** 1d8+3 piercing**Ranged** ✦ spine +11 (range increment 30 feet), **Damage** 1d8+3 piercing**Primal Innate Spells** DC 18; **4th** *speaks with plants***Change Shape** ✦ (concentrate, polymorph, primal, transmutation) The leshy transforms into a Small cactus. This ability otherwise uses the effects of *tree shape*.**Prickly Burst** ✦✦ **Frequency** once per day; **Effect** The cactus leshy shoots their spines in every direction. All creatures in a 10-foot emanation take 3d6 piercing damage (DC 18 basic Reflex save).

SEAWEED LESHY

CREATURE 3

N	SMALL	AMPHIBIOUS	LESHY	PLANT
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Perception +10; low-light vision**Languages** Aquan, Common, Druidic, Sylvan; *speak with plants* (seaweed only)**Skills** Athletics +9, Nature +10, Ocean Lore +9, Stealth +9, Survival +8**Str** +2, **Dex** +4, **Con** +3, **Int** +0, **Wis** +3, **Cha** +1**AC** 19; **Fort** +8, **Ref** +11, **Will** +8**HP** 45**Verdant Burst** When a seaweed leshy dies, a burst of primal energy explodes from its body, restoring 3d8 Hit Points to each plant creature in a 30-foot emanation. This area fills with seaweed, becoming difficult terrain. If the terrain is not a viable environment for the seaweed, they wither after 24 hours.**Speed** 20 feet, swim 20 feet**Melee** ✦ seaweed strand +11 (agile, finesse, reach 10 feet), **Damage** 1d8+4 bludgeoning**Ranged** ✦ water jet +11 (range increment 30 feet), **Damage** 1d8+4 bludgeoning plus sea spray**Primal Innate Spells** DC 20; **4th** *speak with plants***Change Shape** ✦ (concentrate, polymorph, primal, transmutation)
The leshy transforms into a Small patch of seaweed. This ability otherwise uses the effects of *tree shape*.**Sea Spray** A seaweed leshy's water jet has enough salt in it to temporarily impair their target's vision. On a hit, the target must succeed at a DC 20 Fortitude save or be dazzled for 1 minute or until it spends 3 Interact actions wiping the salt out of its eyes. On a critical hit, a target that fails its Fortitude save is also blinded for 1 round.

OIL LIVING GRAFFITI

CREATURE 3

RARE

CN

MEDIUM

CONSTRUCT

Perception +9; darkvision

Languages Common (can't speak any language)

Skills Acrobatics +11, Crafting +5, Deception +10, Stealth +11

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

AC 19; **Fort** +8, **Ref** +11, **Will** +7

HP 50; **Immunities** death effects, disease, doomed, drained, fatigued, healing, necromancy, nonlethal, paralyzed, poison, sickened, unconscious

Backdrop When a creature attempts to Strike a living graffiti and critically misses, the attacker hits the surface (a canvas, wall, or so on) behind the living graffiti. This might damage the surface or the attacker's weapon, at the GM's discretion.

Surface-Bound A living graffiti can move only along flat surfaces. If the surface it's on is destroyed (such as a portrait hit by a *fireball* spell or a wall being smashed), the graffiti takes 2d6 damage and is shunted to the nearest flat surface. If there is no flat surface within 5 feet, the graffiti is destroyed.

Speed 25 feet

Melee ✦ fist +11 (agile, finesse), **Damage** 2d4+4 bludgeoning

Ranged ✦ splatter +11 (nonlethal, range increment 20 feet), **Damage** 1d4+4 plus splatter

Splatter A living graffiti splatters into a creature's face with its splatter Strike. On a hit, the target is dazzled for 1 round or until it Interacts to remove the paint from its face

ARCANE LIVING RUNE


CREATURE 13

RARE

LN

SMALL

CONSTRUCT

Perception +25; darkvision, *true seeing***Languages** truescript**Skills** Arcana +27, Deception +24, Stealth +25 (+31 to Hide or Sneak among inscriptions)**Str** +1, **Dex** +6, **Con** +1, **Int** +8, **Wis** +8, **Cha** +5**Truescript** A living rune can't speak, but it can sculpt its form into complicated scripts and pictographs that can be understood by any creature with the ability to read written language. A living rune can also understand any written or spoken language.**AC** 34; **Fort** +20, **Ref** +23, **Will** +27**HP** 245; **Immunities** death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal, paralyzed, poison, sickened, unconsciousness**Backdrop** When a creature attempts to Strike a living rune and critically misses, the attacker hits the surface (a canvas, wall, or so on) behind the living rune. This might damage the surface or the attacker's weapon, at the GM's discretion.**Surface-Bound** A living rune can move only along flat surfaces. If the surface it's on is destroyed (such as a portrait hit by a *fireball* spell or a wall being smashed), the rune takes 7d6 damage and is shunted to the nearest flat surface. If there is no flat surface within 5 feet, the rune is destroyed.**Speed** 25 feet**Ranged**  electrical blast +25 (electricity, evocation, range increment 60 feet), **Damage** 4d12 electricity**Arcane Innate Spells** DC 35, attack +27; **7th** *prismatic spray* (×2); **6th** *chain lightning*, *disintegrate*, *glyph of warding* (at will), *wall of force*; **5th** *black tentacles* (×2), *cloudkill* (×2); **Cantrips (7th)** *detect magic*; **Constant (6th)** *true seeing*

LOCATHAH HUNTER**CREATURE 3****N** **MEDIUM** **AMPHIBIOUS** **HUMANOID** **LOCATHAH****Perception** +9; low-light vision**Languages** Aquan, Common**Skills** Athletics +11, Diplomacy +5, Nature +7, Stealth +8, Survival +7**Str** +4, **Dex** +3, **Con** +0, **Int** +1, **Wis** +2, **Cha** +0**Items** crossbow (12 fan bolts), longspear, scale mail**AC** 20; **Fort** +7, **Ref** +10, **Will** +9**HP** 38**Speed** 10 feet, swim 40 feet; smooth swimmer**Melee** **◆** longspear +11 (reach 10 feet), **Damage** 1d8+4 piercing**Melee** **◆** crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8 piercing plus fan bolt**Cooperative Hunting** After the hunter attempts a Strike at a Large or larger target (regardless of success or failure), the next Strike one of the hunter's allies makes against the same target gains a +2 circumstance bonus to the attack roll.**Fan Bolt** The hunter prepares their hooked crossbow bolts with carefully woven seaweed. On a successful crossbow Strike, the bolt embeds and the seaweed fan deploys. The target takes a -10-foot status penalty to its swim Speed. A creature can Interact to attempt a DC Athletics check, removing the bolt on a success.**Hunt Prey** **◆** (concentrate) The locathah hunter designates a single creature they can see and hear, or one they're Tracking, as their prey. The hunter gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. The first time the locathah hits their designated prey in a round, they deal an additional 1d8 precision damage. These effects last until the hunter uses Hunt Prey again.**Pack Attack** The hunter's Strikes deal an additional 1d8 damage to creatures within reach of at least two of the hunter's allies.**Smooth Swimmer** The locathah hunter ignores difficult terrain caused by aquatic terrain features.

LOVELORN




CREATURE 4

UNCOMMON

CE

TINY

UNDEAD


Perception +10 (+12 to Sense Motive); darkvision, lifesense 30 feet**Languages** Common (can't speak any language)**Skills** Athletics +12, Occultism +8, Stealth +13**Str** +4, **Dex** +5, **Con** +3, **Int** -2, **Wis** +2, **Cha** +3**AC** 21; **Fort** +9, **Ref** +13, **Will** +12**HP** 60, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious**Gloom Aura** (aura, emotion, illusion, mental, occult) 60 feet. A lovelorn's presence instills unease and turns the air cold, dark, and stale. Creatures within the aura take a -1 circumstance penalty to saving throws made to resist emotion effects. If the lovelorn makes a place home for a week or more, that location can become suffused with this magic even outside the lovelorn's aura, lasting until the lovelorn leaves or is destroyed.**Skitter Away**  **Trigger** A creature ends its movement in a space adjacent to the lovelorn; **Effect** The lovelorn Strides or Climbs 10 feet away from the triggering creature. This movement does not trigger reactions.**Speed** 25 feet, climb 25 feet**Melee**  fangs +13 (finesse), **Damage** 1d6+6 piercing plus 1d6 persistent bleed and cynic's curse**Melee**  gory tendril +13 (agile, finesse), **Damage** 1d4+6 bludgeoning plus Grab**Occult Innate Spells** DC 21; **2nd** *fear* (×3), *illusory creature* (at will), *illusory object* (at will), *invisibility*; **Cantrips (2nd)** *ghost sound*, *mage hand***Rituals** DC 21; *create undead* (doesn't require secondary casters)**Cynic's Curse** (curse, emotion, enchantment, mental, occult) A creature hit by a lovelorn's fangs Strike must attempt a DC 19 Will save as it grows morose. If the creature would be affected by a *calm emotions* spell, it attempts to counteract this curse instead of having its normal effect.**Critical Success** The target is unaffected.**Success** For 1 minute, the target can't benefit from helpful emotion effects, but can still be affected by harmful emotion effects.**Failure** As success, plus the target is fatigued for the same duration.**Critical Failure** As failure, but the curse's effects are permanent.


MAFJET GUARDIAN


CREATURE 6

N	MEDIUM	HUMANOID
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Perception +14; darkvision**Languages** Common, Sphinx**Skills** Acrobatics +13, Arcana +13, Athletics +15, Ruins Lore +15 (applies only to their home ruins), Stealth +13**Str** +5, **Dex** +3, **Con** +4, **Int** +3, **Wis** +2, **Cha** +0**Items** scimitar (2)**AC** 23; **Fort** +14, **Ref** +15, **Will** +12**HP** 92




Runic Resistance  (arcane, abjuration) **Trigger** The mafjet takes damage from a Strike or spell effect; **Effect** The mafjet's protective runic tattoos glow, granting them resistance 5 to one damage type dealt by the triggering attack. This resistance applies against the triggering effect and lasts for 1 minute or until the mafjet uses this ability again, whichever comes first. If the triggering effect deals multiple damage types, the mafjet chooses which type to resist.

Speed 30 feet, fly 40 feet**Melee**  *scimitar* +17 (forceful, magical, sweep), **Damage** 2d6+8 slashing**Arcane Innate Spells** DC 23; **1st** *sanctuary* (×3), *true strike*; **Cantrips** (3rd) *sigil*

Paired Strike  **Requirements** The mafjet is wielding two scimitars; **Effect** The mafjet makes two Strikes against the same target, one with each of their scimitars. The mafjet combines the damage of any attacks that hit and applies resistances and weaknesses only once. This counts as one attack when calculating the mafjet's multiple attack penalty.

Powerful Scimitars (arcane, evocation) Any non-magical scimitar becomes a +1 *striking scimitar* while a mafjet wields it.

Raptor Dive  **Requirements** The mafjet is flying at least 10 feet above the target; **Effect** The mafjet Flies up to twice their fly Speed and makes a Paired Strike at the end of the movement. If both Strikes hit, the target is also knocked prone.

MEZLAN**CREATURE 14****RARE****N****MEDIUM****OOZE****Perception** +25; darkvision**Languages** Aklo, Azlanti; polyglot**Skills** Athletics +28, Deception +27 (+31 to Impersonate), Occultism +24, Stealth +28**Str** +8, **Dex** +6, **Con** +5, **Int** +4, **Wis** +5, **Cha** +5**Polyglot** A mezlan can speak and understand any language they hear spoken after listening to the language for 1 minute. These languages fade from their mind after 24 hours.**AC** 31; **Fort** +25, **Ref** +28, **Will** +23; +1 status to all saves vs. magic**HP** 260, regeneration 15 (deactivated by acid); **Immunities** critical hits, precision, unconscious; **Weaknesses** acid 10**Absorb Spell**  **Trigger** The mezlan succeeds at a saving throw against a single-target spell; **Effect** The mezlan absorbs the spell, nullifying its effect and storing it for later. They can Cast the Spell using the original caster's spell attack modifier and DC. They can store only one spell at a time, but they can absorb a new spell to replace the spell they currently have stored. A willing caster can allow the mezlan to Absorb a Spell without requiring a save.**Disincorporate** When the mezlan is reduced to 0 Hit Points, their body dissolves into colorless slime and begins seeping into nearby cracks or porous surfaces. If this material is not immediately contained or destroyed, the mezlan will eventually re-form, though they may lie dormant for years or even decades before doing so.**Speed** 30 feet**Melee**  polymorphic appendage +30 (magical, versatile P, versatile S), **Damage** 3d12+14 bludgeoning**Ranged**  ooze globule +28 (range increment 30 feet) **Effect** viscous trap (Continued on card 216)

(Mezlan; continued from card 215)

Change Shape ◆ (concentrate, polymorph, transmutation) The mezlan assumes the form of any Medium or Small creature, excluding those with the elemental, incorporeal, or swarm traits but including specific individuals whose appearance they've seen. This doesn't change the mezlan's Speed or their attack and damage bonus with their Strikes, but the damage type dealt by their Strikes might change based on their new form.

Extend Limb ◆ The mezlan extends one of their limbs, granting themselves a reach of 20 feet with their polymorphic appendages until the end of their next turn.

Viscous Trap A creature hit by the mezlan's ooze globule takes a -15-foot circumstance penalty to all Speeds for 1 minute. On a critical hit, a target standing on a solid surface also becomes immobilized, while a target Flying via wings falls to the ground and becomes unable to Fly. A target can end all effects by Escaping (DC 32) or spending a total of 3 Interact actions to free itself.

MI-GO

CREATURE 6

UNCOMMON NE MEDIUM FUNGUS

Perception +14; low-light vision, tremorsense (precise) 30 feet**Languages** Aklo, Common, Mi-Go**Skills** Acrobatics +13, Athletics +12, Arcana +15, Deception +14 (+18 to Impersonate), Medicine +17, Occultism +15, Religion +14, Stealth +13, Thievery +13**Str** +2, **Dex** +5, **Con** +3, **Int** +5, **Wis** +4, **Cha** +2**AC** 24; **Fort** +13, **Ref** +17, **Will** +14**HP** 120; **Immunities** cold; **Weaknesses** slashing 5**No Breath** A mi-go doesn't breathe and is immune to effects that require breathing (such as an inhaled poison).**Speed** 25 feet, fly 40 feet**Melee** ♦ claw +15 (agile, finesse), **Damage** 2d6+4 slashing plus Grab**Clever Disguises** A mi-go can use Deception to impersonate any Medium humanoid creature, although creating such a disguise takes 1 hour. It can't impersonate a specific individual with this ability.**Eviscerate** ♦ (manipulate) The mi-go performs a swift and painful surgery on a creature it has grabbed or restrained or that is otherwise immobilized, attempting a Medicine check against the target's Fortitude DC. Regardless of the result, the target then becomes temporarily immune for 24 hours.**Critical Success** The target takes 6d6 slashing damage, is slowed 1 for 1 round, and becomes clumsy 1, enfeebled 1, or stupefied 1 (the mi-go chooses) for 24 hours.**Success** The target takes 4d6 slashing damage and is slowed 1 for 1 round by the pain.**Failure** The target takes 2d6 slashing damage.**Critical Failure** The target takes no damage.**Sneak Attack** A mi-go deals an extra 1d6 precision damage to flat-footed creatures.

MILLINDEMALION

CREATURE 13

NE SMALL FEY

Perception +23; low-light vision

Languages Aklo, Common, Sylvan

Skills Crafting +28, Millinery Lore +30, Occultism +24, Society +24, Stealth +27

Str +4, **Dex** +8, **Con** +1, **Int** +7, **Wis** +4, **Cha** +2

Items +1 striking felt shears (as dagger)

AC 34; **Fort** +20, **Ref** +27, **Will** +23

HP 275; **Weaknesses** cold iron 10

Attack of Opportunity ↻ The millindemalion can use Hat Toss against the triggering creature instead of making a Strike, making a melee attack roll with a +27 modifier to do so.

Unsettling Mind Touching the mind of a millindemalion is a dangerous task. When the millindemalion succeeds at a saving throw against a mental effect, the creature originating that effect takes 4d6 mental damage.

Speed 30 feet

Melee ♦ *felt shears* +27 (agile, finesse, magic, versatile S), **Damage** 2d4+14 piercing plus 1d6 mental

Ranged ♦ *felt shears* +27 (agile, magic, thrown 10 feet), **Damage** 2d4+10 piercing plus 1d6 mental
(Continued on card 219)

(Millindemalion; continued from card 218)

Hat Toss ◆ (enchantment, manipulate, mental, primal) The millindemalion quickly crafts a mind-altering hat and tosses it onto a target. The millindemalion chooses one of the effects below and makes a ranged attack roll with a +27 modifier and a range increment of 20 feet. On a hit, the target must succeed at a DC 33 Will saving throw or experience the listed effect for 1d4+1 rounds. If the millindemalion critically succeeds at the ranged Strike, the target takes a -4 circumstance penalty on the save. A target can only wear one millindemalion hat at a time; a new hat replaces any previous hat. The hat can't be removed before the condition ends, but when the condition ends (or on a successful save), the hat falls to pieces.

- **Befuddling Bowler** The hat clouds the target's mind; the target becomes stupefied 2.
- **Bewitching Beret** The target is infatuated with their new hat and its creator, becoming fascinated by the millindemalion and the beret.
- **Dazzling Deerstalker** The target can barely see with the hat falling down over its eyes and gains the dazzled condition.
- **Fettering Fedora** The target feels a heavy weight pressing down on them from the hat and takes a -10-foot circumstance penalty to their Speeds.
- **Tiring Tricorne** The target grows sleepy and becomes slowed 1.

Sneak Attack A millindemalion deals an extra 4d6 precision damage to flat-footed creatures.

MOBOGO

CREATURE 10

CE

HUGE

AMPHIBIOUS


BEAST

Perception +21; darkvision**Languages** Boggard; *Speak with animals***Skills** Acrobatics +19, Athletics +23, Nature +21, Stealth +19 (+21 in swamps)**Str** +7, **Dex** +5, **Con** +6, **Int** -2, **Wis** +5, **Cha** +7**AC** 29; **Fort** +22, **Ref** +17, **Will** +19**HP** 160, regeneration 30 (deactivated by acid, cold, or fire)**Speed** 25 feet, fly 20 feet, swim 30 feet; swamp stride**Melee** ♦ jaws +23 (reach 10 feet), **Damage** 2d12+13 piercing plus Improved Grab**Melee** ♦ tongue +23 (agile, reach 30 feet), **Damage** 2d6+13 bludgeoning plus tongue grab**Primal Innate Spells** DC 27; **5th** *control water*; **4th** *create water* (at will), *entangle*, *obscuring mist*, *sound burst* (at will); **Constant (2nd)** *pass without trace*, *Speak with animals***Rituals** DC 27; *plant growth***Song of the Swamp** ♦ (auditory, emotion, enchantment, mental, primal)**Frequency** once per 10 minutes; **Effect** The mobogo unleashes a booming croak. All boggards and mobogos within 50 feet gain a +2 status bonus to damage rolls and saves against fear for 1 round. Other creatures in the area of effect must attempt a DC 27 Will save.**Success** The creature is unaffected and is temporarily immune for 24 hours.**Failure** The creature is slowed 1 for 1d4 rounds.**Critical Failure** The creature is slowed 2 for 1d4 rounds.**Swallow Whole** ♦ (attack) Large, 2d12+6 bludgeoning, Rupture 19**Swamp Stride** A mobogo ignores difficult terrain caused by swamps.

(Continued on card 221)

(Mobogo; continued from card 220)

Tongue Grab A creature hit by the mobogo's tongue becomes grabbed by the mobogo. The creature isn't immobilized, but it can't move beyond the reach of the mobogo's tongue. A creature can sever the tongue with a Strike against AC 27 that deals at least 10 slashing damage. This deals no damage to the mobogo but prevents it from using its tongue Strike until it regrows its tongue, which takes 1 round. The mobogo can move without ending the Grab as long as the creature remains within the tongue's reach.

Tongue Reposition  The mobogo attempts to move a creature grabbed by its tongue. The mobogo rolls an Athletics check against the creature's Fortitude DC. On a success, the mobogo moves the creature into any space within the tongue's reach. If it wishes, the mobogo can transfer the grabbed creature to its jaws.

MOKELE-MBEMBE

CREATURE 9

UNCOMMON

N

HUGE

ANIMAL

Perception +15; darkvision, scent (imprecise) 30 feet


Skills Athletics +20, Stealth +19, Survival +17


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


AC 27; **Fort** +21, **Ref** +15, **Will** +17




HP 172



Speed 30 feet, swim 30 feet

Melee  jaws +22 (reach 15 feet), **Damage** 2d12+10 piercing

Melee  tail +22 (agile, reach 20 feet), **Damage** 2d6+10 bludgeoning

Melee  foot +22 (reach 10 feet), **Damage** 2d8+10 bludgeoning

Trample  Large or smaller, foot, DC 28

Whip Tail  (incapacitation, sonic) The mokele-mbembe cracks its tail, creating a sonic boom in a 5-foot burst centered on a corner within reach of its tail Strike. Each creature in the burst's area must attempt a DC 28 Fortitude save. Mokele-mbembes are immune.

Critical Success The creature is unaffected.

Success The creature is stunned 1.

Failure The creature is stunned 2.

Critical Failure The creature is stunned 3.

MONKEY

CREATURE -1

N **TINY** **ANIMAL**

Perception +6

Skills Acrobatics +5, Thievery +5

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

AC 14; **Fort** +2, **Ref** +7, **Will** +4

HP 9

Speed 25 feet, climb 20 feet

Melee **◆** jaws +7 (agile, finesse), **Damage** 1d6 piercing

Grab and Go **◆◆** The monkey Strides or Climbs up to its Speed. At any point during this movement, it can Interact to take a single unattended item of light Bulk or less that it can see from a square it moves through or is adjacent to. Alternatively, if not in combat, during this movement it can attempt to Steal from an adjacent creature.

MONKEY SWARM

CREATURE 2

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

Perception +8;

Skills Acrobatics +8, Thievery +8

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

AC 16; **Fort** +6, **Ref** +10, **Will** +6

HP 20; **Immunities** precision, swarm mind; **Weaknesses** area damage 3, splash damage 3; **Resistances** piercing 3, slashing 3

Cacophony (auditory, aura) 20 feet. The monkeys' awful racket of screeches and howls drowns out other sounds. Any creature performing an auditory action in the area must yell over the din, requiring a successful DC 15 Fortitude save or Performance check to project loudly enough; on a failure, the action is lost.

Speed 25 feet, climb 20 feet

Ransack ♦♦ The swarm rummages through the possessions of a single creature within its space, attempting a Thievery check against the creature's Reflex DC. On a success, the monkeys take one random item of negligible Bulk that the creature is wearing but not closely guarding, such as an object in a loosely carried pouch.

Swarming Bites ♦ Each creature in the swarm's space takes 1d8 piercing damage (DC 18 basic Reflex save).

MOOSE

CREATURE 3

N **LARGE** **ANIMAL**

Perception +9; low-light vision, scent (imprecise) 60 feet

Skills Athletics +12 (+14 to Swim), Intimidation +8

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

AC 18; **Fort** +11, **Ref** +10, **Will** +5

HP 50

Cold Adaptation The moose reduces the effects it suffers from cold environments by one step.

Speed 30 feet

Melee **◆** antler +12, **Damage** 1d10+7 piercing

Melee **◆** hoof +12, **Damage** 1d8+7 bludgeoning

Kick Back **◆** The moose bucks and kicks back with both hind hooves, making a Strike with a -2 circumstance penalty to the attack roll. If it hits, it deals an extra 1d8 bludgeoning damage. This counts as two attacks when calculating the moose's multiple attack penalty.

Thundering Charge **◆◆** The moose Strides twice and then makes an antler Strike. A Medium or smaller creature damaged by this attack must succeed at a DC 18 Fortitude save or be stunned 1.

Trample **◆◆◆** Medium or smaller, hoof, DC 20

MORTIC, ANGHEUVORE FLESH-GNAWER**CREATURE 2****RARE****NE****MEDIUM****ELF****HUMANOID****MORTIC****Perception** +7; darkvision, carrion scent (imprecise) 30 feet**Languages** Common, Elven, Necril**Skills** Acrobatics +8, Athletics +7, Intimidation +5, Medicine +5, Stealth +8, Survival +5**Str** +3, **Dex** +4, **Con** +3, **Int** +2, **Wis** +1, **Cha** +1**Carrion Scent** An angheuvore can smell creatures that have the doomed, dying, or wounded condition as an imprecise sense.**Items** composite shortbow (20 arrows), elven curve blade**AC** 18; **Fort** +9, **Ref** +10, **Will** +5**HP** 30, negative healing**Consecration Vulnerability** A mortic in a place of worship dedicated to a non-evil deity or on sacred ground, such as an area blessed by *sanctified ground*, is slowed 1.**Speed** 30 feet**Melee** ✦ jaws +10 (finesse), **Damage** 1d6+5 piercing plus paralysis**Melee** ✦ elven curve blade +10 (finesse, forceful), **Damage** 1d8+5 slashing**Ranged** ✦ composite shortbow +10 (deadly d10, propulsive, range increment 60 feet), **Damage** 1d6+3 piercing**Death Gasp** ✦ (divine, necromancy) The angheuvore holds their breath, suspending their biological processes and becoming undead. The angheuvore gains the undead trait and becomes immune to bleed, death effects, disease, paralyzed, poison, and sleep. Any such effects the angheuvore is currently suffering from are suspended, but take effect again once they take a breath. Death Gasp lasts as long as they hold their breath (up to 8 rounds, *Core Rulebook* 478).**Invigorating Feast** ✦ (manipulate) **Requirements** The angheuvore is adjacent to a paralyzed, restrained, or unconscious creature, or a deceased creature that died in the last hour; **Effect** The angheuvore feasts upon the creature, dealing their jaws Strike damage (basic Fortitude save); a corpse automatically critically fails with no save. If the target takes damage, the angheuvore gains 5 temporary Hit Points and a +10-foot circumstance bonus to their Speeds for 1 minute.

(Continued on card 227)

(Mortic, angheuvore flesh-gnawer; continued from card 226)

Paralysis (divine, incapacitation, necromancy) Any living creature hit by an angheuvore's jaws Strike must succeed at a DC 15 Fortitude save or become paralyzed. It can attempt a new save to end the condition at the end of each of its turns, and the DC cumulatively decreases by 1 on each save.







MORTIC, GURGIST MAULER**CREATURE 6****RARE****N****MEDIUM****HUMAN****HUMANOID****MORTIC****Perception** +14; darkvision**Languages** Common, Necril**Skills** Arcana +13, Athletics +17, Crafting +15, Deception +14, Medicine +12, Performance +12**Str** +5, **Dex** +2, **Con** +4, **Int** +3, **Wis** +4, **Cha** +2**Items** composite shortbow (20 arrows), hide armor, +1 *maul***Nourishing Feast** The gurgist spends 1 hour consuming 1 Bulk of raw meat to reverse their body's putrescence. For 1 hour, the gurgist appears to be a pale, bloated human. They have an automatic result of 32 on Deception checks and DCs to pass as a non-mortic human. While under the effects of Nourishing Feast, Rotting Flesh ceases to function.**AC** 23; **Fort** +14, **Ref** +12, **Will** +16**HP** 120, negative healing; **Weaknesses** slashing 5**Consecration Vulnerability** A mortic in a place of worship dedicated to a non-evil deity or on sacred ground, such as an area blessed by *sanctified ground*, is slowed 1.**Rotting Flesh** Any creature that hits the gurgist with an unarmed attack, tries to Grapple them, or otherwise touches the gurgist is covered with rotten flesh and putrid fluids. The creature must succeed at a DC 22 Fortitude save or become sickened 1 (sickened 2 on a critical failure).**Speed** 25 feet**Melee** ✦ *maul* +18 (magical, shove), **Damage** 1d12+8 bludgeoning plus Knockdown**Melee** ✦ fist +17 (agile), **Damage** 1d8+8 bludgeoning**Ranged** ✦ composite shortbow +14 (deadly d10, propulsive, range increment 60 feet), **Damage** 1d6+5 piercing
(Continued on card 229)

(Mortic, gurgist mauler; continued from card 228)

Calculated Blow ◆◆ The gurgist makes a melee Strike, aiming for their target's weak points and taking their time to line up a precise blow. If this Strike hits, the gurgist deals an additional 1d8 precision damage, and the target must succeed at a DC 23 Fortitude save or become clumsy 2 for 1 minute.

Death Gasp ◆ (divine, necromancy) The gurgist holds their breath, suspending their biological processes and becoming undead. The gurgist gains the undead trait and becomes immune to bleed, death effects, disease, paralyzed, poison, and sleep. Any such effects the gurgist is currently suffering from are suspended, but take effect again once they take a breath. Death Gasp lasts as long as they hold their breath (up to 9 rounds, *Core Rulebook* 478).

Tackle ◆◆ The gurgist Strides twice and then attempts to Grapple a creature. On a success, the target is also knocked prone.


MORTIC, LIFELEECHER BRAWLER**CREATURE 8****RARE****CE****MEDIUM****HUMANOID****MORTIC****ORC****Perception** +15; darkvision**Languages** Common, Necril, Orc**Skills** Athletics +18, Intimidation +16, Survival +15**Str** +6, **Dex** +4, **Con** +6, **Int** +3, **Wis** +3, **Cha** +4**Items** breastplate, +1 *striking composite shortbow* (20 arrows)**AC** 25; **Fort** +20, **Ref** +16, **Will** +13**HP** 165, negative healing**Consecration Vulnerability** A mortic in a place of worship dedicated to a non-evil deity or on sacred ground, such as an area blessed by *sanctified ground*, is slowed 1.**Mortic Ferocity**  As Ferocity, but the lifeleecher is also surrounded by visibly flickering fragments of the souls they've consumed, becoming concealed until the end of their next turn.**Soul Feast**  (divine, necromancy, negative) **Trigger** A creature adjacent to the lifeleecher dies; **Effect** The lifeleecher consumes a portion of the creature's soul, regaining 2d8 Hit Points.**Speed** 25 feet**Melee**  tusk +20, **Damage** 2d6+6 piercing plus leech essence**Melee**  claw +20 (agile), **Damage** 2d8+6 slashing plus 1d6 persistent bleed**Ranged**  *composite shortbow* +19 (deadly d10, magical, propulsive, range increment 30 feet), **Damage** 2d6+3 piercing**Death Gasp**  (divine, necromancy) The lifeleecher holds their breath, suspending their biological processes and becoming undead. The lifeleecher gains the undead trait and becomes immune to bleed, death effects, disease, paralyzed, poison, and sleep. Any such effects the lifeleecher is currently suffering from are suspended, but take effect again once they take a breath. Death Gasp lasts as long as they hold their breath (up to 11 rounds, *Core Rulebook* 478).

(Continued on card 231)

(Mortic, lifeleecher brawler; continued from card 230)

Ghost Hunter The lifeleecher's tusks have the effects of the *ghost touch* property rune on attacks against incorporeal undead.

Leech Essence (divine, necromancy) When the lifeleecher damages a living or undead creature with their jaws Strike, they drain the target's life essence. The lifeleecher gains 5 temporary Hit Points that last for 1 minute, and the target must succeed at a DC 24 Fortitude save or become drained 1 if living, or stunned 1 if undead. If the target was already drained or stunned, the value of this condition instead increases by 1, to a maximum of 3.

MORTIC, ETIOLING BLIGHTMAGE**CREATURE 10****RARE****CN****SMALL****GNOME****HUMANOID****MORTIC****Perception** +19; darkvision**Languages** Common, Gnome, Necril, Sylvan**Skills** Acrobatics +19, Deception +22, Diplomacy +22, Intimidation +22, Nature +19**Str** +3, **Dex** +5, **Con** +3, **Int** +3, **Wis** +5, **Cha** +7**AC** 29; **Fort** +19, **Ref** +21, **Will** +17**HP** 150, negative healing**Consecration Vulnerability** A mortic in a place of worship dedicated to a non-evil deity or on sacred ground, such as an area blessed by *sanctified ground*, is slowed 1.**Ectoplasmic Secretions** (necromancy, occult) Any creature that hits the etioling with an unarmed attack, tries to Grapple them, or otherwise touches them becomes partially coated in ectoplasm. The creature takes 1d6 negative damage and must succeed at a DC 27 Reflex save or become enfeebled 2 until the ectoplasm is removed. The ectoplasm can be removed with a total of 3 Interact actions by the creature or creatures adjacent to the creature. These actions don't need to be consecutive or made by the same creature.**Ectoplasmic Shield**  (abjuration, occult) **Trigger** The etioling is the target of a physical ranged attack; **Effect** The etioling interposes a wave of ectoplasm between themselves and the source of the ranged attack, giving them a +2 circumstance bonus to AC against the triggering attack. If the attack misses, the ectoplasm deflects it. The ectoplasm can't deflect unusually large or heavy ranged projectiles (such as boulders or ballista bolts).**Withering Aura** (aura, necromancy, occult) 20 feet. The etioling drains nutrients from nearby plant and animal life. Each round a creature begins its turn in this aura, it takes 1d6 negative damage and must succeed at a DC 27 Fortitude save or become drained 1. All non-magical plant life in this aura instantly withers, removing any cover and concealment provided by trees and undergrowth.

(Continued on card 233)

(Mortic, etioling blightmage; continued from card 232)

Speed 25 feet

Melee ♦ corrupting touch +21 (agile, finesse, magical), **Damage** 2d12+6 negative

Occult Spontaneous Spells DC 29, attack +21; **5th** (4 slots) *cloudkill*, *crushing despair*, *lightning bolt*, *synesthesia*; **4th** (4 slots) *dispel magic*, *freedom of movement*, *grim tendrils*, *phantasmal killer*; **3rd** (4 slots) *earthbind*, *false life*, *haste*, *wall of thorns*; **2nd** (4 slots) *blur*, *dispel magic*, *glitterdust*, *obscuring mist*; **1st** (4 slots) *bane*, *grease*, *ray of enfeeblement*, *ventriloquism*; **Cantrips (5th)** *acid splash*, *dancing lights*, *electric arc*, *ghost sound*, *prestidigitation*

Death Gasp ♦ (divine, necromancy) The etioling holds their breath, suspending their biological processes and becoming undead. They gain the incorporeal trait, a fly Speed of 25 feet, resistance 10 to all damage (except force, *ghost touch*, or positive; double this resistance vs. non-magical) while they hold their breath. They can't cast spells during this time. Any such effects the etioling is currently suffering from are suspended, but take effect again once they take a breath. Death Gasp lasts as long as they hold their breath (up to 8 rounds, *Core Rulebook* 478).

MOSASAUR, PLATECARPUS

CREATURE 3

N **LARGE** **ANIMAL**

Perception +9; low-light vision, scent (imprecise) 30 feet

Skills Athletics +10, Stealth +11

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

Deep Breath A platecarpus can hold its breath for 2 hours.

AC 19; **Fort** +10, **Ref** +11, **Will** +7

HP 46

Speed 5 feet, swim 35 feet

Melee **◆** jaws +12, **Damage** 1d12+5 piercing plus Grab

Aquatic Drag **◆** **Requirements** The platecarpus has a creature grabbed;

Effect The platecarpus Swims up to half its Speed, carrying the grabbed creature with it.

Strafing Chomp **◆** The platecarpus Swims up to its Speed, making one jaws Strike at any point along the way. The Strike deals half damage.

Swallow Whole **◆** (attack) Medium, 1d6+2 bludgeoning, Rupture 10

MOSASAUR, TYLOSAURUS

CREATURE 8

N **GARGANTUAN** **ANIMAL**

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

Skills Athletics +19, Stealth +19

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

Deep Breath A tylosaurus can hold its breath for 2 hours.

AC 27; **Fort** +17, **Ref** +19, **Will** +14

HP 137

Speed 5 feet, swim 80 feet

Melee ♦ jaws +21, **Damage** 2d12+10 piercing plus Improved Grab

Melee ♦ tail +19, **Damage** 2d6+10 bludgeoning

Aquatic Drag ♦ **Requirements** The tylosaurus has a creature grabbed;

Effect The tylosaurus Swims up to half its Speed, carrying the grabbed creature with it.

Swallow Whole ♦ (attack) Large, 2d6+5 bludgeoning, Rupture 18

Vicious Strafe ♦♦ The tylosaurus Swims up to its Speed. It can make one jaws Strike and one tail Strike at any points during its movement, each attacking a different target.

MOTHMAN

CREATURE 7

RARE

CN

MEDIUM

ABERRATION

Perception +15; darkvision**Languages** Aklo, Common, Sylvan, Undercommon (can't speak any language); telepathy 100 feet**Skills** Acrobatics +16, Nature +13, Occultism +15, Society +13, Stealth +16**Str** +2, **Dex** +5, **Con** +4, **Int** +2, **Wis** +4, **Cha** +5**AC** 26; **Fort** +13, **Ref** +18, **Will** +15**HP** 90**Portentous Gaze** (aura, emotion, enchantment, fear, mental, occult, visual) 30 feet. When a creature ends its turn in the aura, it must attempt a DC 25 Will save. A creature that fails is frightened 1 (or frightened 2 on a critical failure) The mothman can deactivate or activate this aura with a single action, which has the concentrate trait.**Speed** 25 feet, fly 50 feet**Melee** ✦ claw +16 (agile, finesse); **Damage** 2d8+4 slashing**Occult Innate Spells** DC 25, attack +17; **4th** *invisibility, modify memory, nightmare, phantasmal killer, suggestion*; **3rd** *illusory creature, mind reading*; **2nd** *illusory object, misdirection*; **Cantrips (4th)** *daze, ghost sound, read aura***Agent of Fate** ✦✦✦ (primal) **Frequency** once per day; **Effect** The mothman casts any spell of 5th level or lower that normally takes 2 or fewer actions to cast, whether they have those spells in their innate spells or not. They can use this ability only if doing so steers the flow of fate in its proper course toward a disaster or otherwise significantly memorable event, such as casting *illusory scene* to coax someone to a portentous location, casting *sending* to deliver an important message to someone the exact moment they need to hear it, or casting *rusting grasp* to weaken a structure and cause some necessary calamity.**Focus Gaze** ✦ (concentrate, emotion, enchantment, fear, mental, occult, visual) The mothman fixes their glare at a creature they can see within 30 feet. The target must immediately attempt a Will save. If the creature is already frightened when it attempts this save, on a failure it becomes stupefied 1 for 24 hours in addition to the frightened effect. After attempting its save, the creature is then temporarily immune for 1 minute.

MUNAVRI SPELLBLADE

CREATURE 2

RARE

NG

MEDIUM

HUMANOID

MUNAVRI

Perception +7; darkvision**Languages** Munavri, Undercommon; telepathy 30 feet (munavris only, page 306)**Skills** Athletics +8, Deception +7, Occultism +6, Stealth +4**Str** +4, **Dex** +0, **Con** +2, **Int** +0, **Wis** +1, **Cha** +3**Items** bastard sword, breastplate**Light Blindness****AC** 18; **Fort** +8, **Ref** +6, **Will** +7**HP** 28; **Resistances** mental 2**Speed** 20 feet**Melee** ✦ bastard sword +8 (two-hand d12), **Damage** 1d8+4 slashing**Occult Spontaneous Spells** DC 17, attack +9; **1st** *mindlink*, *phantom pain*, *soothe*; **Cantrips (1st)** *daze*, *message*, *shield*, *telekinetic projectile***Intuit Object** ✦✦ (concentrate, divination, occult) **Frequency** once per day; **Effect** By concentrating their psychic energy on a held object, the munavri intuits its use and understands how to effectively wield it. The munavri chooses one item they are holding. They gain the trained proficiency rank in one statistic required to use that item, but only for the purpose of using that specific item. For example, they could become trained in greatswords (to use a specific greatsword) or Acrobatics (to use a *jade cat* talisman). This benefit lasts for 1 hour.

MYCELOID

CREATURE 4

NE MEDIUM FUNGUS






Perception +10; darkvision, scent (imprecise) 30 feet**Languages** Undercommon; telepathy 100 feet (myceloids and those afflicted by purple pox only)**Skills** Stealth +11, Survival +10**Str** +4, **Dex** +3, **Con** +4, **Int** -1, **Wis** +2, **Cha** +0**AC** 20; **Fort** +14, **Ref** +9, **Will** +10**HP** 70; **Weaknesses** slashing 5**Spore Pop** If a myceloid is reduced to 0 HP by a critical hit, it pops, forcing it to immediately Emit Spores, even if it has already used the ability that day.**Speed** 20 feet**Melee** ✦ fist +14, **Damage** 2d6+4 bludgeoning plus purple pox**Emit Spores** ✦ **Frequency** once per day; **Effect** The myceloid expels spores in a 10-foot burst centered on a corner of its own space. This cloud lasts until the start of the myceloid's next turn. Each creature that is in the cloud or enters it is exposed to purple pox.**Purple Pox** (disease) Myceloids are immune; **Saving Throw** DC 20 Fortitude; **Onset** 1 minute; **Stage 1** 2d6 poison damage and stupefied 1 (1 day); **Stage 2** 6d6 poison damage, stupefied 3, and the creature is compelled to seek out the nearest myceloid colony—this compulsion is a mental emotion effect (1 day); **Stage 3** The creature dies. Over 24 hours, its corpse becomes bloated and bursts, releasing a new, fully grown myceloid.**Spore Domination** ✦✦ (emotion, enchantment, incapacitation, mental, primal) The myceloid targets one creature affected by purple pox within 60 feet. That creature must attempt a DC 22 Will save. It is then temporarily immune to spore domination for 10 minutes.**Critical Success** The target is unaffected.**Success** Until the end of its next turn, the target is helpful to myceloids and can't take hostile actions against them.**Failure** As success, but for 1 minute.**Critical Failure** As success, but until the purple pox is cured.

NAGAJI SOLDIER**CREATURE 2****N** **MEDIUM** **HUMANOID** **NAGAJI****Perception** +8; low-light vision**Languages** Common, Draconic**Skills** Athletics +8, Intimidation +5, Nature +6 (+8 to Command an Animal that is a reptile)**Str** +4, **Dex** +1, **Con** +3, **Int** -1, **Wis** +2, **Cha** +1**Items** leather armor, longbow (with 20 arrows), ranseur**AC** 18; **Fort** +9, **Ref** +7, **Will** +6**HP** 28; **Resistances** poison 2**Attack of Opportunity** ↻**Speed** 25 feet**Melee** ✦ ranseur +10 (disarm, reach 10 feet), **Damage** 1d10+4 piercing**Ranged** ✦ longbow +7 (deadly d10, range increment 100 feet, volley 30 feet), **Damage** 1d8 piercing**Slough Toxins** ✦ **Frequency** once per round; **Requirements** The nagaji is afflicted with a poison; **Effect** The nagaji accelerates their metabolism. They roll a saving throw against the affliction with a +2 circumstance bonus. If they must attempt an ongoing save against the same poison at the end of their turn, they also get a +2 circumstance bonus to that save.

NAMORRODOR

CREATURE 5

CE MEDIUM SHADOW UNDEAD

Perception +11; darkvision, lifesense 30 feet**Skills** Acrobatics +12, Athletics +13, Stealth +14, Survival +11**Str** +4, **Dex** +5, **Con** +3, **Int** +3, **Wis** +2, **Cha** +0**Interplanar Lifesense** While the namorrodor is on the Shadow Plane, its lifesense extends to the Material Plane as a vague sense with a 100-foot range.**AC** 22; **Fort** +12, **Ref** +14, **Will** +11**HP** 85; **Immunities** death effects, disease, paralyzed, poison, sleep;**Weaknesses** positive 5, fire 5**Whistling Bones** (auditory, aura, emotion, fear, mental) 30 feet. Wind whistles through the namorrodor's jutting bones with an eerie tone. A creature entering or beginning its turn in the area must attempt a DC 19 Will save, becoming frightened 1 on a failure (frightened 2 on a critical failure). A creature can't reduce its frightened condition below 1 as long as it's in the aura.**Material Leap**  (conjunction, teleportation) **Requirements** The namorrodor is on the Shadow Plane; **Trigger** A creature the namorrodor can sense with its lifesense on the Material Plane dies; **Effect** The namorrodor leaps between planes, appearing on the Material Plane within 100 feet of the triggering creature. It remains on the Material Plane for 24 hours, after which it is recalled to its original location on the Shadow Plane.**Speed** 40 feet**Melee**  jaws +15, **Damage** 2d8+6 piercing**Melee**  claw +15 (agile), **Damage** 2d6+6 piercing plus Grab**Ranged**  spit +14 (range 30 feet), **Damage** 1d8+6 bludgeoning**Bounding Sprint**  **Requirements** The namorrodor has nothing in its hands; **Effect** The namorrodor bounds forward, using four limbs for an extra burst of speed. It Strides twice and makes a single melee Strike at the end of its movement.

NARWHAL

CREATURE 3

N **LARGE** **ANIMAL** **AQUATIC**

Perception +10; aquatic echolocation 120 feet, low-light vision

Skills Athletics +10

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

Aquatic Echolocation A narwhal can use its hearing as a precise sense at the listed range, but only underwater.

Deep Breath A narwhal can hold its breath for 30 minutes.

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

HP 50; **Resistances** cold 5

Speed swim 60 feet

Melee **◆** tusk +12 (reach 10 feet), **Damage** 1d10+5 piercing

Melee **◆** jaws +12, **Damage** 1d8+5 piercing

Impaling Charge **◆◆** The narwhal Swims twice and makes a tusk Strike. If it moved at least 20 feet from its starting position, the narwhal deals an extra 1d10 damage on this Strike. A target damaged by Impaling Charge is grabbed until the start of the narwhal's next turn unless it Escapes before then (DC 20). The narwhal can't Grapple to extend the duration of this grab.

NEMHAITH

CREATURE 15

UNCOMMON

NE

MEDIUM

INCORPOREAL

SPIRIT

UNDEAD

Perception +31; darkvision**Languages** Common; telepathy 100 feet**Skills** Deception +27, Diplomacy +27, Dwelling Lore +25, Intimidation +29, Religion +31, Stealth +29**Str** -5, **Dex** +6, **Con** +0, **Int** +4, **Wis** +8, **Cha** +6**Site Bound** The nemhaith is bound to a place or large stationary object and can't venture more than 500 feet from this focus.**AC** 36; **Fort** +23, **Ref** +27, **Will** +29**HP** 255, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)**Bound Spirits** (aura, divine, necromancy, negative) 10 feet, 4d6 negative, DC 36 basic Fortitude**Rejuvenation** (divine, necromancy) Destroying the ritual object or place used in the nemhaith's creation destroys the nemhaith, freeing its bound spirits to move on to the afterlife.**Speed** fly 40 feet**Melee** ♦ spirit tendril +29 (agile, finesse, magical), **Damage** 3d10+14 negative plus drain life**Ranged** ♦ spirit dart +29 (agile, magical, range 100 feet), **Damage** 3d8+14 negative plus drain life**Divine Innate Spells** DC 36, attack +28; **8th** *finger of death* (×3), *harm* (×3), *wall of force***Drain Life** (divine, necromancy) When the nemhaith damages a living creature with its spirit tendril Strike, the creature must succeed at a DC 36 Fortitude save or become drained 2. Further damage dealt by the nemhaith increases the condition value by 1 on a failed save, to a maximum of drained 4.

(Continued on card 243)

(Nemhaith; continued from card 242)

Rage of Spirits ♦♦ The nemhaith's bound spirits smash everything in a 30-foot emanation. Creatures in this area take 4d6 sonic damage and 4d6 negative damage (DC 36 basic Fortitude save).

Throw Spirits ♦ The nemhaith directs its bound spirits as a group to move up to 1 mile away (they have a fly Speed of 60 feet). The nemhaith can see and hear through the thrown spirits, but it loses its aura and can't use its spirit dart ranged Strike or Rage of Spirits. The nemhaith regains these abilities when the spirits return to the nemhaith's space.

NIGHTGAUNT

CREATURE 4




UNCOMMON

CN

MEDIUM

ABERRATION

DREAM

Perception +10; darkvision, thoughtsense (precise) 60 feet**Languages** Aklo (can't speak any language)**Skills** Acrobatics +11, Athletics +13, Stealth +11**Str** +5, **Dex** +3, **Con** +2, **Int** -2, **Wis** +2, **Cha** +0**Thoughtsense** (divination, mental, occult) A nightgaunt senses all non-mindless creatures at the listed range.**AC** 21, all-around vision; **Fort** +10, **Ref** +13, **Will** +10**HP** 60; **Resistances** cold 5**Faceless** The nightgaunt has no face, but it can still see in all directions as if its entire body were an eye. It has no need to breathe, and it is immune to all inhaled toxins and other olfactory effects.**Attack of Opportunity**  Tail only.**Speed** 25 feet, fly 30 feet**Melee**  claw +13 (agile), **Damage** 2d6+7 plus Grab**Melee**  tail +13 (agile, reach 10 feet), **Effect** tickle**Clutches** A nightgaunt can Fly at full Speed while it has a Medium or smaller creature grabbed or restrained in its claws, carrying that creature along with it.**Tickle** The nightgaunt can use its tail to tickle a foe with horrible efficiency. A creature hit by its tail Strike must attempt a DC 21 Fortitude save; if the creature is grabbed by the nightgaunt, it uses the outcome one degree of success worse than the result it rolled.**Critical Success** The creature is unaffected and is temporarily immune for 1 minute.**Success** The creature is overcome with laughter and can't perform reactions for 1 round.**Failure** As success, and the creature is sickened 1.**Critical Failure** As success, and the creature is sickened 2 and can't speak for 1 round.

NIGHTMARCHERS

CREATURE 14

LN

GARGANTUAN

INCORPOREAL

SPIRIT

TROOP

UNDEAD

Perception +27; darkvision, kinsense**Languages** Common**Skills** Athletics +25, Religion +27, Warfare Lore +27**Str** -5, **Dex** +5, **Con** +4, **Int** +5, **Wis** +5, **Cha** +5**Kinsense** (detection, divination, divine) Nightmarchers can detect creatures who are their kin, whether by blood or bond, as an imprecise sense. If they focus their senses on a creature by Seeking, they learn whether they are related to that creature, and how.**AC** 30; **Fort** +24, **Ref** +19, **Will** +25**HP** 240 (16 squares); **Thresholds** 160 (12 squares), 80 (8 squares);**Immunities** death effects, disease, paralyzed, poison, precision, sleep;**Weaknesses** area damage 20, splash damage 10; **Resistances** all damage 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical)**Frightful Presence** (aura, auditory, emotion, fear, mental) 90 feet, DC 31**Troop Defenses****Speed** 25 feet; *air walk*, troop movement**Divine Innate Spells** DC 31; **Constant (4th)** *air walk***Blazing Admonition** ♦♦ (divine, evocation, fire, visual) Heat scorches those who lay eyes on the nightmarchers. All creatures in a 60-foot cone take 15d6 fire damage (DC 34 basic Reflex save). Prone creatures and the nightmarchers' kin are unaffected as long as they have not taken a hostile action against the nightmarchers. The nightmarchers can't use Blazing Admonition for 1d4 rounds.**Form Up** ♦**Missile Volley** ♦♦ The nightmarchers fling a hail of spears and stones, dealing 5d6+9 bludgeoning or piercing damage to creatures in a 10-foot burst within 20 feet (DC 31 basic Reflex save). When the nightmarchers are reduced to 8 or fewer squares, this decreases to a 5-foot burst.

(Continued on card 246)

(Nightmarchers; continued from card 245)

Striking Koa ◆ to ◆◆◆ **Frequency** once per round; **Effect** The troop attacks with spears, clubs, and leiomano against enemies within 5 feet (DC 33 basic Reflex save) for their choice of bludgeoning, piercing, or slashing damage depending on the number of actions: ◆ 2d6+2 slashing damage; ◆◆ 4d6+12 slashing damage; ◆◆◆ 6d6+12 slashing damage

Troop Movement Whenever the nightmarchers Stride, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move. This works just like a Gargantuan creature moving; for instance, if any of the nightmarchers' squares enter difficult terrain, the extra movement cost applies to the whole group.

NYPH, LAMPAD

CREATURE 5

CN **MEDIUM** **EARTH** **FEY** **NYPH**

Perception +12; darkvision

Languages Aklo, Common, Sylvan, Undercommon

Skills Acrobatics +12, Athletics +9, Diplomacy +14, Nature +10, Occultism +11, Performance +14, Society +9, Stealth +12

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

AC 22; **Fort** +11, **Ref** +14, **Will** +12

HP 85; **Weaknesses** cold iron 5

Cavern Dependent A lampad is mystically bonded to a single cavern or other self-contained underground area and must remain within 300 feet of it. If they move beyond that range, they become sickened 1 and are unable to recover. They must attempt a DC 19 Fortitude save every hour or increase the sickened value by 1 (to a maximum of sickened 4). After 24 hours, they become drained 1, with this value increasing by 1 every additional 24 hours. A lampad can perform a 24-hour ritual to bond to a new cavern.

Speed 25 feet, climb 25 feet (on stone only)

Melee ✦ earthen fist +14 (agile, finesse), **Damage** 2d10+2 bludgeoning

Ranged ✦ light wisp +14 (magical, range increment 30 feet), **Damage** 1d8+2 mental plus 1d6 fire and 1d6 positive

Primal Innate Spells DC 22; **4th** *shape stone*; **3rd** *meld into stone* (at will), *pummeling rubble*^{APG}; **2nd** *faerie fire*, *heal*; **Cantrips (4th)** *dancing lights*

Weep ✦ (auditory, emotion, enchantment, mental, primal) **Frequency** once per round; **Effect** The lampad begins a heart-wrenching fit of weeping, inspiring sympathetic sobbing in nearby creatures. Each non-lampad creature within 30 feet who hears the lampad's weeping must succeed at a DC 20 Will save or be unable to use reactions for 1 round and slowed 1 on its next turn as it sobs uncontrollably.

NYPH, HESPERID

CREATURE 9

LN

MEDIUM

FEY

LIGHT

NYMPH

Perception +19; low-light vision

Languages Common, Sylvan, Utopian

Skills Acrobatics +19, Athletics +11, Deception +19, Diplomacy +21, Intimidation +19, Nature +19, Performance +21, Society +17, Stealth +17

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

AC 28; **Fort** +15, **Ref** +21, **Will** +19

HP 175; **Weaknesses** cold iron 10

Sunset Dependent A hesperid is mystically bonded to a single remote location with a good view of the sunset—usually an island, coastal cliff, or valley. If they aren't at that location and able to see the sky at sunset on any given day, they become drained 1, increasing the value by 1 for each missed sunset and reducing by 1 only when they see the sunset. A hesperid can perform a 24-hour ritual to bond to a new location.

Speed 30 feet, fly 60 feet

Melee ✦ sunset ribbon +21 (agile, finesse), **Damage** 2d10+6 slashing plus 1d6 fire and 1d6 positive

Ranged ✦ sunset ray +21 (magical, range increment 60 feet), **Damage** 2d12+6 fire plus 1d6 positive

Primal Innate Spells DC 28, attack +20; **5th** *heal*, *searing light*; **2nd** *faerie fire*; **1st** *illusory disguise* (×3); **Cantrips (5th)** *dancing lights*, *light*

Create Golden Apple ✦✦ (primal, transmutation) While the hesperid is within their bonded location, they can spin golden light around an object they're holding of up to 20 cubic feet in volume and up to 80 Bulk. Doing so condenses the object into a golden apple made of light. The golden apple is light Bulk and reverts back to its original shape after a full day away from the hesperid's bonded location, or when the hesperid spends a single action (which has the concentrate trait) to end the effect

NYPH, LAMPAD QUEEN

CREATURE 15

UNCOMMON

CN

MEDIUM

EARTH

FEY

NYPH

Perception +27; darkvision

Languages Aklo, Common, Sylvan, Terran, Undercommon; *stone tell*

Skills Acrobatics +27, Athletics +28, Deception +31, Diplomacy +33, Intimidation +33, Nature +27, Occultism +27, Performance +29, Society +25, Stealth +27

Str +3, **Dex** +8, **Con** +7, **Int** +4, **Wis** +4, **Cha** +8

Cavern Empathy The lampad queen can use Diplomacy to Make an Impression on and make very simple Requests of stones and subterranean organisms.

Tied to the Land A lampad queen is tied to a specific underground region, usually a cave system. If the queen is healthy, the environment is resilient, allowing the queen to automatically attempt to counteract spells and rituals that would harm the environment, such as *blight*, with a +30 counteract modifier and a counteract level of 8. When the queen becomes physically or psychologically unhealthy, their warded region becomes unhealthy as well. Restoring the queen swiftly heals the region.

AC 39; **Fort** +26, **Ref** +29, **Will** +25

HP 234; **Weaknesses** cold iron 10

Nymph's Beauty (aura, emotion, enchantment, incapacitation, mental, primal, visual) 30 feet. Creatures that start their turn in the aura must succeed at a DC 33 Will save or be confused by the lampad queen's unearthly beauty for 1 minute. While confused by this effect, the creature's confused actions never include harming the lampad queen.

Speed 30 feet, climb 30 feet (on stone only)

Melee ✦ earthen fist +29 (agile, finesse), **Damage** 3d10+9 bludgeoning plus 1d6 mental

Ranged ✦ light wisp +29 (magical, range increment 60 feet), **Damage** 2d8+9 mental plus 2d6 fire and 2d6 positive

Primal Prepared Spells DC 38; **8th** *earthquake, summon plant or fungus*; **7th** *energy aegis, regenerate, volcanic eruption*; **6th** *flesh to stone, slow, stonewall*; **5th** *death ward, passwall, wall of stone*; **4th** *fly, freedom of movement, resist energy*; **3rd** *earthbind* (×2), *haste*; **2nd** *animal messenger, enlarge, faerie fire*; **1st** *ant haul, fleet step, gust of wind*; **Cantrips** (8th) *detect magic, electric arc, guidance, prestidigitation, stabilize*
(Continued on card 250)

(Nymph, lampad queen; continued from card 249)

Primal Innate Spells DC 38; **8th** *pummeling rubble*^{APG}; **7th** *heal*; **4th** *shape stone*; **3rd** *meld into stone* (at will); **2nd** *faerie fire*; **Cantrips (8th)** *dancing lights*; **Constant (6th)** *stone tell*

Change Shape ◆ (polymorph, primal, transmutation) A hespirid queen can transform between their original form and any Small or Medium humanoid form.

Focus Beauty ◆ (emotion, enchantment, incapacitation, mental, primal, visual) The lampad queen focuses their beauty on a target within their aura. The creature must attempt a Will save. On a failure, it is affected as if by the queen's beauty aura; if it was already affected by the aura, the conflicting emotions from the lampad queen's beauty intensify, causing the target to no longer get a flat check to end the confusion when it takes damage. The lampad queen can use a single action, which has the concentrate trait, to fill a confused creature with emotion, causing it to spend its next turn sobbing uncontrollably, fawning over the queen, or otherwise performing no actions beyond experiencing its emotions. Regardless of the save, the target is temporarily immune to Focus Beauty until the start of the lampad queen's next turn.

Inspiration ◆◆◆ (emotion, enchantment, mental, primal) A lampad queen can inspire a single intelligent creature by giving that creature a token of their favor. As long as they carry the token and remain in good standing with the queen, the creature gains a +1 status bonus to all Crafting checks, Performance checks, and Will saves. If a queen grants their Inspiration to a bard and they are that bard's muse, the bard gains an additional benefit depending on their muse theme: for lore, the bard gains a +1 status bonus to all Lore checks; for maestro, the status bonus to Performance checks increases to +2 for the purpose of determining the effects of compositions; for polymath, the bard gains a +4 status bonus to untrained skill checks; and for all other muses, the Will save bonus increases to +2 against fey.

Despairing Weep ◆ (auditory, emotion, enchantment, mental, primal) **Frequency** once per round; **Effect** The lampad queen begins a fit of weeping, inspiring sympathetic sobbing in nearby creatures. Each non-lampad creature within 120 feet who hears the lampad's weeping must succeed at a DC 36 Will save with the effects of *crushing despair*.

NYPH, HESPERID QUEEN**CREATURE 19****UNCOMMON****LN****MEDIUM****FEY****LIGHT****NYPH****Perception** +34; low-light vision**Languages** Celestial, Common, Draconic, Sylvan, Utopian**Skills** Acrobatics +32, Arcana +30, Athletics +28, Deception +37, Diplomacy +39, Intimidation +37, Nature +32, Performance +35, Society +30, Stealth +32**Str** +5, **Dex** +9, **Con** +6, **Int** +7, **Wis** +7, **Cha** +10**Tied to the Land** A hesperid queen is tied to a specific isolated region such as an island or island chain or a secluded valley. If the queen is healthy, the environment is resilient, allowing the queen to automatically attempt to counteract spells and rituals that would harm the environment, such as *blight*, with a +30 counteract modifier and a counteract level of 8. When the queen becomes physically or psychologically unhealthy, their region becomes unwell. Restoring the queen swiftly heals the region.**AC** 45; **Fort** +31, **Ref** +36, **Will** +34**HP** 306; **Weaknesses** cold iron 15**Nymph's Beauty** (aura, emotion, enchantment, incapacitation, mental, primal, visual) 30 feet. Creatures that start their turn in the aura must succeed at a DC 38 Will save or become transfixed in awe, causing them to be stunned for 1 round.**Speed** 30 feet, fly 90 feet**Melee** ✦ sunset ribbon +36 (agile, finesse), **Damage** 4d10+13 slashing plus 1d6 fire and 1d6 positive**Ranged** ✦ sunset ray +36 (magical, range increment 120 feet), **Damage** 4d12+13 fire plus 1d6 positive**Primal Prepared Spells** DC 44; **10th** *primal phenomenon*; **9th** *meteor swarm, storm of vengeance, sunburst*; **8th** *punishing winds, stone skin, wind walk*; **7th** *energy aegis, regenerate, volcanic eruption*; **6th** *dispel magic, slow, true seeing*; **5th** *control water, death ward, hallucinatory terrain*; **4th** *freedom of movement, resist energy, solid fog*; **3rd** *earthbind, haste, meld into stone*; **2nd** *animal messenger, glitterdust, water breathing*; **1st** *feather fall, gust of wind, pass without trace*; **Cantrips (10th)** *detect magic, electric arc, guidance, prestidigitation, read aura*
(Continued on card 252)

(Nymph, hesperid queen; continued from card 251)

Primal Innate Spells DC 44, attack +36; **10th** searing light; faerie fire, heal, illusory disguise (×3); **Cantrips (10th)** dancing lights, light








Change Shape ◆ (polymorph, primal, transmutation) A hesperid queen can transform between their original form and any Small or Medium humanoid form.

Create Golden Apple ◆◆ (primal, transmutation) While the hesperid is within their bonded location, they can spin golden light around an object they're holding of up to 20 cubic feet in volume and up to 80 Bulk. Doing so condenses the object into a golden apple made of light. The golden apple is light Bulk and reverts back to its original shape after a full day away from the hesperid's bonded location, or when the hesperid spends a single action (which has the concentrate trait) to end the effect.

Focus Beauty ◆ (emotion, enchantment, incapacitation, mental, primal, visual) The queen focuses their beauty on a target within their aura. The creature must attempt a Will save. On a failure, it is affected as if by the queen's beauty aura; if it was already affected by the aura, it becomes overwhelmed with visions of bliss and beauty. The creature departs from the hesperid queen's domain as quickly and efficiently as it can for 1 hour, after which time it forgets ever reaching the hesperid queen's domain, how it did so, and everything that happened while it was within the domain. Regardless of the save, the target is temporarily immune to Focus Beauty until the start of the lampad queen's next turn.

Inspiration ◆◆◆ (emotion, enchantment, mental, primal) A hesperid queen can inspire a single intelligent creature by giving that creature a token of their favor. As long as they carry the token and remain in good standing with the queen, the creature gains a +1 status bonus to all Crafting checks, Performance checks, and Will saves. If a queen grants their Inspiration to a bard and they are that bard's muse, the bard gains an additional benefit depending on their muse theme: for lore, the bard gains a +1 status bonus to all Lore checks; for maestro, the status bonus to Performance checks increases to +2 for the purpose of determining the effects of compositions; for polymath, the bard gains a +4 status bonus to untrained skill checks; and for all other muses, the Will save bonus increases to +2 against fey.

GIANT OPOSSUM**CREATURE 2****N** **LARGE** **ANIMAL****Perception** +8; low-light vision, scent (imprecise) 30 feet**Skills** Athletics +10, Stealth +8, Survival +6**Str** +4, **Dex** +2, **Con** +3, **Int** -4, **Wis** +2, **Cha** +0**AC** 17; **Fort** +11, **Ref** +8, **Will** +5; +2 circumstance to all saves vs. disease**HP** 35; **Resistances** poison 3**Feign Death** **Trigger** The opossum is reduced below 15 HP; **Effect** The opossum collapses. It is flat-footed and can use actions that require only its mind, but any other action ends the ruse. A successful DC 18 Perception check to Seek or Medicine check to Recall Knowledge is required to determine that the animal is not, in fact, dead.**Revived Retaliation** **Trigger** The opossum is attacked or disturbed by a creature within reach while Feigning Death; **Effect** The opossum Strikes the triggering creature.**Speed** 30 feet, climb 20 feet**Melee** **◆** jaws +10 (deadly d10), **Damage** 1d10+4 piercing**Melee** **◆** claw +10 (agile), **Damage** 1d6+4 slashing**Melee** **◆** tail +10 (reach 15 feet), **Damage** 1d4+4 bludgeoning plus Grab**Grasping Tail** A giant opossum can drag a Small or Tiny creature it has grabbed with its tail along with it when it Strides.

KHRAVGODON**CREATURE 9****N** **HUGE** **ANIMAL****Perception** +18; low-light vision, scent (imprecise) 30 feet**Skills** Athletics +21, Stealth +18, Survival +18**Str** +6, **Dex** +3, **Con** +5, **Int** -4, **Wis** +3, **Cha** +0**AC** 27; **Fort** +20, **Ref** +18, **Will** +16; +2 circumstance to all saves vs. disease**HP** 160; **Resistances** acid 10, poison 10**Feign Death**  **Feign Death**  **Trigger** The khravgodon is reduced below 70 HP; **Effect** The khravgodon collapses. It is flat-footed and can use actions that require only its mind, but any other action ends the ruse. A successful DC 18 Perception check to Seek or Medicine check to Recall Knowledge is required to determine that the animal is not, in fact, dead.**Revived Retaliation**  **Trigger** The khravgodon is attacked or disturbed by a creature within reach while Feigning Death; **Effect** The khravgodon Strikes the triggering creature.**Speed** 30 feet, burrow 15 feet, climb 15 feet**Melee**  jaws +21 (deadly d12), **Damage** 2d12+9 piercing**Melee**  claw +21 (agile), **Damage** 2d10+9 slashing**Melee**  tail +21 (reach 20 feet), **Damage** 2d6+9 bludgeoning plus Grab**Crush Chitin**  **Requirements** The khravgodon has a creature grabbed or restrained; **Effect** The khravgodon bites the creature, dealing 2d12+9 piercing damage (DC 28 basic Fortitude save) that ignores the first 5 of the target's Hardness or resistance to physical damage. On a failed save, the target also takes a -2 circumstance penalty to AC for 1 round.**Grasping Tail** As giant opossum, but can drag Large or smaller creatures.

OSTOVITE


CREATURE 1



CE SMALL FIEND

Perception +4; darkvision**Languages** Abyssal**Skills** Crafting +4 (+6 when using bone), Stealth +7**Str** +0, **Dex** +4, **Con** +3, **Int** -4, **Wis** +1, **Cha** +0**AC** 15; **Fort** +6, **Ref** +9, **Will** +4**HP** 30; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, good damage, healing, lawful damage, mental, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious

Bone Chariot Ostovites build and inhabit moving shells of bone. The ostovite's base statistics, particularly its immunities, assume the ostovite is safely inside its bone chariot. The bone chariot is destroyed when the ostovite is reduced to less than half its Hit Points or immediately after it takes damage from a critical hit. Damage that can specifically affect the ostovite controlling the chariot even while it's inside (such as the spell *spirit blast*) doesn't destroy the bone chariot, and it bypasses the ostovite's immunities.

Without the bone chariot, the ostovite loses its immunities and bone spike Strike, and it is reduced to Tiny size. It also gains weakness 5 to good, mental, and physical damage. Building a new bone chariot requires the skeleton of a Small or larger creature and 10 minutes. An ostovite in a bone chariot is normally Small, though larger bone chariots are possible, especially when ostovites work together.

Scuttle Away  **Trigger** The ostovite's bone chariot is destroyed; **Effect** The ostovite within Steps or Strides.

Speed 25 feet**Melee**  mandibles +9 (finesse, magic), **Damage** 1d4 piercing plus 1d4 acid**Melee**  bone spike +9 (finesse), **Damage** 1d12 piercing plus 1d4 persistent bleed

OUROBOROS

CREATURE 21


RARE

N

GARGANTUAN

ASTRAL

BEAST

Perception +33; darkvision**Languages** Aklo (can't speak any language)**Skills** Acrobatics +36, Athletics +41**Str** +10, **Dex** +5, **Con** +7, **Int** -4, **Wis** +4, **Cha** +8**AC** 45; **Fort** +38, **Ref** +34, **Will** +33; +1 status to all saves vs. magic**HP** 500, regeneration 50 (deactivated by fire); **Immunities** acid, death effects, disease, negative, poison, precision; **Weaknesses** piercing 15, slashing 15**Unfathomable Infinity** (aura, incapacitation, mental, visual) 100 feet. The ouroboros is the embodiment of perfect infinity, and this concept pulls at the threads of mortal minds, desperately straining the limits of their comprehension. When a creature ends its turn in the aura, it must attempt a DC 41 Will save. The creature is then temporarily immune for 1 minute.**Critical Success** The creature is stupefied 1 for 1 round.**Success** The creature is stupefied 1 for 1 minute.**Failure** The creature is stupefied 1 for 1 minute and stunned 3.**Critical Failure** The creature is stupefied 3 and stunned, both for 1 minute.**Attack of Opportunity**  Incalculable fangs only. Because the ouroboros contains an infinite number of snakes that act independently, its Attack of Opportunity is a free action (though it can still use only one per trigger).**Sanguine Spray** When the ouroboros takes slashing or piercing damage, or when Devour Tail ends, blood gushes from the wound in a 15-foot cone. Each creature in the area takes 5d6 acid damage (DC 41 basic Reflex save). A creature that takes any damage is exposed to the ouroboros's regenerative blood (see below). Where the blood falls upon ground, it coagulates into magical snakes that bite at anyone who passes. This is hazardous terrain deals 17 piercing damage and 5 poison damage to any non-ouroboros creature that moves through the square or ends its turn there. A creature that avoids all the piercing damage doesn't take the poison damage. After 1 hour, a blood patch permanently becomes a living snake, typically an emperor cobra (*Bestiary* 2 245).

(Continued on card 257)

(Ouroboros; continued from card 256)

Speed 100 feet, fly 100 feet

Melee ♦ maw +39 (magical, reach 30 feet), **Damage** 4d12+18 piercing plus Improved Grab

Melee ♦ body +39 (magical, reach 20 feet), **Damage** 4d10+18 bludgeoning

Melee ♦ incalculable fangs +37 (agile, magical, reach 10 feet), **Damage** 3d6+16 piercing plus 2d8 poison

Melee ♦ tail +39 (magical, reach 30 feet), **Damage** 4d12+18 bludgeoning

Devour Tail ♦ The ouroboros places its maw around the end of its tail and begins devouring its own body. While the ouroboros is consuming itself, its regeneration can't be suppressed, and it is immune to drained, enfeebled, fatigued, persistent damage, and sickened conditions. If any of these conditions is in effect when the ouroboros takes this action, the condition immediately ends. While eating its tail, the ouroboros can't make maw or tail strikes, and its Speeds are 50 feet. It continues devouring its tail even while dying, unconscious, stunned, or otherwise unable to act. To end this effect, the ouroboros must first be immobilized, then a creature must successfully Grapple it, which tears the maw free in addition to its normal effects. The ouroboros can also cease Devouring its Tail with a single action. Either of these tears the maw free of the tail, causing the stump to spill blood as described in sanguine spray.

Fast Swallow ↻ **Trigger** The ouroboros Grabs a creature with their maw; **Effect** The ouroboros uses Swallow Whole.

Flying Wheel ♦♦ **Requirements** The ouroboros is eating its own tail (see Devour Tail); **Effect** As Trample, except the ouroboros can Fly up to double its Speed instead of Striding. Huge or smaller, body, DC 45

Regenerative Blood (contact, curse, incapacitation, poison, polymorph, primal, transmutation) Ouroboros blood mutates a creature's body into ouroboros-like snakes. A creature already affected by regenerative blood is immune to additional exposure. **Saving Throw** DC 42 Fortitude; **Maximum Duration** 24 hours; **Stage 1** regeneration 5 (deactivated by fire), slowed 1, and clumsy 2 (12 hours); **Stage 2** regeneration 5 (deactivated by fire), slowed 2 and clumsy 4 (12 hours); **Stage 3** The creature's body transmutes into a mass of writhing snakes, with the effects an 8th-level *animal form* spell but with an unlimited duration.

Swallow Whole ♦ (attack) Huge, 4d10+9 acid, Rupture 50

OWB

CREATURE 6

UNCOMMON

NE

MEDIUM

SHADOW

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

OWB PROPHET

CREATURE 13

RARE

NE

LARGE

SHADOW

Perception +24; greater darkvision**Languages** Aklo, Caligni, Common, Undercommon (can't speak any languages); telepathy 100 feet**Skills** Acrobatics +25, Deception +26, Diplomacy +24, Occultism +23, Religion +25, Stealth +25**Str** +8, **Dex** +6, **Con** +8, **Int** +4, **Wis** +5, **Cha** +7**Forsaken Patron** Each owb prophet serves as a conduit to one of the shadowy demigods known as the Forsaken. Forsaken patrons are detailed in the sidebar, and each grants the owb prophet additional abilities.**Light Blindness****AC** 34; **Fort** +25, **Ref** +23, **Will** +24; **Immunities** cold; **Resistances** mental 10
HP 225**Speed** 5 feet, fly 40 feet**Melee** ✦ claw +27 (agile, magical), **Damage** 2d8+11 slashing plus 2d8 cold**Ranged** ✦ burning cold +25 (magical, range 120 feet), **Damage** 4d8 cold plus 2d8 persistent cold and clutching cold**Occult Innate Spells** DC 33, attack +25; **7th plane shift** (to or from the Shadow Plane only; ×3), *shadow blast* (×3); **6th darkness** (at will), *dominate* (×3); **5th shadow walk** (×3, see shadow's swiftness); **4th invisibility**; **3rd mind reading** (at will); **Cantrips (7th)** *chill touch*, *daze*, *read aura*, *shield***Burning Cold Fusillade** ✦✦ The owb prophet makes three burning cold Strikes.**Clutching Cold** A creature hit by the prophet's burning cold Strike becomes immobilized in a cluster of binding ice crystals (Escape DC 31).**Curse of Darkness** ✦ (curse, darkness, evocation, occult) The owb curses one creature taking persistent cold damage from their burning cold Strike, stealing the victim's vibrancy. The creature must succeed at a DC 32 Fortitude save or gain light blindness and become gray, along with all equipment it carries or wields, for an unlimited duration. The creature the is temporarily immune for 1 minute. If the target is a caligni, the curse can't be removed short of *wish* or similar powerful magic.**Shadow's Swiftness** An owb prophet can Cast *shadow walk* as a 3-action activity instead of 1 minute. If they do so, they target only themselves.

MANTICORE PAARIDAR

CREATURE 7

UNCOMMON






LE

MEDIUM

BEAST

HUMANOID

PAARIDAR

Perception +18; darkvision, scent (imprecise) 30 feet**Languages** Common**Skills** Acrobatics +16, Athletics +19, Intimidation +11, Manticore Lore +14, Occultism +10**Str** +6, **Dex** +5, **Con** +3, **Int** -1, **Wis** +5, **Cha** -2**Items** +1 handwraps of mighty blows**AC** 26; **Fort** +14, **Ref** +18, **Will** +16**HP** 110**Sharp Riposte**  **Trigger** An adjacent creature targets the paaridar with a melee attack; **Effect** The paaridar blocks the attack with their claws. The paaridar gains resistance 5 to physical damage from the attack, and if the attack hits, the attacker takes 1d8+4 slashing damage.**Speed** 40 feet, fly 20 feet (limited flight)**Melee**  jaws +18 (magical), **Damage** 2d8+8 piercing**Melee**  claw +18 (agile, magical), **Damage** 2d6+8 slashing**Ranged**  spike +16 (propulsive, range increment 40 feet), **Damage** 1d10+5 piercing**Flurry of Blows**  **Frequency** once per round; **Effect** The paaridar makes two unarmed Strikes or two spike Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.**Limited Flight** The manticore paaridar's wings are small and weak, insufficient to keep them in the air. If the paaridar Flies using their wings, they fall at the end of their turn if they haven't landed.**Monk Ki Spells** The paaridar's ki flow is unnaturally disrupted, causing them to take 1d6 negative damage each time they cast a ki spell. 3 Focus Points, DC 24; **4th ki rush** (Core Rulebook 401), **ki strike** (Core Rulebook 401), **wholeness of body** (Core Rulebook 402)

GIANT PANGOLIN

CREATURE 4

N	LARGE	ANIMAL
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Perception +12; scent (imprecise) 30 feet**Skills** Athletics +13, Stealth +8, Survival +10**Str** +5, **Dex** +0, **Con** +3, **Int** -4, **Wis** +2, **Cha** +0**AC** 21; **Fort** +11, **Ref** +8, **Will** +10**HP** 63**Speed** 30 feet, burrow 20 feet, climb 20 feet**Melee** ✦ claw +13 (agile), **Damage** 1d10+7 piercing damage**Melee** ✦ tongue +13, **Damage** 1d6+7 bludgeoning damage plus Grab**Devourer of Swarms** The giant pangolin ignores the resistances of swarms, and its tongue Strike deals an additional 2d6 damage against swarms.**Emit Musk** ✦ (olfactory) The giant pangolin releases a disorienting and repulsive musk within a 5-foot emanation. Each creature in the area must attempt a DC 20 Fortitude save. The pangolin can't Emit Musk again for 1d4 rounds.**Critical Success** The creature becomes temporarily immune to pangolin musk for 1 minute.**Success** The creature is unaffected.**Failure** The creature is sickened 1.**Critical Failure** The creature becomes sickened 1 and is flat-footed until no longer sickened.**Roll Up** ✦ (move) The giant pangolin falls prone and rolls up into a ball. While rolled up, the only actions the giant pangolin can perform are Emit Musk and Stand, and it also becomes blinded and gains resistance 10 to physical damage. An adjacent creature that hits a rolled-up giant pangolin with a melee Strike takes 1d6 slashing damage. These effects end once the giant pangolin Stands.

PENANGGALAN

CREATURE 5

CE	MEDIUM	ABERRATION	TANGGAL
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Perception +11; darkvision**Languages** Aklo, Common**Skills** Deception +14, Intimidation +12, Midwifery Lore +9, Stealth +14**Str** +3, **Dex** +5, **Con** +2, **Int** +0, **Wis** +2, **Cha** +5**AC** 22; **Fort** +9, **Ref** +16, **Will** +11**HP** 83; **Weaknesses** slashing 5

Spewing Bile When the penanggalan takes slashing damage, their wound spews bile on adjacent creatures, dealing 2d10 poison damage (DC 19 basic Fortitude save). The penanggalan loses their spewing bile and penanggalan bile abilities until the end of their next turn.

Speed fly 40 feet**Melee** ✦ proboscis tongue +14 (finesse), **Damage** 2d6+5 piercing plus penanggalan bile**Melee** ✦ entrails +14, **Damage** 2d4+5 bludgeoning plus Grab**Constrict** ✦ 2d4+3 bludgeoning, DC 21

Elongate Tongue ✦ The penanggalan's tongue extends, the membrane stretching and becoming translucent. Until the end of the turn, the penanggalan's proboscis tongue Strikes have a 10-foot reach, and any target is flat-footed against the Strike unless it has a Perception DC of 22 or higher or the ability to precisely sense invisible things.

Penanggalan Bile (disease) Rest doesn't decrease the drained value from penanggalan bile; **Saving Throw** DC 19 Fortitude; **Stage 1** drained 1 (1 week); **Stage 2** drained 2 (1 week); **Stage 3** drained 3 (1 week); **Stage 4** dead

Ride Corpse ✦✦✦ (concentrate, polymorph, transmutation) The penanggalan inserts their entrails into their humanoid body, allowing them to appear as and move about like a normal human. The body has 10 Hit Points and the same defenses as the penanggalan. When the body is destroyed, the penanggalan is ejected unharmed. The body becomes a corpse, and if it is neither controlled by the penanggalan nor stored in an alchemical vat, it decays as normal.

PERI

CREATURE 14

CG

MEDIUM

CELESTIAL

FIRE

Perception +26; darkvision, smoke vision**Languages** Celestial, Common, Draconic, Elven, Ignan, Sylvan; telepathy 100 feet**Skills** Acrobatics +27, Athletics +25, Arcana +23, Diplomacy +28, Lore (any one celestial plane) +25, Performance +28, Religion +24**Str** +7, **Dex** +7, **Con** +4, **Int** +5, **Wis** +4, **Cha** +8**Smoke Vision** A peri can see through smoke with ease, and they ignore the concealed condition from smoke.**AC** 36; **Fort** +22, **Ref** +27, **Will** +26**HP** 255; **Immunities** fire; **Weaknesses** cold iron 10, evil 10; **Resistances** cold 5**Shining Blaze** (aura, divine, evocation, fire) 5 feet, 6d6 fire damage (DC 31 basic Reflex)**Melee** ✦ scimitar +29 (forceful, good, magical, sweep), **Damage** 3d6+13 slashing plus 2d6 fire**Melee** ✦ burning wings +29 (agile, finesse, fire, good, magical, reach 10 feet), **Damage** 3d10+13 fire**Ranged** ✦ flame ray +29 (fire, good, magical, range 60 feet), **Damage** 8d6 fire**Divine Innate Spells** DC 34, attack +26; **7th humanoid form** (at will), *wall of fire* (×3); **Cantrips (7th)** *produce flame*; **Constant (4th)** *fire shield***Flame Jump** ✦✦ (conjuration, divine, teleportation) **Frequency** once per hour; **Effect** The peri Strides into an open flame of their size or larger and instantly transports themselves to any other flame of sufficient size within 100 miles. Once they enter the first flame, the peri instantly learns the locations of all other flames within range.**Flameheart Weapon** The peri can call forth a +2 *greater flaming greater striking weapon* that deals 2d6 fire damage instead of 1d6.**Flamewing Buffet** ✦✦ The peri makes one scimitar Strike and two burning Strikes, in any order.**Wildfire Storm** ✦ (divine, fire) The peri spins, forming a whirlwind of flame that deals 15d6 fire damage in a 20-foot emanation (DC 34 basic Reflex save). They can't use Wildfire Storm again for 1d4 rounds.

PHANTOM KNIGHT

CREATURE 4

UNCOMMON

LN

MEDIUM

ETHEREAL

INCORPOREAL

PHANTOM

SPIRIT

Perception +13; darkvision**Languages** Common**Skills** Intimidation +12**Str** -5, **Dex** +4, **Con** +0, **Int** +0, **Wis** +5, **Cha** +4**Walk the Ethereal Line** ♦♦ The phantom walks the thin line between the Ethereal and Material Planes in order to exist on both planes simultaneously. They can shift back to solely the Ethereal Plane by using this ability again.**AC** 21; **Fort** +8, **Ref** +12, **Will** +13; -1 status penalty to saves vs. death effects**HP** 45; **Immunities** disease, paralyzed, poison, precision; **Resistances** all damage 3 (except force or *ghost touch*; double resistance vs. non-magical)**Susceptible to Death** Though phantoms aren't alive, neither are they undead, and they are uniquely vulnerable to the effects of death. A phantom whose Hit Points are reduced to 0 as a result of a death effect (such as from a spell like *finger of death*) is immediately whisked away to the River of Souls, where their soul resumes the usual path to the afterlife.**Speed** fly 25 feet**Melee** ♦ phantom sword +14 (finesse, force, magical), **Damage** 1d8+7 force**Ranged** ♦ phantom bow +14 (deadly d10, force, magical, range increment 120 feet, volley 30 feet), **Damage** 1d8+5 force

PHANTOM BEAST

CREATURE 8

RARE

CN

MEDIUM

ETHEREAL

INCORPOREAL

PHANTOM

SPIRIT

Perception +18; darkvision**Languages** telepathy 100 feet**Skills** Diplomacy +16, Intimidation +18, Occultism +14, Thievery +18**Str** -5, **Dex** +6, **Con** +1, **Int** +0, **Wis** +4, **Cha** +6**Walk the Ethereal Line** ♦♦ The phantom walks the thin line between the Ethereal and Material Planes in order to exist on both planes simultaneously. They can shift back to solely the Ethereal Plane by using this ability again.**AC** 26; **Fort** +13, **Ref** +18, **Will** +16; -1 status penalty to all saves vs. death effects**HP** 120; **Immunities** disease, paralyzed, poison, precision; **Resistances** all damage 8 (except force or *ghost touch*; double resistance vs. non-magical)**Susceptible to Death** Though phantoms aren't alive, neither are they undead, and they are uniquely vulnerable to the effects of death. A phantom whose Hit Points are reduced to 0 as a result of a death effect (such as from a spell like *finger of death*) is immediately whisked away to the River of Souls, where their soul resumes the usual path to the afterlife.**Speed** fly 35 feet**Melee** ♦ phantom horn +18 (agile, finesse, force, magical), **Damage** 2d8+8 force**Occult Innate Spells** DC 28, attack +20; **4th** *phantom pain*, *sleep*, *spiritual weapon*; **Cantrips (4th)** *daze*, *telekinetic projectile***Grab Item** ♦ The phantom beast attempts to Steal one item of up to 1 Bulk from a creature, even if the creature is in combat, though the object still must not be one that is actively in use. If they succeed, they carry the object along with them telekinetically.

PLANAR SCION, APHORITE SHARPSHOOTER**CREATURE 4**

LN MEDIUM APHORITE HUMAN HUMANOID

Perception +8; darkvision**Languages** Common, Utopian**Skills** Acrobatics +10, Athletics +8, Deception +10, Diplomacy +10, Engineering Lore +9, Intimidation +10**Str** +2, **Dex** +4, **Con** +2, **Int** +1, **Wis** +0, **Cha** +2**Items** breastplate, crossbow (50 bolts), outrageous hat, shortsword**AC** 21; **Fort** +10, **Ref** +12, **Will** +8**HP** 60**Crystalline Dust** **◆◆** **Frequency** once per day; **Effect** The sharpshooter becomes concealed for 4 rounds, though they can't use the concealment to Hide or Sneak, as normal for concealment where their position is obvious.**Speed** 20 feet**Melee** **◆** shortsword +14 (agile, finesse, versatile S), **Damage** 1d6+8 piercing**Ranged** **◆** crossbow +14 (range increment 60, reload 1), **Damage** 1d8+8 piercing**Divine Innate Spells** DC 18; **1st** *true strike***Calculated Reload** When the sharpshooter reloads their crossbow, they also calculate the best angle to their target, increasing the damage die from 1d8 to 1d10 and gaining a +2 circumstance bonus to their damage roll for their next crossbow Strike, as long as it occurs before the end of their next turn.**Hurtful Critique** **◆** (auditory, emotion, linguistic, mental) The sharpshooter makes witty, but disparaging comments about the fighting style of a target within 30 feet, expressing sympathy over every missed blow and providing sarcastic advice on how to improve. The target must succeed at a DC 18 Will save or take a -1 circumstance penalty to attack rolls (-2 on a critical failure) for 1 minute or until it makes a successful Strike against the sharpshooter. A creature who critically succeeds or who Strikes the sharpshooter after failing is immune to that sharpshooter's Hurtful Critique for 1 hour.

PLANAR SCION, GANZI MARTIAL ARTIST

CREATURE 3

CN MEDIUM GANZI HUMAN HUMANOID

Perception +9; low-light vision

Languages Common, Protean

Skills Athletics +10, Acrobatics +9, Deception +7, Performance +7, Stealth +9

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

Items explorer's clothing, shuriken (20)

AC 21; **Fort** +7, **Ref** +11, **Will** +9; +1 to saves vs. effects that cause the controlled condition

HP 36; **Resistances** acid, electricity, or sonic 1 (chosen randomly each day)

Speed 35 feet

Melee ✦ foot +11 (agile, finesse, sweep), **Damage** 1d8+5 bludgeoning

Ranged ✦ shuriken +11 (agile, thrown 20 feet), **Damage** 1d4+5 piercing

Divine Innate Spells DC 19, attack +11; **2nd** two of the following chosen at random each day using 1d12 (1: *acid arrow*; 2: *blur*; 3: *hideous laughter*; 4: *humanoid form*; 5: *illusory object*; 6: *mirror image*; 7: *resist energy*; 8: *see invisibility*; 9: *shatter*; 10: *sound burst*; 11: *spider climb*; 12: *telekinetic maneuver*)

Flurry of Kicks ✦ **Frequency** once per turn; **Effect** The martial artist makes two melee Strikes. The martial artist applies their multiple attack penalty to these Strikes normally.

Handspring Kick ✦ **Requirements** The martial artist has both hands free; **Effect** The martial artist Steps, then makes a melee Strike at a -1 penalty.

POPOBAWA

CREATURE 15

UNCOMMON

CE

MEDIUM

HUMANOID

Perception +25; darkvision, scent (imprecise) 60 feet**Languages** Common**Skills** Acrobatics +24, Athletics +26, Deception +29, Intimidation +29, Lore (its home settlement or country) +24, Occultism +22, Stealth +26**Str** +7, **Dex** +5, **Con** +5, **Int** +3, **Wis** +4, **Cha** +6**AC** 37; **Fort** +26, **Ref** +24, **Will** +27**HP** 270; **Immunities** disease, sickened, stunned**Stench** (aura, olfactory) 30 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 34 Fortitude save or become sickened 1 (plus slowed 1 for as long as it's sickened on a critical failure). While within the aura, affected creatures take a -2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.**Speed** 30 feet, climb 30 feet, fly 80 feet**Melee** ✦ jaws +30, **Damage** 3d10+15 piercing plus 1d10 mental and shameful loathing**Melee** ✦ talon +30 (agile), **Damage** 3d10+15 slashing plus Grab**Occult Innate Spells** DC 36, attack +28; **6th** *animated assault*^{APG}, *dominate*; **5th** *clairaudience* (at will), *clairvoyance* (at will), *telekinetic haul*, *telekinetic maneuver*, *ventriloquism* (at will); **Cantrips (7th)** *ghost sound*, *mage hand***Change Shape** ✦ (concentrate, occult, polymorph, transmutation) The popobawa can take on the appearance of a human or a Small or Medium bat. It loses its stench aura while transformed. In human form it also loses its Strikes but can make fist Strikes that deal the same amount of bludgeoning damage as its talon Strike.

(Continued on card 269)

(Popobawa; continued from card 268)

Feed on Sorrow ◆ (concentrate, healing, necromancy, occult, positive)

Frequency once per round; **Effect** The popobawa draws strength from the suffering of others. It regains 10 Hit Points for each enemy within 30 feet that has one of the following conditions, to a maximum of 40 Hit Points: confused, doomed, dying, enfeebled, fatigued, frightened, sickened, slowed, stunned, stupefied, or wounded.

Hallucinatory Haunting ◆ **Trigger** The popobawa moves an object with *mage hand* or *telekinetic haul*, controls a creature with *dominate*, or casts *animated assault*; **Effect** The popobawa casts *ghost sound* or *ventriloquism*, with the sound originating from the target or area of the spell.

Shameful Loathing (curse, emotion, enchantment, mental, occult) A creature damaged by the popobawa's jaws is overcome with shame and self-hatred and must attempt a DC 36 Will save.

Success The target is unaffected.

Failure The target becomes stupefied 1 until the curse is removed.

Critical Failure As failure, but the target is also doomed 1.

GIANT PORCUPINE

CREATURE 2

N

MEDIUM

ANIMAL

Perception +8, low-light vision, scent (imprecise) 30 feet

Skills Athletics +8 (+10 to Climb)

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

AC 18; **Fort** +10, **Ref** +8, **Will** +6

HP 32

Passive Points A creature that hits a porcupine with an unarmed Strike or a non-reach melee Strike takes 1d8 piercing damage (basic Reflex save). On a critical failure, the creature also takes 1d4 persistent piercing damage as the quills hook into its flesh.

Speed 25 feet

Melee ✦ quills +11, **Damage** 1d8+4 piercing plus embed quill

Melee ✦ tail +11, **Damage** 1d6+4 bludgeoning

Embed Quill A creature damaged by the porcupine's quills Strike must succeed at a DC 18 Reflex save or some of the quills remain embedded in its body, dealing 1d4 persistent piercing damage.

Rearward Rush ✦✦ **Effect** The porcupine scuttles backward, quills extended. It Strides twice, then makes a quill Strike. The target is flat-footed against this Strike unless it has seen a Rearward Rush before.

PUKWUDGIE

CREATURE 7

UNCOMMON

NE

SMALL

FEY

Perception +17; low-light vision**Languages** Common, Elven, Gnomish, Sylvan**Skills** Crafting +15, Deception +14, Medicine +15, Nature +17, Stealth +17, Thievery +15**Str** +4, **Dex** +6, **Con** +3, **Int** +4, **Wis** +6, **Cha** +3**Items** +1 hatchet, shortbow**AC** 25; **Fort** +12, **Ref** +15, **Will** +17**HP** 100; **Resistances** poison 5; **Weaknesses** cold iron 10**Defensive Quills** A creature that hits a pukwudgie with an unarmed Strike or a non-reach melee Strike takes 3d8 piercing damage (basic Reflex save). On a critical failure, the creature also takes 1d6 persistent poison damage from the poisoned quills.**Speed** 25 feet**Melee** ✦ hatchet +17 (agile, magical, sweep), **Damage** 1d6+10 slashing plus pukwudgie poison**Ranged** ✦ hatchet +19 (magical, thrown 10 feet), **Damage** 1d6+10 slashing plus pukwudgie poison**Ranged** ✦ shortbow +18 (deadly d10, range increment 60 feet), **Damage** 1d6+6 piercing plus pukwudgie poison**Primal Innate Spells** DC 25, attack +17; **4th** *freedom of movement*, *hallucinatory terrain*; **3rd** *wall of thorns*; **2nd** *invisibility* (at will, self only)**Change Shape** ✦ (concentrate, polymorph, primal, transmutation) The pukwudgie takes on the physical form of a giant porcupine. Their size changes to Medium, they lose their weapon Strikes, and they gain a quill Strike (+18 for 2d8+6 piercing plus 1d8 persistent poison).**Pukwudgie Poison** (poison); **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and stupefied 1 (1 round); **Stage 2** 1d6 poison damage and stupefied 2 (1 round); **Stage 3** 1d6 poison damage, confused, and stupefied 2 (1 round)

QUINTESSIVORE

CREATURE 10

RARE

NE

MEDIUM

BEAST

Perception +17; darkvision

Languages Abyssal, Aklo, Common, Infernal, Undercommon


Skills Arcana +25, Athletics +17, Intimidation +19, Stealth +20

Str +3, **Dex** +6, **Con** +6, **Int** +7, **Wis** +3, **Cha** +3


Items *scroll of dimensional anchor*, *scroll of fly*

AC 28; **Fort** +22, **Ref** +20, **Will** +21

HP 180

Instant Suspension  **Trigger** The quintessivore reduces a creature within 15 feet of it to 0 Hit Points; **Effect** The quintessivore uses *Suspend Soul*, targeting the creature.

Speed 40 feet, climb 20 feet

Melee  blade-leg +22 (finesse, magical), **Damage** 1d10+9 slashing damage plus 1d10 negative damage and tattered soul

Arcane Prepared Spells DC 29, attack +21; **5th** *black tentacles*, *grim tendrils*, *passwall*; **4th** *clairvoyance*, *enervation*^{APG} (×2); **3rd** *slow*, *vampiric touch* (×2); **2nd** *comprehend language*, *see invisibility*, *web*; **1st** *feather fall*, *fleet step*, *ray of enfeeblement*; **Cantrips (5th)** *daze*, *detect magic*, *mage hand*, *ray of frost*, *read aura*

Feed on Quintessence (arcane, exploration, manipulate, necromancy) Over 1 hour, the quintessivore removes and deconstructs a creature's soul. The creature must either be captive or have been dead for no more than 2 hours before the start of the process. At the end of the hour, the quintessivore consumes the quintessence of the creature's soul. For the next month, it gains a +1 status bonus to its spell DC and spell attack roll, and it adds 6th-level *feeblemind* and *vampiric exsanguination* to its arcane prepared spells. Deconstructing a soul maps the unique properties of the creature's soul into the quintessivore's blade-legs. The soul can be reconstructed by binding it to quintessence. A dead quintessivore's soul flees its body as pure quintessence suitable for this purpose.

(Continued on card 273)

(Quintessivore; continued from card 272)

Suspend Soul ◆ (arcane, necromancy) The quintessivore suspends the life processes of a dying creature within 15 feet of it. The creature can't decrease or increase its HP or dying value for 10 minutes. The creature can attempt a DC 29 Will save to avoid this effect. If the creature receives magical healing, it can attempt a new save, ending the effect and being healed normally on a success. The effect ends if the quintessivore uses Suspend Soul again.

Tattered Soul A creature hit by the quintessivore's blade-leg Strike must succeed at a DC 29 Fortitude save or become drained 1 (drained 2 on a critical failure). If the creature is already drained, it's immune to this effect.

RAKSHASA, RAKTAVARNA

CREATURE 1

UNCOMMON

LE

TINY

FIEND

RAKSHASA

Perception +6; darkvision

Languages Common, Infernal, Undercommon

Skills Acrobatics +7, Athletics +6, Deception +7, Stealth +7

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

AC 16; **Fort** +5, **Ref** +9, **Will** +6; +2 status to all saves vs. divine magic

HP 14; **Weaknesses** good 3; **Resistances** physical 3 (except piercing)

Speed 20 feet, climb 20 feet, swim 20 feet

Melee ♦ fangs +9 (agile, finesse), **Damage** 1d6+1 piercing plus raktavarna venom




Occult Innate Spells DC 16; **4th** *read omens*; **1st** *charm, command*; **Cantrips (1st)** *detect magic*

Change Shape ♦ (concentrate, occult, polymorph, transmutation) The raktavarna takes on the appearance of a Tiny inanimate object. If, while transformed, the raktavarna takes any action other than the purely mental (such as Recall Knowledge), they immediately revert to their original form. Until then, they can use Deception to Impersonate the object.

Designate Master A raktavarna can designate a creature as their master using a 10-minute invocation in which the master must participate. The raktavarna can revoke this status at any time.

Master's Eyes As a 3-action activity with the concentrate trait, a raktavarna's master can observe the world through the raktavarna's eyes, instead of their own. This uses the raktavarna's Perception and darkvision. Each round, the master must spend a single action, which also has the concentrate trait, to maintain the connection. This ability functions at any range, even on different planes of existence. If the raktavarna dies while their master is using this ability, the master is stunned 5.

Raktavarna Venom (poison); **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage and stupefied 1 (1 round); **Stage 2** 1d4 poison damage and stupefied 2 (1 round)

RAKSHASA, MAHARAJA**CREATURE 20****RARE****LE****MEDIUM****FIEND****RAKSHASA****Perception** +37; darkvision**Languages** Abyssal, Common, Infernal, Undercommon; *tongues***Skills** Acrobatics +33, Arcana +33, Deception +41, Diplomacy +38, Intimidation +38, Lore (any three) +33, Occultism +35, Religion +35, Society +35**Str** +8, **Dex** +9, **Con** +7, **Int** +7, **Wis** +7, **Cha** +10**Items** +2 greater striking falchion**AC** 45, all-around vision; **Fort** +31, **Ref** +33, **Will** +35; +2 status to all saves vs. magic; +3 status to all saves vs. divine magic**HP** 320; **Weaknesses** good 20; **Resistances** physical 20 (except piercing)**Reflect Spell**  (abjuration, occult) **Trigger** A foe Casts a Spell the maharaja knows, and the maharaja rakshasa can see its manifestation; **Effect** The maharaja expends one of their spell slots to reflect the triggering creature's spell. The maharaja loses their spell slot as if they had cast the triggering spell, and then attempts to counteract it (counteract modifier +37, counteract level 10). On a success, the maharaja turns the spell back on its caster. The reflected spell affects only the caster, even if it's an area spell or would normally affect more than one creature. The original caster can attempt a save and use other defenses against the reflected spell as normal.**Speed** 40 feet, fly 30 feet**Melee**  *falchion* +38 (forceful, sweep), **Damage** 3d10+16 slashing plus 3d6 mental**Melee**  fangs +34 (agile), **Damage** 4d6+14 piercing
(Continued on card 276)

(Rakshasa, maharaja; continued from card 275)

Occult Spontaneous Spells DC 47; **10th** (1 slot) *fabricated truth*; **9th** (4 slots) *dispel magic, foresight, overwhelming presence, telepathic command, weird*; **8th** (4 slots) *discern location, dispel magic, maze, mind blank, prismatic wall*; **7th** (4 slots) *dispel magic, haste, possession, project image, reverse gravity*; **6th** (4 slots) *repulsion, scrying, true seeing, vampiric exsanguination*; **5th** (4 slots) *crushing despair, dispel magic, false vision, shadow blast, shadow walk*; **4th** (4 slots) *confusion, dimension door, dispel magic, modify memory, read omens*; **3rd** (4 slots) *dispel magic, enthrall, haste, hypercognition, nondetection*; **2nd** (4 slots) *darkness, dispel magic, misdirection, see invisibility*; **1st** (4 slots) *magic missile, sanctuary, true strike, ventriloquism*; **Cantrips (9th)** *dancing lights, detect magic, ghost sound, mage hand, shield*

Occult Innate Spells DC 47; **10th** *dominate*; **9th** *clairaudience* (at will), *clairvoyance* (at will), *mind reading* (at will); **Constant (9th)** *tongues*

Autonomous Spell **◆** **Frequency** once per round; **Trigger** a foe's turn begins; **Effect** The maharaja's four heads allow them to quickly cast additional spells. They cast one of their 8th-level or lower occult spontaneous spells that normally takes 2 actions or fewer to cast.

Change Shape **◆** (concentrate, occult, polymorph, transmutation) The maharaja takes on the appearance of any Medium humanoid. This doesn't change their Speed or their attack and damage modifiers with their Strikes but might change the damage type their Strikes deal (typically to bludgeoning). They lose their fangs Strike unless the humanoid form has fangs or a similar unarmed attack, and they lose Four-Fanged Assault unless the new form has four or more heads and fangs.

Four-Fanged Assault **◆** The maharaja makes four fangs Strikes, each against a different target. These Strikes count as only one attack for the maharaja's multiple attack penalty, and the penalty doesn't increase until after they have made all four attacks.

RINGHORN RAM

CREATURE 0

N

MEDIUM

ANIMAL

Perception +6; low-light vision

Skills Acrobatics +4, Athletics +5, Stealth +4, Survival +6


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

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



HP 15

Speed 30 feet; nimble stride

Melee  hoof +7, **Damage** 1d6+3 bludgeoning

Melee  horn +7 (agile), **Damage** 1d4+3 piercing

Nimble Stride Rams ignore difficult terrain caused by narrow ledges.

Ram Charge   The ram Strides twice in a straight line and then makes a horn Strike with a +1 circumstance bonus to its attack roll.

ROSETHORN RAM

CREATURE 2

N **MEDIUM** **ANIMAL**

Perception +8; low-light vision

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

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

AC 18; **Fort** +9, **Ref** +10, **Will** +6

HP 30

Speed 30 feet, climb 20 feet; mountain stride

Melee **◆** hoof +11 (finesse), **Damage** 1d8+5 bludgeoning

Melee **◆** horn +11 (agile, finesse), **Damage** 1d6+5 piercing

Broken Thorns **◆** **Requirements** The rosethorn ram damaged a creature with its horns on its most recent action this turn; **Effect** The ram breaks off one of the thorny protrusions of its horns and leaves it in the wound, dealing 1d6 persistent bleed damage.

Mountain Stride The rosethorn ram ignores difficult terrain caused by narrow ledges and icy terrain, and reduces the effects it suffers from cold environments by one step.

Ram Charge **◆◆** The ram Strides twice in a straight line and then makes a horn Strike with a +1 circumstance bonus to its attack roll.

RANCOROUS PRIESTHOOD**CREATURE 11****CE****GARGANTUAN****HUMANOID****TROOP****Perception** +21**Languages** Abyssal, 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 (16 squares); **Thresholds** 130 (12 squares), 65 (8 squares);**Weaknesses** area damage 15, splash damage 8**Troop Defenses****Speed** 25 feet**Divine Spontaneous Spells** DC 27, attack +19; **6th** (2 slots) *cry of destruction, destructive aura* (Core Rulebook 391); **5th** (3 slots) *burning hands, fireball, hurtling stone* (Core Rulebook 393); **Cantrips (6th)** *daze, detect magic, divine lance* (chaos or evil)**Rituals** DC 27; *blight* (doesn't require secondary casters)**Form Up** ◆**Troop Movement** Whenever the troop Strides, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the troop enters difficult terrain, the extra movement cost applies to the whole troop.**Troop Spellcasting** When the rancorous priesthood Casts a Spell, their constituent members combine their efforts into a more powerful version of the spell 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.**Wild Swing** ◆ to ◆◆◆ **Frequency** once per round; **Effect** The members of the mob wildly swing their weapons—primarily greataxes—in a chaotic attack at each enemy adjacent to the troop (DC 27 basic Reflex save). The damage depends on the number of actions: ◆ 1d12+2 slashing damage; ◆◆ 2d12+9 slashing damage; ◆◆◆ 3d12+9 slashing damage

RHU-CHALIK




CREATURE 6

UNCOMMON

CE

SMALL

ABERRATION

Perception +17; greater darkvision**Languages** Aklo; telepathy 100 feet**Skills** Athletics +13, Deception +13, Diplomacy +13, Intimidation +13, Stealth +15**Str** +3, **Dex** +3, **Con** +4, **Int** +2, **Wis** +5, **Cha** +3**AC** 23, all-around vision; **Fort** +14, **Ref** +11, **Will** +17**HP** 95**No Breath** A rhu-chalik doesn't breathe and is immune to effects that require breathing (such as inhaled poisons).**Speed** 5 feet, fly 35 feet**Melee**  tendril +15 (agile), **Damage** 2d4+6 bludgeoning plus 1d6 mental and excruciating enzyme**Occult Innate Spells** DC 23; **5th** *mind probe*; **4th** *modify memory*; **3rd** *invisibility* (self only; at will), *mind reading* (at will)**Excruciating Enzyme** (occult, poison) A rhu-chalik's tendrils secrete a painful enzyme. A living creature hit by a tendril Strike must succeed at a DC 24 Fortitude save or become sickened 1 from the pain.**Project Terror**   (emotion, enchantment, fear, mental, occult)**Requirements** The rhu-chalik has successfully affected the target with *mind probe*, *mind reading*, or Project Terror in the last minute; **Effect** The rhu-chalik attacks the target's mind. The target must attempt a DC 24 Will save.**Critical Success** The target creature is unaffected and temporarily immune to Project Terror for 1 minute.**Success** The target is unaffected.**Failure** The target becomes frightened 2. Failing additional saves against this effect increases the frightened condition value by 2; if this would increase the target's frightened value beyond frightened 4, the target is fleeing for 1 round and frightened 4.**Critical Failure** As failure, but the target becomes unconscious for 30 minutes instead of fleeing.

(Continued on card 281)

(Rhu-chalik; Continued from card 280)

Void Transmission (concentrate, enchantment, exploration, mental, occult)

Requirements The rhu-chalik is adjacent to an unconscious creature;

Effect The rhu-chalik spends 10 minutes copying the creature's entire consciousness and mentally sends this copied consciousness through the void of space to their waiting masters. The target creature is deeply disoriented by this procedure, becoming stupefied 2 for 1 day afterward. If the creature is revived or moved away from the rhu-chalik during the process, Void Transmission fails and the target is unaffected.

ROILING INCANT

CREATURE 9

UNCOMMON

N

LARGE

ARCANE

EVOCATION








MINDLESS

Perception +15**Skills** Acrobatics +19**Str** +4, **Dex** +4, **Con** +6, **Int** -5, **Wis** +0, **Cha** -5**AC** 25; **Fort** +19, **Ref** +17, **Will** +15**HP** 155; **Immunities** bleed, death effects, disease, doomed, drained, evocation, fatigued, healing, mental, necromancy, negative, nonlethal attacks, paralyzed, poison, sickened, unconscious**Absorb Evocation** A roiling incant is made of evocation energy. Any time it would be affected by another creature's non-cantrip evocation spell, after applying its immunity, it also regains 5 Hit Points.**Speed** fly 40 feet**Melee** ✦ arcane tendril +19 (arcane, evocation, magical, reach 10 feet), **Damage** 2d12+10 force**Ranged** ✦ arcane bolt +19 (arcane, evocation, magic, range increment 30 feet), **Damage** 2d10+10 force**Arcane Innate Spells** DC 30, attack +20; **4th** *wall of fire* (at will; see unstable magic); **3rd** *fireball* (at will; see unstable magic); **2nd** *flaming sphere* (at will; see unstable magic); **Cantrips (4th)** *produce flame***Engulf** ✦✦ DC 28, 2d8 force plus 4d4 fire, Escape DC 28, Rupture 20**Unstable Magic** A roiling incant is as much a mass of unstable magic as it is a creature. It isn't living or undead, nor is it even a construct. It can't be healed or Repaired and is destroyed at 0 Hit Points, though it naturally recovers a number of Hit Points equal to its level × its Constitution modifier (54 for most roiling incants) each day. Each time a roiling incant casts one of its non-cantrip spells, it drains its own magic to do so, taking 5 force damage.

ROKUROKUBI

CREATURE 2

N MEDIUM HUMANOID

Perception +9; darkvision**Languages** Common**Skills** Athletics +7, Deception +8, Diplomacy +8, Intimidation +8 (+10 to Demoralize with Threatening Lunge), Society +6, Stealth +8**Str** +3, **Dex** +4, **Con** +3, **Int** +2, **Wis** +3, **Cha** +4**AC** 18; **Fort** +7, **Ref** +8, **Will** +9**HP** 30; **Immunities** sleep**Attack of Opportunity**  Jaws only**Drink Oil**  **Trigger** The rokurokubi is the target of an alchemical bomb Strike; **Requirements** The rokurokubi is aware of the attack, not flat-footed against it, and doesn't have a creature grabbed with their jaws; **Effect** The rokurokubi attempts to catch the flung bomb in their mouth. They gain a +4 circumstance bonus to AC against the triggering attack. If the attack misses, they catch the bomb in their mouth and harmlessly drink its contents down, regaining Hit Points equal to the bomb's item level.**Speed** 25 feet**Melee**  jaws +10 (finesse, reach 10 feet), **Damage** 1d8+3 piercing plus 1d6 persistent bleed**Melee**  claw +10 (agile, finesse), **Damage** 1d8+3 slashing**Extend Neck**  The rokurokubi extends their neck, increasing the reach of their jaws Strike from 10 feet to 20 feet until the end of their next turn.**Threatening Lunge**   **Requirements** The rokurokubi's neck is not currently extended; **Effect** The rokurokubi's head comes within an inch of their target's face before striking. They Extend their Neck, attempt to Demoralize one opponent within 20 feet, and then make a jaws Strike against that opponent. Their Demoralize check is a visual rather than auditory effect, and they don't take a penalty if the target doesn't understand their language.

SABOSAN**CREATURE 5****NE****MEDIUM****HUMANOID**

Perception +10; echolocation 20 feet, low-light vision, scent (imprecise) 30 feet

Languages Abyssal, Mwangi

Skills Acrobatics +16, Athletics +11, Stealth +16

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

Items spear

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

AC 22; **Fort** +11, **Ref** +14, **Will** +10

HP 78

Speed 25 feet, fly 25 feet

Melee ✦ jaws +15 (finesse), **Damage** 2d10+4 piercing plus 1 persistent bleed

Melee ✦ claw +15 (agile, finesse), **Damage** 2d8+4 slashing plus Grab

Melee ✦ spear +15, **Damage** 1d6+7 piercing

Ranged ✦ spear +16 (thrown 20 feet), **Damage** 1d6+7 piercing

Drain Blood ✦ **Requirement** The sabosan has a creature grabbed;
Effect The sabosan drains blood from the creature. The creature must succeed at a DC 23 Fortitude save or become drained 1. The sabosan gains a number of temporary Hit Points equal to the number of Hit Points lost by the creature.

Fell Shriek ✦✦ (auditory) The sabosan emits a deafening cry in a 30-foot cone. Non-sabosan creatures in this area must each succeed at a DC 23 Fortitude save or be deafened for 1 minute.

Powerful Charge ✦✦ The sabosan Strides up to double their Speed and then makes a claw Strike. If the sabosan moved at least 20 feet, they deal an additional 1d6 damage on a hit.

SAHKIL, ESIPIL

CREATURE 1

NE TINY FIEND SAHKIL

Perception +7; darkvision**Languages** Abyssal, Celestial, Infernal, Requian; telepathy (touch)**Skills** Acrobatics +7, Intimidation +7, Stealth +7**Str** +0, **Dex** +4, **Con** +2, **Int** +1, **Wis** +2, **Cha** +2

Easy to Call A sahkil's level is considered 2 lower for the purpose of being conjured by the *planar binding* ritual (and potentially other rituals, at the GM's discretion), but it is always free to attack or leave instead of negotiate unless the primary caster's check is a critical success.

AC 17; **Fort** +7, **Ref** +9, **Will** +5**HP** 16; **Immunities** fear; **Weaknesses** good 2**Speed** 30 feet**Melee** ✦ jaws +9 (finesse, versatile P), **Damage** 1d8 slashing plus 1d4 evil and Grab**Melee** ✦ claw +9 (agile, finesse), **Damage** 1d6 slashing plus 1d4 evil**Divine Innate Spells** DC 15; **3rd** *fear*; **2nd** *mirror image*; **1st** *fear* (at will); **Cantrips (1st)** *mage hand***Change Shape** ✦ (concentrate, divine, polymorph, transmutation) The esipil transforms into a Tiny cat, dog, or other unassuming domestic animal. This doesn't affect the esipil's statistics, but it could change the damage type of its Strikes.**Skip Between** ✦ (conjunction, divine, teleportation) The sahkil moves from the Material Plane to the Ethereal Plane or vice-versa, with the effects of *ethereal jaunt* except that the effect has an unlimited duration and can be Dismissed. A summoned sahkil can't use Skip Between.

SAHKIL, NUCOL

CREATURE 4

NE

MEDIUM

FIEND

SAHKIL

Perception +11; darkvision, scent (imprecise) 100 feet**Languages** Abyssal, Celestial, Infernal, Requian; telepathy 60 feet**Skills** Athletics +12, Deception +10, Intimidation +12, Stealth +10**Str** +4, **Dex** +2, **Con** +3, **Int** +0, **Wis** +3, **Cha** +2**Easy to Call** A sahkil's level is considered 2 lower for the purpose of being conjured by the *planar binding* ritual (and potentially other rituals, at the GM's discretion), but it is always free to attack or leave instead of negotiate unless the primary caster's check is a critical success.**AC** 20; **Fort** +13, **Ref** +10, **Will** +11**HP** 75; **Immunities** disease, fear; **Weaknesses** good 5; **Resistances** poison 5**Speed** 30 feet**Melee** ✦ tusk +12 (deadly d10), **Damage** 2d8+6 piercing plus 1d4 evil and nervous consumption**Divine Innate Spells** DC 20; **3rd** *fear* (at will), *remove disease*; **1st** *grease* (×3); **Cantrips (2nd)** *detect magic*, *mage hand***Nervous Consumption** (disease, divine, emotion, enchantment, mental)**Saving Throw** DC 21 Fortitude; **Onset** 1 minute; **Stage 1** sickened 1 and stupefied 1 (1 day); **Stage 2** clumsy 1 and stupefied 2 (1 day); **Stage 3** clumsy 2 and stupefied 3 (1 day)**Skip Between** ✦ (conjunction, divine, teleportation) The sahkil moves from the Material Plane to the Ethereal Plane or vice-versa, with the effects of *ethereal jaunt* except that the effect has an unlimited duration and can be Dismissed. A summoned sahkil can't use Skip Between.**Spray Pus** ✦ The nocol flexes one of its infected wounds, releasing a spray of pus in a 15-foot cone or targeting an individual creature within 30 feet. A creature targeted or in the area is exposed to nervous consumption.

SAHKIL, WIHSAAK

CREATURE 6

NE

MEDIUM

FIEND

SAHKIL

Perception +14; darkvision**Languages** Abyssal, Celestial, Infernal, Requian; telepathy 100 feet**Skills** Acrobatics +13, Deception +15, Intimidation +15, Stealth +15**Str** +4, **Dex** +5, **Con** +4, **Int** +1, **Wis** +2, **Cha** +3**Easy to Call** A sahkil's level is considered 2 lower for the purpose of being conjured by the *planar binding* ritual (and potentially other rituals, at the GM's discretion), but it is always free to attack or leave instead of negotiate unless the primary caster's check is a critical success.**AC** 24; **Fort** +14, **Ref** +15, **Will** +14**HP** 105; **Immunities** fear; **Weaknesses** good 5**Swarmwalker** Swarms of animals and other unintelligent creatures instinctively leave a wihsaak alone. A wihsaak is immune to the damage from and effects of swarms with an Intelligence of -5.**Speed** 30 feet, fly 40 feet**Melee** ✦ claw +17 (finesse), **Damage** 2d10+7 slashing plus 1d4 evil**Divine Innate Spells** DC 23; **4th** *suggestion*; **3rd** *fear*, *vomit swarm*^{APG}; **2nd** *blur*, see *invisibility*; **Cantrips (3rd)** *detect magic***Droning Distraction** ✦ (auditory, divine, evocation, incapacitation, mental) **Effect** The wihsaak beats its wings rapidly, creating a buzzing drone that numbs creatures' minds. Each creature within 100 feet must attempt a DC 23 Will save. They are then temporarily immune for 1 minute.**Success** The creature is unaffected.**Failure** The creature is confused and stupefied 1 for 1 round.**Critical Failure** The creature is confused for 1 round and stupefied 2 for 1 minute.**Skip Between** ✦ (conjuration, divine, teleportation) The sahkil moves from the Material Plane to the Ethereal Plane or vice-versa, with the effects of *ethereal jaunt* except that the effect has an unlimited duration and can be Dismissed. A summoned sahkil can't use Skip Between.

SAHKIL, PAKALCHI





CREATURE 9

NE

MEDIUM

FIEND

SAHKIL

Perception +18; darkvision, *true seeing***Languages** Abyssal, Celestial, Infernal, Requian; telepathy 100 feet, *tongues***Skills** Acrobatics +18, Deception +21, Diplomacy +21, Intimidation +21, Stealth +18**Str** +4, **Dex** +5, **Con** +4, **Int** +2, **Wis** +3, **Cha** +6**Easy to Call** A sahkil's level is considered 2 lower for the purpose of being conjured by the *planar binding* ritual (and potentially other rituals, at the GM's discretion), but it is always free to attack or leave instead of negotiate unless the primary caster's check is a critical success.**AC** 26; **Fort** +17, **Ref** +18, **Will** +20**HP** 140; **Immunities** fear, poison; **Weaknesses** good 5**Entangling Train**  **Trigger** A creature moves adjacent to the pakalchi; **Effect** Writhing, pitch-black vines wrap around the creature. The creature takes 1d6 slashing damage and takes a -15-foot circumstance penalty to its Speeds until the end of its next turn.**Speed** 30 feet**Melee**  vine +18 (finesse, reach, versatile P), **Damage** 2d10+6 slashing plus 1d6 evil, 1d6 persistent bleed, and betrayal toxin**Melee**  claw +18 (agile, finesse), **Damage** 2d10+6 slashing plus 1d6 evil**Ranged**  thorn +18 (agile, range increment 50 feet), **Damage** 2d4+6 piercing plus 1d6 evil, 1d6 persistent bleed, and betrayal toxin**Divine Innate Spells** DC 30; **7th** *mask of terror* (self only); **6th** *dominate*; **5th** *charm*, *calm emotions*, *suggestion* (at will); **Cantrips (5th)** *detect magic*; **Constant (6th)** *tongues*, *true seeing***Betrayal Toxin** (divine, enchantment, mental, poison) A creature affected by betrayal toxin hears whispers of incessant doubt in their head and can't treat any creature as their ally; **Saving Throw** DC 28 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** stupefied 1 (1 round); **Stage 2** stupefied 2 (1 round)**Skip Between**  (conjugation, divine, teleportation) The sahkil moves from the Material Plane to the Ethereal Plane or vice-versa, with the effects of *ethereal jaunt* except that the effect has an unlimited duration and can be Dismissed. A summoned sahkil can't use Skip Between.

SAHKIL, XIMTAL

CREATURE 17

NE LARGE FIEND SAHKIL

Perception +30; darkvision, *true seeing***Languages** Abyssal, Celestial, Infernal, Requian; telepathy 100 feet**Skills** Arcana +27, Deception +33, Intimidation +33, Occultism +27, Religion +30, Stealth +28**Str** +9, **Dex** +3, **Con** +9, **Int** +2, **Wis** +5, **Cha** +8**Easy to Call** A sahkil's level is considered 2 lower for the purpose of being conjured by the *planar binding* ritual (and potentially other rituals, at the GM's discretion), but it is always free to attack or leave instead of negotiate unless the primary caster's check is a critical success.**AC** 39; **Fort** +32, **Ref** +26, **Will** +28**HP** 380; **Immunities** fear; **Weaknesses** good 10**Despoiler** (aura, divine, necromancy) 1,000 feet. Creatures within the aura take a -2 circumstance penalty to all saving throws against poisons, diseases, and drugs.**Speed** 40 feet, climb 20 feet, fly 40 feet**Melee** ✦ jaws +34 (magical, reach 10 feet), **Damage** 3d12+17 piercing plus 2d6 evil and sensory fever**Melee** ✦ claw +34 (agile, magical, reach 15 feet), **Damage** 3d8+17 slashing plus 2d6 evil and sensory fever**Divine Innate Spells** DC 38; **8th** *fear* (at will), *horrid wilting* (×3), *maze* (×3), *suggestion* (at will); **Cantrips (9th)** *detect magic*; **Constant (9th)** *fly*, *true seeing*

(Continued on card 290)

(Sahkil, ximtal; continued from card 289)

Isolate Foes ◆◆ (curse, divine, emotion, enchantment, incapacitation, mental) **Frequency** once per day; **Effect** The ximtal attempts to isolate its enemy's companions, forcing an impression that each creature's friends and allies have vanished and they are all alone against an insurmountable threat. The ximtal chooses up to four creatures, each of whom must be adjacent to one other target. Each target must attempt a DC 38 Will save. On a failure, a target becomes out of phase with all allies. The affected creatures can't perceive their allies or interact with them in any way, and they can move into allies' spaces as if their allies simply weren't there. Allies similarly can't perceive or interact with the affected creatures with one exception: an ally can target an effected creature with *remove curse* to remove the effects. Every 24 hours, an affected creature can attempt a new saving throw to end this effect.

Sensory Fever (disease) A ximtal's withering attacks cause a debilitating disease targeting the senses; **Saving Throw** DC 36 Fortitude; **Stage 1** creature loses one sense determined randomly: taste, smell, hearing, or sight (1 day); **Stage 2** creature loses an additional sense from the stage 1 list (1 day); **Stage 3** creature loses an additional sense from the stage 1 list (1 day); **Stage 4** creature loses the last sense from the stage 1 list and any special senses, such as tremorsense or lifesense (1 day); **Stage 5** all lost senses are permanent unless restored via *restore senses* or a similar effect

Skip Between ◆ (conjunction, divine, teleportation) The sahkil moves from the Material Plane to the Ethereal Plane or vice-versa, with the effects of *ethereal jaunt* except that the effect has an unlimited duration and can be Dismissed. A summoned sahkil can't use Skip Between.

SAHKIL, KIMENHUL

CREATURE 20

NE HUGE FIEND SAHKIL

Perception +35; darkvision, *true seeing***Languages** Abyssal, Celestial, Infernal, Requian; telepathy 100 feet**Skills** Acrobatics +36, Arcana +33, Athletics +38, Deception +38, Occultism +33, Religion +35, Stealth +36**Str** +10, **Dex** +8, **Con** +9, **Int** +5, **Wis** +7, **Cha** +7**Easy to Call** A sahkil's level is considered 2 lower for the purpose of being conjured by the *planar binding* ritual (and potentially other rituals, at the GM's discretion), but it is always free to attack or leave instead of negotiate unless the primary caster's check is a critical success.**AC** 45, all-around vision; **Fort** +33, **Ref** +32, **Will** +35**HP** 425; **Immunities** death effects, fear; **Weaknesses** good 20**Feed on Fear** The kimenhul regains 30 Hit Points at the start of its turn as long as any frightened creature is within 100 feet of it.**Attack of Opportunity** ➤ If the triggering creature is subject to an effect with the fear trait, the kimenhul can make two claw Strikes against the creature instead of one Strike.**Speed** 45 feet, climb 25 feet**Melee** ➤ jaws +38 (magical, reach 15 feet), **Damage** 4d12+18 piercing plus 3d6 evil**Melee** ➤ claw +38 (agile, magical, reach 15 feet), **Damage** 4d8+18 slashing plus 3d6 evil and Improved Grab**Divine Innate Spells** DC 42; **9th** *confusion*, *dispel magic* (at will), *fear* (at will), *mask of terror* (at will), *phantasmal calamity*, *suggestion* (at will), *warp mind*, *weird*; **Cantrips (10th)** *detect magic*; **Constant (9th)** *mind blank*, *true seeing*

(Continued on card 292)

(Sahkil, kimenhul; continued from card 291)

Eternal Fear ◆◆ (divine, emotion, enchantment, fear, incapacitation, mental) The kimenhul contorts its faces and presents itself to its enemies in a traumatic display that causes lingering fear. Each creature within 100 feet that can observe the kimenhul must make a DC 42 Will save. They are then temporarily immune for 10 minutes.

Critical Success The target is unaffected.

Success The target becomes frightened 3.

Failure The target becomes frightened 3 and is fleeing as long as it's frightened. Even after recovering from the initial experience, the trauma is lodged in the target's mind for 1 year. Once per day, the kimenhul can communicate telepathically with the target for 1 minute as long as both creatures are on the same plane. Any time a creature under the effect of Eternal Fear is in a stressful situation (such as combat or intense social pressure), they must succeed at a DC 11 flat check or become frightened 2. While Eternal Fear lasts, the target always becomes fleeing as long as it's frightened, regardless of the source of the fear. The target can attempt a new saving throw each week to remove these effects, but they can otherwise be removed only by powerful magic such as *wish*.

Critical Failure As failure, but the effects are permanent and the target doesn't get to attempt a weekly save to end the effect.

Frightening Flurry ◆◆ The kimenhul makes one jaws Strike and two claw Strikes against a single target, in any order. The target becomes frightened with a condition value equal to the number of Strikes that hit it, to a maximum of frightened 3 if all three Strikes hit.

Rend ◆ claw

Skip Between ◆ (conjunction, divine, teleportation) The sahkil moves from the Material Plane to the Ethereal Plane or vice-versa, with the effects of *ethereal jaunt* except that the effect has an unlimited duration and can be Dismissed. A summoned sahkil can't use Skip Between.

Snatch Between When using Skip Between, the kimenhul can bring along any creatures it has grabbed.

Unsettled Mind Any creature affected by any of a kimenhul's mental spells or abilities becomes stupefied 3 for the duration of that effect and for 1d4 rounds thereafter.

SAMSARAN ANCHORITE

CREATURE 1




UNCOMMON




N

MEDIUM

HUMANOID

SAMSARAN

Perception +9; low-light vision**Languages** Celestial, Common, Samsaran**Skills** Medicine +6, Occultism +6, Religion +7, Society +4**Str** +0, **Dex** +2, **Con** +0, **Int** +1, **Wis** +4, **Cha** +2**Items** spear, sling (10 bullets)**Cryptomnesia** A samsaran anchorite subconsciously retains bits of knowledge from their innumerable former lives, granting them a +1 circumstance bonus to skill checks that aren't listed in their skills above, and allowing them to attempt all skill actions that normally require the user to be trained.**AC** 15; **Fort** +3, **Ref** +7, **Will** +9**HP** 16**All This Has Happened Before**  (divination, occult) **Frequency** once per day; **Trigger** The samsaran anchorite is about to roll initiative; **Effect** The anchorite experiences a flash of recognition from a previous existence, gaining a +4 circumstance bonus to the triggering roll. If this causes the anchorite to be the first creature to act, they also become quickened for 1 round, but they can use the extra action only to Recall Knowledge or Step.**All This Will Happen Again**  (fortune, emotion, mental) **Frequency** once per day; **Trigger** The samsaran anchorite fails or critically fails a Will save against an emotion effect; **Effect** Even in the face of overwhelming tribulation, the anchorite finds solace in the notion that all things are merely part of a never-ending cycle. They reroll the saving throw with a +1 status bonus; they must use the second result.**Speed** 25 feet**Melee**  spear +5, **Damage** 1d6+2 piercing**Ranged**  sling +7 (range increment 50 feet, reload 1), **Damage** 1d4+2 bludgeoning**Divine Prepared Spells** DC 17; **1st** *command*, *heal*, *sanctuary*; **Cantrips (1st)** *guidance*, *light*

SASQUATCH**CREATURE 2****UNCOMMON****N****MEDIUM****HUMANOID****Perception** +8; low-light vision, scent (imprecise) 30 feet**Languages** Sasquatch**Skills** Athletics +9, Intimidation +5, Stealth +9 (+11 in forests), Survival +6**Str** +5, **Dex** +1, **Con** +3, **Int** -1, **Wis** +2, **Cha** +1**AC** 17; **Fort** +11, **Ref** +7, **Will** +6**HP** 36**Catch Rock** **Emerge From Undergrowth**  **Trigger** The sasquatch is in forest terrain and rolls Stealth for Initiative; **Effect** The sasquatch Strides up to half their Speed, after which they attempt to Demoralize a single creature within 15 feet.**Speed** 30 feet**Melee**  fist +11, **Damage** 1d10+5 bludgeoning**Ranged**  rock +9 (brutal, range increment 30 feet), **Damage** 1d6+5 bludgeoning**Brutal Blows** On a critical hit with a fist Strike, the target is knocked prone by the blow.**Forest Stride** The sasquatch ignores difficult terrain in forests.**Pungent** The sasquatch's odor is quite powerful and can be detected at twice the normal distance by scent.**Threatening Visage** The sasquatch doesn't take a penalty to Demoralize a creature that doesn't understand their language.**Throw Rock** 

SCALEScribe


CREATURE 3

N	TINY	ABERRATION
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Perception +11; darkvision**Languages** Aklo, Common, Draconic**Skills** Arcana +11, Library Lore +11, Occultism +9, Scribing Lore +11, Stealth +8**Str** -2, **Dex** +3, **Con** +1, **Int** +4, **Wis** +4, **Cha** +0

Mage Bond After performing a 1-hour ritual, a scalescribe can bond with one willing creature capable of Casting Spells. The scalescribe can Aid their bonded caster in Crafting a scroll, and they can make their Transcribed spell available to the caster so long as the spell is of the caster's tradition. A bonded prepared caster can prepare the spell. A bonded spontaneous caster can add the spell to their spell repertoire during their daily preparations, and it remains as long as the Transcribed scroll exists.

AC 18; **Fort** +6, **Ref** +10, **Will** +11; +2 status to all saves vs. linguistic effects
HP 45

Transcribe  **Trigger** Another creature targets the scalescribe with a spell requiring verbal components; **Effect** The scalescribe attempts to copy the incantation onto a scroll by attempting a counteract check (counteract level 2, counteract modifier +10) with the following effects instead of the normal effects of counteracting. The spell still affects the scalescribe, regardless of the results of this check. The scalescribe can Cast a Spell from any scroll they Transcribe as if it were on their spell list. Transcribing a new scroll renders any previously Transcribed scroll inert.

Critical Success If the triggering spell's level was no more than 3 higher than the scalescribe's counteract level, the scalescribe captures a copy of the spell in a scroll that appears in their hand. This scroll can be used normally but fades after 24 hours if not used before then.

Success As critical success, but only if the spell's level is no more than 1 higher than the scalescribe's counteract level.

Failure As critical success, but only if the spell's level is lower than the scalescribe's counteract level.

Critical Failure The scalescribe fails to copy the spell.

(Continued on card 296)

(Scalescribe; continued from card 295)

Speed 20 feet

Melee ♦ fountain pen +10 (agile, finesse, magical), **Damage** 1d6+2 piercing plus inkstain

Ranged ♦ morpheme glyph +10 (evocation, magical, range 40 feet), **Damage** 3d6 force

Arcane Innate Spells DC 20; **3rd** *secret page*; **2nd** *comprehend language* (×3, self only), *dispel magic*; **Cantrips (2nd)** *detect magic*, *message*, *read aura*, *sigil*

Inkstain When the scalescribe deals damage to a creature with their fountain pen, the creature takes 1d4 persistent poison damage. When a creature taking this damage attempts to take an action with the concentrate trait, it must succeed at a DC 5 flat check or the action is disrupted.

GIANT SEAHORSE

CREATURE 3

N **LARGE** **ANIMAL**

Perception +10; low-light vision

Skills Athletics +11, Stealth +10 (+12 in underwater vegetation)

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

Camouflage The giant seahorse can change its coloration to match its surroundings. It doesn't need cover to attempt to Hide with a Stealth check.

AC 19; **Fort** +11, **Ref** +10, **Will** +6

HP 58

Speed swim 30 feet

Melee **◆** snout +11, **Damage** 1d12+4 bludgeoning

Melee **◆** tail +11 (agile), **Damage** 1d6+4 bludgeoning plus Grab

Anchor **◆** The seahorse wraps its tail around either a stationary object or its rider. A seahorse anchored to an object gains a +2 circumstance bonus to any defense against effects that would forcibly move it. An anchored rider gains the same benefit against effects that would forcibly knock it off the seahorse. The seahorse remains anchored until it Releases its grip, is knocked unconscious, or either it's forcibly moved away from the object or its rider is forcibly moved off it.

SEETHING SPIRIT

CREATURE 11

UNCOMMON

CE

MEDIUM

INCORPOREAL

SPIRIT

UNDEAD

Perception +15; darkvision, taste anger (imprecise) 1 mile**Languages** Common, Dwarven, Jotun; *tongues***Skills** Acrobatics +21, Deception +20, Diplomacy -5, Intimidation +24, Stealth +21**Str** -5, **Dex** +6, **Con** +0, **Int** +2, **Wis** -2, **Cha** +7**Taste Anger** (detection, divination, occult) The spirit can taste anger from creatures experiencing that emotion within 1 mile (imprecise).**AC** 29; **Fort** +17, **Ref** +23, **Will** +21**HP** 145, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Weaknesses** emotion 12; **Resistances** all damage 10 (except emotion, force, *ghost touch*, mental, or positive; double resistance vs. non-magical)**Pulse of Rage** (aura, emotion, enchantment, mental, occult) 20 feet. This aura emanates from any creature possessed by the seething spirit, and it's inactive while the spirit isn't possessing anyone. Any creature in the aura, including a creature possessed by the spirit, takes a -1 status penalty to AC, can't perform actions with the concentrate trait except for the Seek action and actions with the rage trait, and gains a +2 status bonus to melee damage rolls against the spirit's enemies.

A creature can attempt a DC 30 Will save when it enters the aura to avoid the effect. If the creature would need to attempt a save against the aura again within 24 hours, it automatically uses the same save result rather than attempting a new save.

Vulnerable to Calm Emotions A seething spirit can't possess a creature affected by *calm emotions*. If creature possessed by a spirit fails a saving throw against *calm emotions*, the spirit is forced out. If the spirit isn't possessing a creature and is targeted with *calm emotions*, the spirit takes 12 mental damage per level of the spell instead of the normal effects.

(Continued on card 299)

(Seething spirit; continued from card 298)

Speed fly 40 feet

Melee ♦ ephemeral claw +22 (evocation, occult), **Damage** 3d12+7 slashing

Occult Innate Spells DC 32; **6th** *paranoia*, *remove fear*, *suggestion* (×3); **3rd** *mind reading* (at will); **2nd** *invisibility* (at will, self-only), *ventriloquism* (at will); **Constant (6th)** *tongues*

Furious Possession ♦♦ The seething spirit attempts to possess an adjacent corporeal creature. This has the same effect as a *possession* spell (DC 30), except since the spirit doesn't have a physical body, they're not unconscious and paralyzed when the effect ends. The spirit can't Dismiss the possession.

The creature gains 12 temporary Hit Points that are lost when the possession ends. During the possession, the creature has the pulse of rage aura. Each time the possessed creature makes a melee Strike, the spirit can substitute their ephemeral claw attack modifier, damage amount, or both in place of the creature's own statistics.

SHABTI REDEEMER

CREATURE 4


RARE

NG




MEDIUM

HUMANOID

SHABTI

Perception +8; darkvision**Languages** Celestial, Common**Skills** Arcana +8, Athletics +12, Diplomacy +10, Medicine +12, Religion +10**Str** +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +0, **Cha** +3**Items** dagger, scale mail, staff**Blade Ally** The shabti's staff gains the benefits of the *disrupting* rune while they wield it.**AC** 24; **Fort** +14, **Ref** +8, **Will** +11**HP** 75; **Immunities** drained**Aura of Courage** 15 feet. When the shabti becomes frightened, reduce the frightened value they would gain by 1. At the end of their turn, they reduce the frightened value of all allies in the aura by 1.**Glimpse of Redemption**  **Trigger** An enemy damages the shabti's ally, and both the enemy and ally are within 15 feet of the shabti;**Effect** The shabti's foe hesitates under the weight of sin as visions of redemption play in their mind's eye. The foe must choose one of the following options:

- The ally is unharmed by the triggering damage.
- The ally gains resistance 6 to the triggering damage. After the damaging effect is applied, the enemy becomes enfeebled 2 until the end of its next turn.

Immortal Shabti don't age naturally and can't die of old age. Spells and effects that cause aging still affect a shabti as normal. They also can't be turned into undead.**Speed** 25 feet**Melee**  *disrupting staff* (two-hand d8) +14, **Damage** 1d4+7 bludgeoning**Melee**  dagger (agile, finesse, versatile S) +14, **Damage** 1d4+7 piercing**Ranged**  dagger (agile, thrown 10 feet, versatile S) +11, **Damage** 1d4+7 piercing**Divine Innate Spells** DC 19; **1st** *charm***Champion Devotion Spells** DC 19; **2nd** (2 Focus Points) *lay on hands* (Core Rulebook 387)

SHAE

CREATURE 4

N	MEDIUM	SHADOW
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Perception +10; darkvision**Languages** Aklo, Auran, Common, Shae, Undercommon**Skills** Acrobatics +13, Deception +9, Occultism +11, Shadow Plane Lore +11, Stealth +13**Str** +3, **Dex** +5, **Con** +1, **Int** +3, **Wis** +2, **Cha** +3**Items** dagger (5)**Shadow Shift** Being made partially of shadow themselves, shae are concealed in dim light or darkness even to creatures that can see clearly in those light levels.**AC** 21; **Fort** +9, **Ref** +11, **Will** +10**HP** 45; **Immunities** precision; **Resistances** cold 5, negative 5**Counterattack** **Trigger** The shae is targeted by an attack from an adjacent creature that misses due to the shae being concealed; **Requirements** The shae is aware of the attack; **Effect** The shae makes a Strike against the attacker.**Slip** **Trigger** A creature moves adjacent to the shae; **Effect** The shae teleports to a clear space adjacent to another creature they can see within 30 feet.**Speed** 25 feet, fly 35 feet; swift steps, tenebral form**Melee** **◆** dagger +13 (agile, finesse, versatile S), **Damage** 1d4+5 piercing and 1d6 cold**Ranged** **◆** dagger +13 (agile, thrown 10 feet, versatile S), **Damage** 1d4+5 piercing and 1d6 cold**Occult Innate Spells** DC 21; **7th** *plane shift* (self only; to Shadow Plane or Material Plane only); **4th** *gaseous form* (at will); **Cantrips (2nd)** *chill touch*, *detect magic***Bide** **◆◆** The shae prepares to take action against their foes, watching their opponent and waiting for the right opportunity to respond. The shae gains a second reaction until the start of their next turn, though they still can't use more than one reaction on the same triggering action.**Swift Steps** The shae's movement doesn't trigger reactions.**Tenebral Form** The shae can Fly at full Speed in *gaseous form*.

SHANTAK

CREATURE 8

UNCOMMON

CE

HUGE

BEAST

Perception +18; darkvision**Languages** Aklo**Skills** Acrobatics +17, Athletics +18**Str** +6, **Dex** +3, **Con** +4, **Int** -1, **Wis** +4, **Cha** +0**AC** 27; **Fort** +18, **Ref** +13, **Will** +16**HP** 115; **Immunities** disease; **Resistances** cold 10**No Breath** The shantak doesn't breathe and is immune to effects that require breathing (such as an inhaled poison).**Slippery** The shantak's scales are covered in slippery slime, so the shantak gains a +3 circumstance bonus to Escape. A creature mounted on a shantak takes double the normal circumstance penalty to Reflex saves (-4 instead of -2 in most cases) while mounted.**Speed** 20 feet, fly 60 feet**Melee** ✦ jaws +20, **Damage** 2d12+9 piercing**Melee** ✦ claw +20 (agile), **Damage** 2d8+9 slashing**Flying Strafe** ✦✦ The shantak Flies up to their fly speed and makes two claw Strikes at any point during that movement. Each Strike must target a different creature. The attacks take the normal multiple attack penalty.**Share Defenses** ✦ (abjuration, occult) **Requirements** A creature is riding the shantak; **Effect** The shantak extends their no breath ability and cold resistance to a single creature riding them. They can withdraw this protection as a free action.

MISERY SIKTEMPORA

CREATURE 12

RARE

CE

LARGE

SIKTEMPORA





TIME

Perception +25; darkvision**Languages** Aklo (can't speak any language); telepathy 300 feet**Skills** Acrobatics +23, Dimension of Time Lore +26, Intimidation +23, Occultism +22, Stealth +23**Str** +7, **Dex** +5, **Con** +4, **Int** +4, **Wis** +7, **Cha** +5**Temporal Sense** A siktempora can always roll Dimension of Time Lore for initiative. When it does, it gains a +2 circumstance bonus to the roll.**AC** 32; **Fort** +20, **Ref** +23, **Will** +25**HP** 160, regeneration 40 (deactivated by positive, mental, or orichalcum);
Immunities disease, emotion, poison**Slash the Suffering** Creatures with the confused or stupefied condition are flat-footed to the misery siktempora.**Uncanny Pounce** **◆ Trigger** The siktempora rolls Dimension of Time Lore for initiative; **Effect** The siktempora Strides once and makes a claw Strike, in either order.**Speed** 35 feet; *air walk***Melee** **◆** claw +26 (agile), **Damage** 3d8+13 slashing**Occult Innate Spells** DC 29; **6th** *blink*; **4th** *dimension door* (at will); **2nd** *invisibility* (×3); **Constant (6th)** *air walk***Inflict Misery** **◆** (emotion, enchantment, mental, occult) **Requirements**The misery siktempora's last action was a claw Strike that damaged the target; **Effect** The misery siktempora fills the target's thoughts with abject despair. The target must attempt a DC 32 Will save. Regardless of outcome, the target is then immune to Inflict Misery for 1 minute.**Success** The target is unaffected.**Failure** The target is clumsy 2, enfeebled 2, and stupefied 2 for 1 round.**Critical Failure** As failure, but for 1 minute.**Telepathic Wail** **◆◆** (emotion, enchantment, mental, occult) The misery siktempora assails the mind of one creature within 100 feet with a wail of anguish and torment that deals 8d6 mental damage (DC 32 basic Will save). On a failed save, the target is also confused for the first action of its next turn (or for 1 round on a critical failure).

TRIUMPH SIKTEMPORA

CREATURE 14

RARE	LN	SMALL	SIKTEMPORA	TIME
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Perception +24; darkvision**Languages** Aklo (can't speak any language); telepathy 200 feet**Skills** Acrobatics +24, Athletics +30, Dimension of Time Lore +24, Diplomacy +23, Intimidation +27, Medicine +22, Performance +25**Str** +8, **Dex** +4, **Con** +5, **Int** +4, **Wis** +4, **Cha** +5**Temporal Sense** A siktempora can always roll Dimension of Time Lore for initiative. When it does, it gains a +2 circumstance bonus to the roll.**AC** 35; **Fort** +25, **Ref** +24, **Will** +26**HP** 190, regeneration 40 (deactivated by chaos, mental, or orichalcum);
Immunities disease, emotion, poison**Cheaters Never Prosper** (aura, divination, occult) 50 feet. A creature in the aura who uses or benefits from a fortune effect must succeed at a DC 34 Will save or become slowed 1 for 1 round (slowed 2 on a critical failure).**Clinch Victory**  **Trigger** A creature within the triumph siktempora's reach uses an action that would restore Hit Points; **Effect** The triumph siktempora makes a glorious fist Strike against the triggering creature. On a critical success, this Strike also disrupts the triggering action.**Uncanny Pounce**  **Trigger** The siktempora rolls Dimension of Time Lore for initiative; **Effect** The siktempora Strides once and makes a glorious fist Strike, in either order.**Speed** 60 feet; *air walk***Melee**  glorious fist +30, **Damage** 3d12+16 bludgeoning**Occult Innate Spells** DC 32; **7th** *blink*; **4th** *dimension door* (at will); **Constant (7th)** *air walk***Vie for Victory**  The triumph siktempora chooses one target they can see and reach with a single Stride action. They attempt to Demoralize that target, ignoring any limitations on distance and with no penalty for not sharing a language with the target. They then Stride and attempt one Athletics attack action (such as Grapple or Disarm) against the target.**Winning Smile**  (emotion, enchantment, mental, occult) The siktempora grins at one creature within 15 feet. The target takes 10d8 mental damage (DC 34 basic Will save). On a failure, their attacks against the siktempora become nonlethal until the end of the target's next turn.

LOVE SIKTEMPORA

CREATURE 16




RARE

NG

MEDIUM

SIKTEMPORA

TIME

Perception +28; darkvision**Languages** Aklo (can't speak any language); telepathy 500 feet**Skills** Acrobatics +31, Dimension of Time Lore +28, Diplomacy +33, Intimidation +31, Occultism +26, Performance +33**Str** +4, **Dex** +9, **Con** +5, **Int** +4, **Wis** +6, **Cha** +9**Telepathic Singer** A love siktempora can provide verbal components and auditory performances for their composition spells even though they can't speak. They do so without needing to make noise, as all creatures within range of their telepathy hear the components in their mind. However, the siktempora can do so only as long as at least one other creature with an Intelligence modifier of +0 or higher is within the range of their telepathy.**Temporal Sense** A siktempora can always roll Dimension of Time Lore for initiative. When it does, it gains a +2 circumstance bonus to the roll.**AC** 38; **Fort** +25, **Ref** +31, **Will** +28**HP** 210, regeneration 50 (deactivated by evil, mental, or orichalcum);**Immunities** disease, emotion, poison**Deflect Aggression**  (emotion, enchantment, mental, occult) **Trigger** The love siktempora is targeted by an attack; **Effect** The siktempora glows with compassion, deflecting the attacker's aggression. The siktempora gains a +2 circumstance bonus to their AC and resistance 15 against the triggering attack, and the attacker must attempt a saving throw against the siktempora's heartsong (see below).**Uncanny Pounce**  **Trigger** The siktempora rolls Dimension of Time Lore for initiative; **Effect** The siktempora Strides once and makes a claw Strike, in either order.**Speed** 50 feet; *air walk***Ranged**  emotional bolt +31 (agile, range increment 80 feet), **Damage** 3d10+10 piercing plus 1d10 mental and heartsong**Occult Innate Spells** DC 37; **8th** *blink*; **4th** *dimension door* (at will);**Constant (8th)** *air walk*

(Continued on card 306)

(Love siktempora; continued from card 305)

Bard Composition Spells 3 Focus Points, DC 37; **8th lingering composition** (Core Rulebook 387); **Cantrips (8th level)** *inspire courage* (Core Rulebook 386), *inspire defense* (Core Rulebook 386)

Heartsong (emotion, enchantment, mental, occult) A creature that takes mental damage from the love siktempora's emotional bolt must succeed at a DC 37 Will save or become fascinated by the siktempora until the end of the target's next turn. Hostile actions don't end this fascinated condition.

Love's Impunity The love siktempora's emotional bolt Strike doesn't trigger reactions that normally trigger based off making a ranged attack.

Telepathic Ballad ◆ (emotion, enchantment, mental, occult) The love siktempora casts *inspire courage* or *inspire defense*. It increases the area to a 200-foot emanation and increases the status bonuses the cantrip provides to +2.

HATRED SIKTEMPORA

CREATURE 18

RARE

NE

MEDIUM

SIKTEMPORA

TIME

Perception +33; darkvision**Languages** Aklo (can't speak any language); telepathy 500 feet**Skills** Athletics +35, Deception +32, Dimension of Time Lore +32, Intimidation +32, Stealth +32**Str** +9, **Dex** +6, **Con** +4, **Int** +4, **Wis** +7, **Cha** +6**Temporal Sense** A siktempora can always roll Dimension of Time Lore for initiative. When it does, it gains a +2 circumstance bonus to the roll.**AC** 42; **Fort** +28, **Ref** +30, **Will** +33**HP** 240, regeneration 50 (deactivated by good, mental, or orichalcum);
Immunities disease, emotion, poison**Impending Dread** (aura, emotion, fear, mental, occult) 150 feet. Creatures within the aura don't automatically reduce their frightened condition.**Uncanny Pounce** **◆ Trigger** The siktempora rolls Dimension of Time Lore for initiative; **Effect** The siktempora Strides and makes a claw Strike, in either order.**Punish Flight** **↻ Trigger** A creature attempts to Escape from the hatred siktempora; **Effect** The siktempora makes a loathing garrote Strike against the triggering creature. This Strike doesn't have Improved Grab.**Speed** 80 feet; *air walk***Melee** **◆** loathing garrote +35 (cold, reach 10 feet), **Damage** 3d10+17 cold plus Improved Grab**Occult Innate Spells** DC 40; **9th blink**; **4th dimension door** (at will); **Constant (9th)** *air walk***Contorted Clutch** The hatred siktempora can have up to two creatures grabbed with their loathing garrote at once.**Vindictive Crush** **◆ Frequency** once per round; **Requirements** The siktempora has a creature grabbed; **Effect** The siktempora deals 5d10 bludgeoning damage to each grabbed creature (DC 40 Fortitude save).**Critical Success** The creature takes no damage.**Success** The creature takes half damage.**Failure** The creature takes full damage and can't breathe or speak while it remains grabbed; it must hold its breath or begin suffocating.**Critical Failure** As failure, but double damage and the creature becomes restrained and can't speak for 1 round after it's no longer grabbed.

HARPY SKELETON

CREATURE 5

NE MEDIUM MINDLESS SKELETON UNDEAD

Perception +9; darkvision

Skills Acrobatics +11, Intimidation +13

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

AC 22; **Fort** +11, **Ref** +15, **Will** +9

HP 60, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 20 feet, fly 40 feet

Melee ✦ talon +15 (agile), **Damage** 2d6+7 slashing

Melee ✦ club +15, **Damage** 1d6+7 bludgeoning

Ranged ✦ club +15 (thrown 10 feet), **Damage** 1d6+7 bludgeoning

Shriek ✦✦ (auditory, concentrate, emotion, fear, mental) The harpy skeleton emits an unearthly, bone-chilling scream that deals 4d10 mental damage to all creatures in a 30-foot cone (DC 26 basic Will save). A creature that fails its save is frightened 1 (or frightened 2 on a critical failure). The harpy skeleton can't Shriek again for 1d4 rounds.

TYRANNOSAURUS SKELETON

CREATURE 9

NE GARGANTUAN MINDLESS SKELETON UNDEAD

Perception +17; darkvision

Skills Athletics +22

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

AC 27; **Fort** +20, **Ref** +13, **Will** +17

HP 140, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 10, electricity 10, fire 10, piercing 10, slashing 10

Speed 40 feet

Melee ◆ jaws +20 (deadly d12, reach 20 feet), **Damage** 2d12+9 piercing plus Grab

Melee ◆ foot +20 (reach 15 feet), **Damage** 2d10+9 bludgeoning

Rib Skewer ◆ The tyrannosaurus skeleton bends down, attempting to skewer one adjacent creature on one of its massive ribs. The creature takes 2d10+9 piercing damage (DC 28 basic Reflex save). If the creature fails its save and is Medium or smaller, it's also impaled and stuck to the rib. It moves with the skeleton and takes 2d6 persistent bleed damage until it either Escapes or someone uses Force Open to break the rib (either is DC 28).

Trample ◆◆◆ Huge or smaller, foot, DC 28

SKELTON INFANTRY**CREATURE 11****NE** **GARGANTUAN** **MINDLESS** **SKELTON** **TROOP** **UNDEAD****Perception** +17; darkvision**Skills** Athletics +18**Str** +5, **Dex** +3, **Con** +4, **Int** -5, **Wis** +2, **Cha** +0**AC** 31; **Fort** +21, **Ref** +18, **Will** +19**HP** 180 (16 squares); **Thresholds** 120 (12 squares), 60 (8 squares);**Resistances** cold 5, electricity 5, fire 5, piercing 10, slashing 10;**Weaknesses** area damage 15, splash damage 8**Form a Phalanx** ◆ Many of the skeletons raise their shields to protect others. The infantry gain a +2 circumstance bonus to AC until the start of their next turn.**Troop Defenses****Speed** 25 feet; troop movement**Lower Spears!** ◆ to ◆◆◆ **Frequency** once per round; **Effect** The skeletons engage in a coordinated longspear attack against each enemy within 10 feet (DC 27 basic Reflex save). The damage depends on the number of actions: ◆ 2d8 piercing damage; ◆◆ 3d8+8 piercing damage; ◆◆◆ 4d8+8 piercing damage**Hurl Javelins!** ◆◆ The troop's members throw a volley of javelins. Each creature in a 10-foot burst within 30 feet of the troop takes 2d6+10 piercing damage (DC 26 basic Reflex save). When the troop is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.**Form Up** ◆**Phalanx Charge** ◆◆ **Requirements** The infantry is in a phalanx; **Effect** The skeletons lower their longspears and charge. The troop Strides in a straight line until they're adjacent to an enemy then use Lower Spears!, dealing 3d8+8 piercing damage. Any creature that fails its save is also knocked prone.**Troop Movement** Whenever the skeleton infantry Stride, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the infantry enter difficult terrain, the extra movement cost applies to all the guards.

STREET SKELM

CREATURE 3

LE

MEDIUM

HUMANOID

SKELM


Perception +8; scent (imprecise) 30 feet**Languages** Aklo, Common**Skills** Athletics +9, Deception +9, Intimidation +11, Occultism +8, Stealth +9**Str** +4, **Dex** +2, **Con** +3, **Int** +3, **Wis** +1, **Cha** +4**Items** staff**AC** 18; **Fort** +10, **Ref** +9, **Will** +8; -1 to all saves vs. emotion effects**HP** 55; **Weaknesses** cold iron 3**Attack of Opportunity** ↻**Speed** 25 feet**Melee** ✦ fist +12 (agile, magical), **Damage** 1d6+6 bludgeoning plus Grab**Melee** ✦ antler +12 (magical), **Damage** 1d10+6 piercing plus Knockdown**Melee** ✦ staff +13 (two-handed d8), **Damage** 1d4+7 bludgeoning**Ranged** ✦ rock +9 (range increment 20 feet), **Damage** 1d6+6 bludgeoning**Change Shape** ✦ (concentrate, occult, polymorph, transmutation) The skelm can take on the appearance of any Medium male humanoid. This doesn't change his Speed or his attack and damage bonuses with his Strikes but might change the damage type his Strikes deal.**Frightening Rant** ✦ (auditory, concentrate, emotion, enchantment, fear, linguistic, mental, occult) The skelm rants angrily, filling nearby creatures with shame, fear, and anger. Each creature within 30 feet must succeed at a DC 20 Will save or become frightened 1 (frightened 2 on a critical failure). While frightened by this rant, creatures take a -2 status penalty to Strength-based damage rolls against the skelm, but gain a +2 status bonus to those rolls against other creatures.**Punishing Strike** ✦ The skelm unleashes his constant rage in a reckless attack that makes him flat-footed until the start of his next turn. He Strikes; if he hits, he increases the number of damage dice by one and adds Push to the effect. This counts as two attacks for his multiple attack penalty.

SHRINE SKELM


CREATURE 5

LE MEDIUM HUMANOID SKELM

Perception +11; scent (imprecise) 30 feet**Languages** Aklo, Common; telepathy 30 feet**Skills** Athletics +12, Deception +14, Intimidation +14, Occultism +11, Religion +11, Stealth +12, Thievery +12**Str** +5, **Dex** +3, **Con** +4, **Int** +4, **Wis** +2, **Cha** +5**Items** silver religious symbol**AC** 22; **Fort** +13, **Ref** +12, **Will** +11; -1 to all saves vs. emotion effects**HP** 80; **Weaknesses** cold iron 5

Seize Prayer  (abjuration, concentrate, occult); **Trigger** A creature the shrine skelm can hear within 30 feet Casts a divine Spell with a verbal component; **Effect** The shrine skelm utters an incantation and attempts to counteract the triggering spell (counteract modifier +14, counteract level 3rd). If he successfully counteracts the spell, the skelm and the caster each take 1d8 mental damage per level of the triggering spell, and if the spell had one or more targets, the skelm learns its effect and can allow the spell's effects to continue with himself as the only target (any other effect is still counteracted).

Speed 25 feet**Melee**  fist +15 (agile, magical), **Damage** 2d4+7 bludgeoning plus Grab**Melee**  antler +15 (magical), **Damage** 2d8+7 piercing plus Knockdown**Occult Innate Spells** DC 22; **3rd** *command, enthrall, mind reading* (×3), *soothe*

Change Shape  (concentrate, occult, polymorph, transmutation) (concentrate, occult, polymorph, transmutation) The skelm can take on the appearance of any Medium male humanoid. This doesn't change his Speed or his attack and damage bonuses with his Strikes but might change the damage type his Strikes deal.

PALACE SKELM

CREATURE 8

LE

MEDIUM

HUMANOID

SKELM

Perception +15; scent (imprecise) 30 feet**Languages** Aklo, Common; *tongues***Skills** Athletics +18, Deception +21, Diplomacy +17, Intimidation +17, Occultism +16, Society +16, Stealth +16, Thievery +16**Str** +6, **Dex** +4, **Con** +3, **Int** +4, **Wis** +3, **Cha** +5**Items** signet ring**AC** 27; **Fort** +17, **Ref** +16, **Will** +15; -2 to all saves vs. emotion effects**HP** 155; **Weaknesses** cold iron 10**Corrupt Speech** ↻ (auditory, illusion, linguistic, occult); **Trigger** The skelm hears a creature speak within 30 feet; **Effect** The skelm sows paranoia by putting treacherous words on another's lips. The skelm whispers up to 12 words and attempts a Deception check against the Perception DC of a creature other than the triggering creature within 30 feet.**Critical Success** The target hears the skelm's words as if they were spoken by the triggering creature. This can alter linguistic effects. The skelm can also cast *paranoia* or *suggestion* on the target.**Success** As critical success, except the skelm can't cast spells.**Failure** The target doesn't hear the skelm, and they have no effect.**Critical Failure** The target hears the skelm speak the words.**Speed** 25 feet**Melee** ✦ fist +20 (agile, magical), **Damage** 2d8+9 bludgeoning plus Grab**Melee** ✦ antler +20 (magical), **Damage** 2d12+9 piercing plus Knockdown**Occult Innate Spells** DC 26; **4th** *clairaudience*, *enthrall*, *outcast's curse*, *paranoia* (at will), *private sanctum*, *suggestion*; **2nd** *invisibility* (×3);**Cantrips (5th)** *daze*, *message*; **Constant (5th)** *tongues***Rituals** DC 26; *inveigle*

(Continued on card 314)

(Palace skelm; continued from card 313)

Change Shape ◆ (concentrate, occult, polymorph, transmutation) (concentrate, occult, polymorph, transmutation) The skelm can take on the appearance of any Medium male humanoid. This doesn't change his Speed or his attack and damage bonuses with his Strikes but might change the damage type his Strikes deal.

Incite Violence ◆◆ (emotion, enchantment, occult, mental) **Frequency** once per day; **Effect** The skelm gives an impassioned speech calling for his followers to act upon their convictions. Each creature within 30 feet must attempt a DC 24 Will save.

Critical Success The creature can immediately Strike an adjacent creature of its choosing.

Success The creature is unaffected.

Failure The creature immediately Strikes an adjacent creature; if multiple creatures are adjacent, the skelm chooses the target. If no creatures are adjacent, the creature is flat-footed and fascinated with the skelm until the start of its next turn.

SOUL SKELM

CREATURE 10

UNCOMMON

LE

MEDIUM

FIEND

HUMANOID

SKELM

Perception +19; darkvision, scent (imprecise) 30 feet**Languages** Aklo, Common**Skills** Athletics +22, Deception +21, Occultism +19, Society +19, Stealth +17**Str** +6, **Dex** +3, **Con** +5, **Int** +3, **Wis** +5, **Cha** +7**Items** +1 striking *ghost touch spiked chain***AC** 29; **Fort** +19, **Ref** +17, **Will** +21; -2 to all saves vs. emotion effects**HP** 170; **Immunities** possession; **Weaknesses** cold iron 10**Speed** 30 feet**Melee** ✦ fist +22 (agile, evil, magical), **Damage** 2d8+12 bludgeoning plus Grab**Melee** ✦ antler +22 (evil, magical), **Damage** 2d12+12 piercing plus Knockdown**Melee** ✦ *spiked chain* +23 (disarm, evil, magical, trip), **Damage** 2d8+12 slashing plus Knockdown**Occult Innate Spells** DC 29; **7th plane shift** (self only; Astral or Material Plane only); **5th harm, illusory creature, mind probe, modify memory**; **4th dimension door** (at will); **2nd invisibility** (at will), *silence* (at will)**Bully the Departed** ✦ (auditory, emotion, mental, occult, enchantment) The skelm draws upon the spirit of one of his deceased victims, tormenting their soul beyond the grave. Until the end of his next turn, the soul skelm gains regeneration 15 (deactivated by force or good), and he deals an extra 1d8 evil damage on his Strikes.**Change Shape** ✦ (concentrate, occult, polymorph, transmutation) The skelm can take on the appearance of any Medium male humanoid. This doesn't change his Speed or his attack and damage bonuses with his Strikes but might change the damage type his Strikes deal.**Isolating Lash** ✦✦ (illusion, occult) The soul skelm makes a melee Strike. The skelm is flat-footed until the start of his next turn. If the Strike is successful, the skelm increases the number of damage dice by one, and the target must attempt a DC 29 Will save. On a failure, the target becomes invisible, inaudible, and otherwise imperceptible to its allies for 4 rounds, and it likewise can't see, hear, or otherwise perceive those allies. Regardless of the outcome, the creature is temporarily immune to Isolating Lash for 24 hours.

SKINSTITCH

CREATURE 5

UNCOMMON

N


LARGE



CONSTRUCT

MINDLESS


Perception +12; darkvision**Skills** Athletics +15**Str** +6, **Dex** +3, **Con** +5, **Int** -5, **Wis** +0, **Cha** +0**AC** 22; **Fort** +16, **Ref** +14, **Will** +7**HP** 95; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** fire 5**Pest Haven** The rotting hides and molding straw stuffing of skinstitches are ideal nesting grounds for vermin and insect swarms. Any animal swarm sharing a space with a skinstitch gains fast healing 3. Additionally, if a creature deals at least 10 piercing or slashing damage to the skinstitch at once, the swarm can use its swarming bites Strike (or similar attack) against the attacker as a reaction.**Speed** 25 feet**Melee** ✦ blade +15 (agile, sweep), **Damage** 2d4+8 slashing**Melee** ✦ cudgel +15 (forceful, reach 10 feet), **Damage** 2d8+8 bludgeoning**Flay** ✦✦ The skinstitch makes a blade Strike against an animal or humanoid. On a success, the skinstitch slices a long strip of flesh from the target; if the skinstitch dealt damage, it deals an additional 1d6 persistent bleed damage.**Stitch Skin** ✦ (manipulate) **Requirements** The skinstitch hasn't used this ability since the last time it successfully used its Flay ability; **Effect** The skinstitch sews flayed flesh to its body to seal tears and rents. The skinstitch regains 8 Hit Points.

SKULL PEELER**CREATURE 6****N** **SMALL** **BEAST****Perception** +17; low-light vision**Skills** Acrobatics +12, Athletics +15, Stealth +16**Str** +5, **Dex** +4, **Con** +3, **Int** -3, **Wis** +3, **Cha** +1**AC** 24; **Fort** +13, **Ref** +16, **Will** +11**HP** 75

Snatch Skull  **Trigger** The skull peeler is using Perfect Camouflage and a creature moves into a space within 15 feet of it; **Effect** The skull peeler Leaps toward the triggering creature and Strikes with its tongue. If this Strike is successful, the skull peeler automatically Grabs the target with its tongue.

Speed 20 feet, climb 15 feet, fly 10 feet**Melee**  tongue +17 (agile, fatal d12, reach 10 feet), **Damage** 2d4+8 slashing plus 1d8 persistent bleed**Melee**  claw +17, **Damage** 2d10+8 slashing

Anticoagulant The skull peeler's razor-sharp tongue is coated in an anticoagulant substance that makes wounds it inflicts particularly hard to close. The DC of the flat check to end the persistent bleed damage from a skull peeler's tongue is 16, or 11 with appropriate assistance.

Perfect Camouflage  (concentrate) **Requirements** The skull peeler is in a treetop or standing on a tree limb; **Effect** Until the next time it acts, the skull peeler hangs perfectly still, blending into the treetop surroundings. It has an automatic result of 36 on Stealth checks and DCs to Hide from any creature more than 10 feet away from it.

CLACKING SKULL SWARM

CREATURE 10

NE LARGE MINDLESS SWARM UNDEAD

Perception +18; darkvision**Skills** Acrobatics +19**Str** -3, **Dex** +3, **Con** +4, **Int** -5, **Wis** +2, **Cha** +4**AC** 29; **Fort** +20, **Ref** +19, **Will** +16**HP** 120, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, precision, unconscious; **Weaknesses** area damage 10, splash damage 10; **Resistances** bludgeoning 5, cold 10, electricity 10, fire 10, piercing 10, slashing 10**Boneshard Burst** When a skull swarm is reduced to 0 Hit Points, it erupts in an explosion of foul energy and bone fragments in a 30-foot burst, dealing 2d12 piercing damage and 2d12 negative damage (DC 29 basic Reflex save).**Chattering Teeth** (arcane, auditory, aura, emotion, enchantment, incapacitation, mental) 60 feet. A clacking skull swarm emits a cacophony of chattering. A creature entering or beginning its turn within the area must succeed at a DC 29 Will save or become confused for 1 round. A creature that successfully saves is immune to that swarm's chattering teeth for 24 hours. The swarm can stop or resume this ability as a free action.**Speed** 25 feet**Shrieking Scream** ◆◆ (auditory, emotion, enchantment, fear, mental) The clacking skull swarm emits a terrifying, painful scream that deals 10d6 sonic damage to all creatures in a 30-foot cone (DC 29 basic Will save). A creature that fails this save is also frightened 1 (frightened 2 on a critical failure). The swarm can't use Frightening Scream again for 1d4 rounds.**Swarming Gnaw** ◆ Each enemy in the swarm's space takes 4d8 piercing damage (DC 29 basic Reflex save).

FERAL SKULL SWARM

CREATURE 12

UNCOMMON

NE

HUGE

MINDLESS

SWARM

UNDEAD

Perception +21; darkvision, scent (imprecise) 30 feet**Skills** Acrobatics +22, Survival +21**Str** +0, **Dex** +4, **Con** +7, **Int** -5, **Wis** +3, **Cha** +4**Feral Trackers** A feral skull swarm gains a +2 circumstance bonus to Perception checks to Seek and to Survival checks to Track, both against any creature that has taken damage from the swarm's Feral Gnaw within the previous 24 hours.**AC** 32; **Fort** +25, **Ref** +22, **Will** +19**HP** 160, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, precision, unconscious; **Weaknesses** area damage 10, splash damage 10; **Resistances** bludgeoning 5, cold 10, electricity 10, fire 10, piercing 10, slashing 10**Boneshard Burst** When a skull swarm is reduced to 0 Hit Points, it erupts in an explosion of foul energy and bone fragments in a 30-foot burst, dealing 3d12 piercing damage and 2d12 negative damage (DC 32 basic Reflex save).**Speed** 40 feet**Feral Gnaw** ◆ Each enemy in the swarm's space takes 2d6 bludgeoning, 2d6 piercing, and 2d6 slashing damage (DC 32 basic Reflex save). A creature that fails its saving throw also takes 1d10 persistent bleed damage.**Frightening Howl** ◆ (auditory, emotion, enchantment, fear, mental) The feral skull swarm emits a terrifying howl. Each creature within 60 feet must succeed at a DC 32 Will save or become frightened 2 (frightened 3 and fleeing for 1 round on a critical failure). Whether it succeeds or fails its save, a creature is temporarily immune to Frightening Howl for 24 hours.

SORCEROUS SKULL SWARM

CREATURE 14

RARE **NE** **LARGE** **SWARM** **UNDEAD**

Perception +24; darkvision, *true seeing*


Skills Acrobatics +26, Arcana +28, Occultism +28

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

AC 34; **Fort** +22, **Ref** +26, **Will** +26; +1 status to all saves vs. magic

HP 190, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, swarm mind, unconscious; **Weaknesses** area damage 12, splash damage 12; **Resistances** bludgeoning 6, cold 12, electricity 12, fire 12, piercing 12, slashing 12


Boneshard Burst When a skull swarm is reduced to 0 Hit Points, it erupts in an explosion of foul energy and bone fragments in a 30-foot burst, dealing 3d12 piercing damage and 3d12 negative damage (DC 34 basic Reflex save).


Consume Spell  **Trigger** The swarm is targeted with a spell; **Effect** The swarm casts *dispel magic* to counteract the triggering spell. If it successfully counteracts the spell, it gains temporary Hit Points equal to twice the level of the counteracted spell that last for 1 minute.

Speed fly 40 feet

Arcane Innate Spells DC 36, attack +26; **7th** *dispel magic* (at will), *spell turning*; **Cantrips (7th)** *detect magic*, *mage hand*, *telekinetic projectile*;

Constant (7th) *true seeing*

Siphon Magic (arcane, illusion, mental)  The sorcerous skull swarm saps magic from nearby creatures. Any creature with the ability to cast spells (including innate spells) in the swarm's space takes 15d6 mental damage (DC 34 basic Will save); on a failure, the creature is also stupefied 2 (stupefied 3 on a critical failure).

Swarming Gnaw  Each enemy in the swarm's space takes 5d8 piercing damage (DC 34 basic Reflex save).

SKUNK

CREATURE -1

N

TINY

ANIMAL

Perception +5; low-light vision, scent (imprecise) 40 feet


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



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

AC 15; **Fort** +4, **Ref** +7, **Will** +3

HP 7

Speed 20 feet

Melee  jaws +7 (agile, finesse), **Damage** 1d8 piercing

Spray Musk   (poison) The skunk propels a stream of acrid musk in a 10-foot line. Each creature in the line must attempt a DC 16 Fortitude save.

Critical Success The target is unaffected.

Success The target is sickened 1.

Failure The target is sickened 2.

Critical Failure The target is sickened 2 and takes a -2 penalty to Stealth checks from the horrific odor for 24 hours or until the musk is removed or neutralized, requiring 10 minutes of thorough scrubbing with soap.

GIANT SKUNK

CREATURE 1

N **LARGE** **ANIMAL**

Perception +6; low-light vision, scent (imprecise) 40 feet

Skills Acrobatics +7, Athletics +6, Stealth +7

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

AC 16; **Fort** +8, **Ref** +9, **Will** +4

HP 21

Speed 25 feet

Melee **◆** jaws +8, **Damage** 1d6+3 piercing

Melee **◆** claw +8 (agile), **Damage** 1d4+3 slashing

Spray Blinding Musk **◆◆** (poison) The giant skunk propels potent, acrid musk in a 15-foot cone. Each creature in the line must attempt a DC 17 Fortitude save.

Critical Success The target is unaffected.

Success The target is sickened 1.

Failure The target is sickened 3.

Critical Failure The target is blinded for 1 round, becomes sickened 3, and takes a -2 penalty to Stealth checks from the horrific odor for 24 hours or until the musk is removed or neutralized, requiring 10 minutes of thorough scrubbing with soap.

SLITHERING PIT

CREATURE 7

RARE

N

MEDIUM

MINDLESS

OOZE

Perception +9; no vision, tremorsense (imprecise) 60 feet**Skills** Athletics +18, Stealth +10**Str** +7, **Dex** -5, **Con** +7, **Int** -5, **Wis** +0, **Cha** -5**Transparent** A successful DC 30 Perception check is required to notice a stationary slithering pit; a creature must be Searching to attempt this check. A creature that walks into the pit's space might fall into Dimensional Pit.**AC** 14 (10 from inside the Dimensional Pit); **Fort** +18, **Ref** +6, **Will** +11**HP** 220; **Immunities** acid, critical hits, mental, precision, unconscious, visual**Breach Vulnerability** Ingesting an extradimensional space like that found in a *bag of holding* deals 6d8 force damage to the slithering pit and its occupants. The slithering pit then immediately uses Out You Go.**Speed** 10 feet**Melee** ♦ pseudopod +18 (reach 10 feet), **Damage** 2d8+9 bludgeoning plus Improved Grab**Flurry of Pods** ♦♦ The slithering pit makes a pseudopod Strike against each target within range it doesn't already have grabbed. These attacks count toward the slithering pit's multiple attack penalty, but the penalty doesn't increase until after all of these attacks.**Dimensional Pit** ♦♦ (conjuration, extradimensional, occult) The slithering pit opens an extradimensional, 20-foot-deep pit that covers its own space and all adjacent squares unless they're walls or similar terrain. Any creature in or entering pit spaces must succeed at a DC 22 Reflex save or fall in, taking damage from the fall (typically 10 bludgeoning damage). Any grabbed creature falls in and is no longer grabbed, even if it was outside the pit squares. While a dimensional pit is open, the slithering pit is immobilized, can't be forced to move, and can make pseudopod Strikes originating from the walls of the pit. A creature that starts its turn at the bottom of the pit takes 2d6 acid damage. Climbing the pit requires a DC 22 Athletics check. When the slithering pit dies, the pit closes and creatures inside are ejected, with the effects of Out You Go.**Out You Go** ♦ The slithering pit closes all spaces it created using Dimensional Pit, ejecting all occupants into random free spaces where the pit opened. Each takes 4d6 bludgeoning damage (DC 22 basic Reflex save).

THREE-TOED SLOTH

CREATURE -1

N **TINY** **ANIMAL**

Perception +5; low-light vision, scent (imprecise) 30 feet

Skills Athletics +5 (+7 to Climb), Stealth +5 (+7 to Hide and Sneak while in a tree), Survival +4

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

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

HP 10

Speed 5 feet, climb 10 feet

Melee ✦ claw +6, **Damage** 1d6+2 slashing

Rend ✦ claw

SLOTH, MEGATHERIUM

CREATURE 5

N **HUGE** **ANIMAL**

Perception +13; low-light vision, scent (imprecise) 60 feet

Skills Athletics +16, Stealth +9, Survival +11

Str +7, **Dex** +2, **Con** +4, **Int** -4, **Wis** +2, **Cha** -1

AC 21; **Fort** +15, **Ref** +9, **Will** +11

HP 85

Musk (aura, olfactory) 20 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 19 Fortitude save or become sickened 1. While inside the aura, affected creatures take a -1 circumstance penalty to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

Speed 30 feet, climb 10 feet

Melee ✦ claw +15 (reach 10 feet), **Damage** 2d8+8 slashing plus Knockdown

Melee ✦ foot +15 (agile), **Damage** 2d6+8 bludgeoning

Rend ✦ claw

RAT SNAKE SWARM

CREATURE 2

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


Perception +8; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +10, Stealth +8


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

AC 16; **Fort** +8, **Ref** +10, **Will** +6

HP 20; **Immunities** precision, swarm mind; **Weaknesses** area damage 3, splash damage 3; **Resistances** bludgeoning 3, piercing 5, slashing 5

Mass Wriggle  **Trigger** The rat snake swarm takes damage from a melee Strike; **Effect** Snakes slither up and around the creature's weapon and limbs. The target must succeed at a DC 15 Will save or become frightened 1.

Speed 20 feet, climb 20 feet, swim 20 feet

Swarming Strikes  Each enemy in the swarm's space takes 1d8 piercing damage (DC 17 basic Reflex save).

VIPER SWARM

CREATURE 4

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

Perception +12; low-light vision, scent (imprecise) 60 feet

Skills Acrobatics +13, Stealth +11

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

AC 18; **Fort** +11, **Ref** +13, **Will** +10

HP 50; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 5, piercing 5, slashing 3

Speed 30 feet, climb 30 feet, swim 30 feet

Venom Spritz ♦♦ The vipers spray venom from their fangs in a defensive display. Each creature in a 10-foot cone is exposed to viper swarm venom but gains a +2 circumstance bonus to its initial saving throw against the poison.

Venomous Fangs ♦ Each enemy in the swarm's space takes 2d8 piercing damage (DC 21 basic Reflex save) plus viper swarm venom.

Viper Swarm Venom (poison) **Saving Throw** DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d6 poison damage and clumsy 1 (1 round); **Stage 3** 2d4 poison damage, clumsy 2, and enfeebled 1 (1 round)

HIERACOSPHINX

CREATURE 5

CE **LARGE** **BEAST****Perception** +14; darkvision**Languages** Sphinx**Skills** Acrobatics +11, Athletics +13, Intimidation +9, Survival +12**Str** +4, **Dex** +4, **Con** +3, **Int** -2, **Wis** +3, **Cha** +0**AC** 22; **Fort** +12, **Ref** +15, **Will** +10**HP** 70

Contingent Glyph (abjuration, occult) A hieracosphinx has an innate magical defense similar to a *contingency*. When they take a specific type of energy damage (varying by the individual sphinx), they can use their reaction to have the glyph cast *haste* on them. The glyph is then dormant for 1 week. A critical success to Recall Knowledge about a particular hieracosphinx (30 or higher on the check) reveals which damage type triggers the glyph.

Buck ➤ DC 23**Speed** 30 feet, fly 60 feet**Melee** ✦ beak +15, **Damage** 2d10+4 slashing**Melee** ✦ claw +15 (agile), **Damage** 2d8+4 slashing

Pounce ✦ The hieracosphinx Strides and makes a Strike at the end of that movement. If they began this action hidden, they remain hidden until after the attack.

Shriek ✦ (auditory, incapacitation) The hieracosphinx emits a shrill, ear-piercing shriek. Each non-sphinx in a 60-foot emanation must attempt a DC 22 Fortitude save. Any creature that attempts a save is temporarily immune for 24 hours.

Critical Success The creature is temporarily immune to that hieracosphinx's shriek for 24 hours.

Success The creature is deafened for 1 round.

Failure The creature is deafened for 1 minute and stunned 1.

ELDER SPHINX

CREATURE 16

RARE

N

HUGE

BEAST

Perception +31; darkvision, *true seeing***Languages** Common, Draconic, Sphinx; *tongues***Skills** Athletics +30, Bardic Lore +32, Deception +28, Diplomacy +30, Intimidation +28, Occultism +30**Str** +8, **Dex** +5, **Con** +6, **Int** +8, **Wis** +9, **Cha** +6**Bardic Lore** Sphinxes' love of puzzles and mysteries leads them to gather information on a broad range of topics. Sphinxes have the Bardic Lore bard feat, allowing them to Recall Knowledge on any topic.**AC** 38; **Fort** +28, **Ref** +25, **Will** +31**HP** 300**Speed** 40 feet, fly 60 feet**Melee** ♦ claw +32 (agile), **Damage** 3d8+16 slashing**Occult Innate Spells** DC 37; **8th** *clairaudience* (at will), *clairvoyance* (at will), *dispel magic*, *hallucinatory terrain*, *locate*, *read omens* (at will), *remove curse* (at will), *shape stone* (see idols of stone below), *true seeing*, *ventriloquism* (at will); **Cantrips (8th)** *detect magic*, *read aura*; **Constant (6th)** *tongues*, *true seeing***Rituals** DC 37; *commune*, *legend lore***Guardian Monolith** ♦♦ The elder sphinx transforms their body into stone or back to flesh. In stone form, the sphinx is paralyzed but has Hardness 14 and gains immunity to bleed, clumsy, disease, drained, enfeebled, fatigued, negative damage, petrified, poison, sickened, and wounded. They don't age or require food, water, or sleep. They can perceive their surroundings and cast their innate spells. *Stone to flesh* turns the elder sphinx from stone form back to flesh, and *flesh to stone* turns it from flesh form to stone form.**Idols of Stone** When the sphinx casts *shape stone*, they can shape the stone into a magical duplicate of themselves. When they cast *clairaudience*, *clairvoyance*, *locate*, or *ventriloquism*, they can make the effect come from any duplicate instead of themselves. The elder sphinx can concentrate for 1 minute to transfer their consciousness to any duplicate; the sphinx is then in their stone form from Guardian Monolith in that statue.

(Continued on card 330)

(Elder sphinx; continued from card 329)

The sphinx can have no more than four duplicate statues at a time. Casting *shape stone* at that point causes the oldest duplicate to crumble to dust.

Pose a Riddle ◆◆ (enchantment, incapacitation, linguistic, mental, occult) **Frequency** once per 10 minutes; **Effect** The sphinx recites a riddle and compels up to 10 creatures within 30 feet to answer (DC 37 Will save). The GM either runs the riddle out of character by timing the players' attempts, or picks an appropriate associated skill for the riddle, such as Religion for a riddle involving divine mysteries. The sphinx gains a +2 circumstance bonus to attack rolls and damage rolls against any creature that answers incorrectly even once. This bonus lasts for 1 day.

Critical Success The creature is unaffected, but it can choose to try to help solve the riddle.

Success The creature attempts to answer the riddle. Each round spending at least one action attempting a Recall Knowledge check with the chosen skill (or working on the answer, if using an out of game riddle). This lasts for 1 minute, until the creature successfully answers the riddle, or until an enemy takes a hostile action against the creature, whichever comes first.

Failure As success, but the creature must spend at least two actions each round attempting to answer.

Critical Failure As failure, but up to 1 hour.

Pounce ◆ The elder sphinx Strides and makes a Strike at the end of that movement. If they began this action hidden, they remain hidden until after the attack.

Warding Glyph Once per day, an elder sphinx can create a magical symbol as though casting a heightened *glyph of warding*. The sphinx usually shapes it to the form of a riddle and sets the password to the answer. A creature that doesn't speak the password must succeed at a DC 37 Will save or be affected by one of the following spells, chosen by the sphinx when creating the symbol: *visions of danger* (7th), *spirit blast* (6th), *synaptic pulse* (5th), *charm* (4th), *fear* (3rd), *phantom pain* (3rd), or *sleep* (3rd). The sphinx learns the identity of any creature that answers the riddle and tends to be friendly to them.

SPIRIT GUIDE, CUNNING FOX

CREATURE 1

N	SMALL	BEAST	INCORPOREAL	SPIRIT
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Perception +9; darkvision**Languages** Common, Sylvan; *tongues***Skills** Acrobatics +6, Deception +6, Stealth +8, Survival +5**Str** +1, **Dex** +3, **Con** +0, **Int** +2, **Wis** +2, **Cha** +1**AC** 16; **Fort** +5, **Ref** +8, **Will** +7**HP** 14; **Immunities** disease, paralyzed, poison, precision; **Resistances** all damage 2 (except force, *ghost touch*, or positive; double resistance vs. non-magical)**Speed** 40 feet**Melee** ✦ horn +6 (finesse, magical), **Damage** 1d8+1 force**Melee** ✦ jaws +6 (agile, finesse, magical), **Damage** 1d4+1 force**Primal Innate Spells** DC 17; **3rd** *wanderer's guide*; **1st** *detect poison*, *purify food and drink*; **Cantrips (1st)** *guidance*, *read aura*, *stabilize*; **Constant (5th)** *tongues***Bond with Mortal** ✦✦ (mental, necromancy, primal) **Frequency** once per day; **Effect** The spirit guide forms a bond with a mortal creature. The spirit guide increases their current and maximum Hit Points by 10, gains a +2 status bonus to their attack and damage rolls, and can communicate telepathically with the bonded mortal as long as the two beings are on the same plane. The spirit guide can only be bonded with one mortal at a time, and they can take this action again to end the bond or to form a new bond (which also ends the old bond). The bond also ends if the spirit guide or the mortal dies.






This bond strengthens the spirit guide's connection to the Material Plane. While bonded, the spirit guide loses the incorporeal and spirit traits, loses their immunities and resistances, and changes their Strikes to deal the appropriate physical damage (typically piercing or slashing) instead of force damage.

Bonded Strike ✦✦ **Requirements** The spirit guide is currently Bonded with a Mortal; **Effect** The spirit guide makes a jaws Strike. If this attack hits, the bonded mortal can spend their reaction to Strike the same target.

SPIRIT GUIDE, FEATHERED BEAR

CREATURE 10

N	LARGE	BEAST	INCORPOREAL	SPIRIT
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Perception +18; darkvision, scent (imprecise) 60 feet**Languages** Common, Sylvan; *tongues***Skills** Athletics +23, Intimidation +20, Survival +16**Str** +7, **Dex** +2, **Con** +5, **Int** +0, **Wis** +2, **Cha** +3**AC** 29; **Fort** +21, **Ref** +16, **Will** +18**HP** 160; **Immunities** disease, paralyzed, poison, precision; **Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)**Guardian's Aegis** (abjuration, aura, primal) 30 feet. All allies within 30 feet of the bear gain a +1 status bonus to saves against magical effects, or +2 if the effect originated from a demon or other chaotic evil fiend.**Avenging Claws**  **Trigger** A creature within 10 feet damages the feathered bear's ally with a melee attack; **Effect** The feathered bear immediately Steps toward the triggering attacker and makes a claws Strike.**Speed** 35 feet**Melee**  jaws +21 (magical), **Damage** 3d10+9 force**Melee**  claw +21 (agile, magical), **Damage** 3d6+9 force plus Grab**Primal Innate Spells** DC 27; **3rd** *barkskin*, *endure elements*, *haste*, *jump*, *longstrider*; **Constant (5th)** *tongues***Bond with Mortal**   (mental, necromancy, primal) **Frequency** once per day; **Effect** The spirit guide forms a bond with a mortal creature. While the bond exists, the spirit guide increases their current and maximum Hit Points by 20, gains a +2 status bonus to their attack and damage rolls, and can communicate telepathically with the mortal as long as the two beings are on the same plane. The spirit guide can be bonded with only one mortal at a time, and they can take this action again to end the bond or to form a new bond (which also ends the old bond). The bond ends if the spirit guide or the mortal dies. This bond strengthens the spirit guide's connection to the Material Plane. While bonded, the spirit guide loses the incorporeal and spirit traits, loses their immunities and resistances, and changes their Strikes to deal the appropriate physical damage (typically piercing or slashing) instead of force damage.

(Continued on card 333)

(Spirit guide, feathered bear; continued from card 332)

Bonded Strike ◆◆ **Requirements** The spirit guide is currently Bonded with a Mortal; **Effect** The spirit guide makes a jaws Strike. If this attack hits, the bonded mortal can spend their reaction to Strike the same target.

Feathered Charge ◆◆ The feathered bear Strides and makes a Strike at the end of that movement. During the Stride, the feathered bear ignores difficult terrain and greater difficult terrain, and they can move across air as easily as solid ground. If the feathered bear doesn't end their movement on solid ground, they fall as soon as the Strike is completed.

Mauler The feathered bear gains a +4 circumstance bonus to damage rolls against creatures they have grabbed.

SPRITE, NYKTERA**CREATURE -1****NG TINY FEY SPRITE****Perception** +6 (+8 to Seek creatures using hearing); low-light vision**Languages** Common, Sylvan; speak with bats**Skills** Acrobatics +5, Diplomacy +5, Stealth +5**Str** -3, **Dex** +3, **Con** +0, **Int** +0, **Wis** +2, **Cha** +3**Speak with Bats** A nyktera can communicate with bats and use Diplomacy to Make an Impression on bats and Request things from bats.**Wrath of Spurned Hospitality** A nyktera whose hospitality is betrayed becomes enraged at the violation of a fundamental aspect of their fey nature. They must succeed at a DC 20 Will save or begin involuntarily attacking the traitor. At the end of each of their turns, if they choose, they can attempt another Will save to end the effect; otherwise, the effect lasts until the traitor is subdued or leaves the nyktera's presence. As long as their righteous fury lasts, the nyktera gains a +2 status bonus to attack and damage rolls for their fist Strikes.**AC** 15; **Fort** +2, **Ref** +7, **Will** +6**HP** 10; **Weaknesses** cold iron 2**Speed** 10 feet, fly 40 feet**Melee** ✦ fist +7 (agile, finesse, magical), **Damage** 1d6-3 bludgeoning damage**Ranged** ✦ ultrasonic pulse +7 (evocation, magical, range 20 feet), **Damage** 1d4 sonic**Primal Innate Spells** DC 17; **1st** *heal*; **Cantrips (1st)** *dancing lights*, *ghost sound*

SPRITE, MELIXIE**CREATURE 0****CN** **TINY** **FEY** **SPRITE****Perception** +4; low-light vision**Languages** Common, Sylvan; speak with arthropods**Skills** Acrobatics +6, Confectionery Lore +6, Crafting +6, Stealth +6**Str** -1, **Dex** +4, **Con** +2, **Int** +2, **Wis** +0, **Cha** +3**Speak with Arthropods** A melixie can communicate with arthropods, such as insects, spiders, scorpions, crabs, and similar invertebrate animals. They can use Diplomacy to Make an Impression on arthropods and Request things from arthropods.**AC** 16; **Fort** +6, **Ref** +8, **Will** +4**HP** 17; **Weaknesses** cold iron 2**Speed** 10 feet, fly 40 feet**Melee** **◆** stinger +8 (agile, finesse, magical), **Damage** 1d6-1 bludgeoning damage**Ranged** **◆** sting shot +8 (evocation, magical, range 20 feet), **Damage** 1d6 poison**Primal Innate Spells** DC 17; **1st** *ant haul*; **Cantrips (1st)** *dancing lights*, *ghost sound***Sugar Rush** **◆** (manipulate) The melixie consumes a large quantity of sugar, honey, nectar, or similar sweets and goes into a frenzied state. The melixie immediately Strides or Flies. For the next 1d4+1 rounds, the melixie is quickened, and can use the additional action only to Stride or Fly. As soon as the rush ends, the melixie is fatigued for 1 minute.

SPRITE, DRAXIE

CREATURE 3

CG TINY FEY SPRITE

Perception +8; low-light vision**Languages** Common, Sylvan; telepathy (touch, *Bestiary* 3 306)**Skills** Acrobatics +9, Deception +10, Diplomacy +8, Nature +6, Stealth +11**Str** -1, **Dex** +4, **Con** +1, **Int** +3, **Wis** +1, **Cha** +3**AC** 19; **Fort** +6, **Ref** +11, **Will** +8**HP** 45; **Weaknesses** cold iron 5**Speed** 15 feet, fly 40 feet**Melee** ✦ jaws +11 (agile, finesse, magical), **Damage** 1d8+3 bludgeoning damage**Ranged** ✦ euphoric spark +7 (enchantment, magical, range 20 feet), **Damage** 2d4+3 mental**Primal Innate Spells** DC 20; **2nd** *faerie fire, invisibility*; **1st** *illusory disguise* (×3); **Cantrips (1st)** *dancing lights, ghost sound, prestidigitation***Breath Weapon** ✦✦ (emotion, enchantment, incapacitation, mental, primal) The draxie breathes pixie dust in a 15-foot cone, with a random effect determined each time they use their Breath Weapon. Each creature in the area must succeed at a DC 17 Will save or be affected. Roll 1d4 to determine the effect. The draxie can't use Breath Weapon again for 1d4 rounds.**1** The target takes the effects of the *charm* spell.**2** The target loses its last 5 minutes of memory.**3** The target takes the effects of a *sleep* spell.**4** The target becomes stupefied 2 and slowed 1 from euphoria.

SQUIRMING SWILL

CREATURE 2

CE SMALL UNDEAD

Perception +6; motion sense 60 feet, no vision**Skills** Acrobatics +7, Stealth +9**Str** -1, **Dex** +3, **Con** +3, **Int** -5, **Wis** +0, **Cha** -4**Magical Broth** (magical, necromancy) The squirming swill retains some residue from the magical broth it was stewed in. A creature can salvage the portion of a destroyed squirming swill that contains the greatest amount of this liquid by squeezing its remains. This liquid can be used as an oil or potion of the swill's level or lower, typically a *minor healing potion*, *nectar of purification*, or *oil of potency*. This consumable follows the normal rules for Activating an oil or potion.**Motion Sense** Squirming swill can sense nearby creatures through vibration and air or water movement.**AC** 17; **Fort** +11, **Ref** +9, **Will** +6; +2 status to all saves vs. curses**HP** 28, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious, visual; **Resistances** fire 2**Malodorous Smoke** (aura, conjuration, curse, magical, olfactory) 15 feet. The squirming swill reeks of food that is simultaneously burned and spoiled. A creature that enters or starts its turn in the emanation must succeed at a DC 17 Fortitude save or become sickened 1 (sickened 2 on a critical failure). A creature that succeeds at its save is temporarily immune for 1 minute.

When a creature succeeds at a Fortitude save to recover from this sickness, it regurgitates a chunk of food that immediately slithers away to join the swill, restoring 3 Hit Points to the swill.

Speed 20 feet, swim 15 feet**Melee** ♦ offal +9 (finesse, magical), **Damage** 1d10-1 plus 1d6 fire and slippery grease**Ranged** ♦ scalding oil +9 (fire, magical, range increment 30 feet), **Damage** 2d6 fire**Slippery Grease** The first time on its turn that the squirming swill hits a creature with its offal Strike, hot grease from its body splatters the ground in the target's space. The target must succeed at a DC 17 Reflex save or Acrobatics check, falling prone on a failure.

SQUIRREL SWARM

CREATURE 1

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

Perception +6; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +7, Stealth +7, Survival +4

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

AC 16; **Fort** +5, **Ref** +8, **Will** +4

HP 16; **Immunities** precision, swarm mind; **Weaknesses** area damage 3, splash damage 3; **Resistances** piercing 3, slashing 3

Speed 25 feet, climb 15 feet

Nibble ◆ Each enemy in the squirrel swarm's space takes 1d6 piercing damage (DC 15 basic Reflex save).

Scrabbling Swarm ◆ The squirrels clamber over the creatures in their space. Each such creature must succeed at a DC 17 Reflex save or become clumsy 1 as long as it remains in the swarm's space.

GIANT FLYING SQUIRREL

CREATURE 2

N **SMALL** **ANIMAL**

Perception +8; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +8, Athletics +6, Stealth +8


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


AC 18; **Fort** +7, **Ref** +10, **Will** +6

HP 30

Speed 25 feet, climb 25 feet

Melee  jaws +11, **Damage** 1d8+4 piercing

Melee  claw +11 (agile, finesse), **Damage** 1d6+4 slashing

Glide  The giant flying squirrel glides through the air. It moves up to 40 feet horizontally and descends an equal distance. If it's still in the air and takes an action other than Gliding or ends its turn, it falls.

STHENO HARPIST

CREATURE 1

RARE

N

HUMANOID

STHENO

Perception +4**Languages** Common; speak with snakes**Skills** Crafting +4, Diplomacy +7, Performance +7 (+8 for stringed instruments), Stealth +5**Str** +0, **Dex** +2, **Con** +3, **Int** +1, **Wis** -1, **Cha** +4**Snake Search** When the stheno harpist Searches or Seeks, their snakes try to help too, rolling a separate Perception check with a modifier of -1 instead of +4. If the snakes notice something, they try to notify the stheno, though they are no more intelligent than normal snakes and might find different things interesting than the stheno does.**Speak With Snakes** The stheno harpist can communicate with snakes, including the ones in their hair, and can use Diplomacy to Make an Impression on snakes and Request things from snakes.**Items** harp, leather armor, rapier, shortbow**AC** 16; **Fort** +8, **Ref** +7, **Will** +4**HP** 19**Speed** 25 feet**Melee** ✦ rapier +7 (deadly d8, disarm, finesse), **Damage** 1d6 piercing**Melee** ✦ snake fangs +7 (agile, finesse), **Damage** 1d4 piercing**Ranged** ✦ shortbow +7 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing**Occult Spontaneous Spells** DC 17; **1st** (2 slots) *phantom pain, soothe*; **Cantrips (1st)** *dancing lights, detect magic, ghost sound, inspire courage, prestidigitation, shield*

STRIX KINMATE

CREATURE 2

UNCOMMON

LN

MEDIUM

HUMANOID

STRIX

Perception +9; low-light vision**Languages** Common, Strix**Skills** Acrobatics +8, Nature +7, Survival +9**Str** +2, **Dex** +4, **Con** +0, **Int** +0, **Wis** +3, **Cha** +0**Items** leather armor, shortbow (20 arrows), shortsword**AC** 18; **Fort** +6, **Ref** +10, **Will** +7**HP** 24**Speed** 25 feet, fly 25 feet**Melee** ✦ shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+4 piercing**Melee** ✦ talon +10 (agile, finesse), **Damage** 1d6+4 slashing**Ranged** ✦ shortbow +10 (deadly d10, range increment 60 feet), **Damage** 1d6+2 piercing**Strix Camaraderie** Strix kinmates are tightly bonded to one another, adept at teamwork and supporting each other's attacks. If an enemy is within reach of both the kinmate and one other strix, that enemy is flat-footed to all strix.**Strix Vengeance** ✦ (emotion, mental) **Frequency** once per 10 minutes; **Trigger** The kinmate or a strix ally they can see is damaged by an enemy's critical hit; **Effect** Until the end of their next turn, the kinmate gains a +1d6 status bonus to damage rolls on Strikes they make against the triggering enemy.

SUMBREIVA

CREATURE 16

LE LARGE HUMANOID NEGATIVE

Perception +29; greater darkvision, scent (imprecise) 30 feet**Languages** Aklo, Necril**Skills** Athletics +32, Intimidation +30, Stealth +35, Survival +29**Str** +8, **Dex** +9, **Con** +3, **Int** +6, **Wis** +5, **Cha** +4**AC** 39; **Fort** +25, **Ref** +33, **Will** +27**HP** 290, negative healing; **Immunities** death effects, drained**Attack of Opportunity** ↻**Hunter's Triumph** ↻ (auditory, emotion, fear, mental) **Trigger** The sumbreiva kills a creature; **Effect** The sumbreiva lets out a triumphant, bone-chilling howl. Every enemy in a 30-foot emanation must succeed at a DC 36 Will save or become frightened 3 (and fleeing as long as it's frightened on a critical failure).**Speed** 50 feet**Melee** ✦ sumbreiva huntblade +33 (agile, death, finesse, magical, versatile S), **Damage** 3d8+16 piercing plus huntblade brutality**Melee** ✦ shadow whip +33 (agile, death, disarm, finesse, magical, reach 10 feet, trip), **Damage** 3d4+16 bludgeoning plus Improved Grab**Ranged** ✦ sumbreiva huntblade +33 (agile, death, magical, thrown 30 feet, versatile S), **Damage** 3d8+16 piercing plus huntblade brutality**Arcane Innate Spells** DC 36; **4th** *darkness*, *earthbind***Claim Trophy** ✦ The sumbreiva claims the soul of a creature they killed within the last minute. This works like *bind soul*, except that no black sapphire is required and the soul is turned into a glowing blue light called a *soul trophy*. Anyone who kills the sumbreiva can then free the soul from any *soul trophy* by touching it and speaking the word for "freedom" in any language.**Huntblade Brutality** The sumbreiva's huntblade deals an additional 2d8 damage to drained, flat-footed, or frightened creatures.**Whip Drain** ✦ (arcane, death, necromancy) **Requirements** The sumbreiva has a creature grabbed with their shadow whip; **Effect** The grabbed creature must succeed at a DC 38 Fortitude save or become drained 2 (drained 3 on a critical failure). If the creature is already drained, this increases its drained value instead, to a maximum of drained 4.


SWORDKEEPER**CREATURE 10****UNCOMMON****LN****LARGE****CONSTRUCT****MINDLESS****Perception** +20**Languages** Common**Skills** Acrobatics +21, Athletics +23**Str** +7, **Dex** +5, **Con** +5, **Int** -5, **Wis** +2, **Cha** -5**Items** +1 striking disrupting longsword



Central Weapon A swordkeeper contains a weapon of a level no higher than the swordkeeper in a central chamber. While it is operational, the chamber requires four successful DC 32 Thievery checks to Disable a Device to open; on a critical failure, backlash deals 6d6 force damage (DC 30 basic Reflex save). If the swordkeeper is immobilized, grabbed, prone, or stunned, both DCs are reduced by 2. If the weapon is removed, the swordkeeper's echoblades vanish.


AC 29 (31 with guard raised); **Fort** +21, **Ref** +19, **Will** +14**HP** 285; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison**Attack of Opportunity** ↻**Speed** 20 feet**Melee** ✦ echoblade +23 (magical, reach 10 feet, versatile P), **Damage** 2d8+13 slashing plus 1d8 force**Melee** ✦ fist +23 (agile, reach 10 feet), **Damage** 2d8+13 bludgeoning**Ranged** ✦ echoblade +23 (agile, magical, thrown 30 feet), **Damage** 2d8+13 slashing plus 1d8 force

Echoblade Flurry ✦ **Frequency** once per round; **Effect** The swordkeeper makes two melee echoblade Strikes. If both Strikes hit the same creature, combine their damage for the purpose of resistances and weakness. Apply the swordkeeper's multiple attack penalty normally. (Continued on card 344)

(Swordkeeper; continued from card 343)

Project Echoblade  **Requirements** The swordkeeper has a central weapon; **Effect** The swordkeeper projects a force copy of its central weapon that deals 1d8 additional force damage and gains thrown 30 feet. Echoblades inherit the weapon damage dice, weapon traits, and runes of the central weapon, but no other abilities or activations. The swordkeeper gains access to their critical specialization effects. The swordkeeper can have up to four echoblades at once; unattended echoblades vanish at the end of the swordkeeper's turn.

Colossal Echo   (force) **Requirements** The swordkeeper has a central weapon; **Effect** The swordkeeper projects a massive echoblade held in all four hands, dealing 9d8 force damage to all creatures in a 30-foot line (DC 30 basic Reflex save). It can't use Colossal Echo again for 1d4 rounds.

Raise Guard  **Effect** The swordkeeper raises an echoblade to protect itself, gaining a +2 circumstance bonus to AC until the start of its next turn.

TATTOO GUARDIAN

CREATURE 3




UNCOMMON

N



SMALL

CONSTRUCT

MINDLESS

Perception +8; darkvision**Skills** Acrobatics +11**Str** +3, **Dex** +4, **Con** +1, **Int** -5, **Wis** +1, **Cha** +2**AC** 19; **Fort** +8, **Ref** +11, **Will** +6**HP** 50; **Immunities** critical hits, death effects, disease, doomed, drained, fatigued, grabbed, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, precision, prone, sickened, unconscious**Retaliate**  **Trigger** A creature within the tattoo guardian's reach attacks the guardian's ward; **Effect** The tattoo guardian makes an ink blade Strike against the triggering creature.**Speed** fly 10 feet**Melee**  ink blade +10, **Damage** 1d12+5 slashing**Bond with Ward**  (concentrate, move) **Requirements** The tattoo guardian is adjacent to its ward; **Effect** The tattoo guardian enters its ward's space and applies itself to the creature's flesh or another suitable surface on the creature. The tattoo guardian occupies the same space as its ward and moves with its ward.

While worn, the tattoo guardian establishes a constant *shield other* effect with its ward. Attacks that target the tattoo guardian target the ward instead, but use the higher AC or saving throw values between the tattoo guardian and the ward. Area effects apply to both the tattoo guardian and the ward, as normal for an area effect.

Fly Free  (concentrate, move) **Requirements** The tattoo guardian is Bonded with its Ward; **Effect** The tattoo guardian removes itself from the ward and enters an adjacent space.**Interpose**  **Requirements** The tattoo guardian is Bonded with or adjacent to its ward; **Effect** The tattoo guardian interposes itself between the ward and its foes, granting its ward a +2 circumstance bonus to AC until the start of the guardian's next turn.

TERRA-COTTA SOLDIER**CREATURE 6****N****MEDIUM****CONSTRUCT****Perception** +14**Languages** Common (can't speak any language)**Skills** Athletics +15, Intimidation +15**Str** +5, **Dex** +4, **Con** +5, **Int** +1, **Wis** +2, **Cha** +3**Items** composite longbow (10 arrows), longsword, steel shield (Hardness 5, HP 20, BT 10)**AC** 24 (26 with shield raised); **Fort** +17, **Ref** +14, **Will** +10**HP** 120; **Immunities** death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** bludgeoning 10**Attack of Opportunity** ↻**Shield Block** ↻**Speed** 25 feet**Melee** ✦ longsword +17 (versatile P), **Damage** 2d8+8 slashing**Ranged** ✦ composite longbow +16 (deadly d10, propulsive, range increment 100 feet, volley 30 feet), **Damage** 2d8+6 piercing

TERRA-COTTA GARRISON

CREATURE 13

N	GARGANTUAN	CONSTRUCT	TROOP
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Perception +22**Languages** Common (can't speak any language)**Skills** Athletics +26, Intimidation +23**Str** +7, **Dex** +2, **Con** +6, **Int** +2, **Wis** +3, **Cha** +4**AC** 27 (29 with shields raised); **Fort** +25, **Ref** +19, **Will** +20**HP** 240 (16 squares); **Thresholds** 160 (12 squares), 80 (8 squares);**Immunities** death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** area damage 15, bludgeoning 10, splash damage 8**Attack of Opportunity** ↻**Shield Block** ↻**Troop Defenses****Speed** 25 feet; troop movement**Aim as One** ♦♦ The troop launches a ranged attack in the form of a 10-foot burst within 100 feet that deals 3d8+11 damage (DC 25 basic Reflex save). When the garrison is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.**Form Up** ♦**Raise Shields** ♦ The troop raises steel shields, with the effects of Raise a Shield.**Strike as One** ♦ to ♦♦♦ **Frequency** once per round; **Effect** The garrison makes a melee attack against each enemy within 5 feet (DC 30 basic Reflex save). The damage depends on the number of actions: ♦ 2d8 slashing damage; ♦♦ 3d8+10 slashing damage; ♦♦♦ 4d8+13 slashing damage**Troop Movement** Whenever a troop Strides, it first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to its Speed. This works just like a Gargantuan creature moving; for instance, if any square enters difficult terrain, the extra movement cost applies to the whole troop.

TERROR BIRD

CREATURE 2

N **LARGE** **ANIMAL**

Perception +6; low-light vision

Skills Acrobatics +9, Athletics +10

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

AC 17; **Fort** +11, **Ref** +9, **Will** +4

HP 30

Speed 50 feet

Melee ✦ beak +10 (reach 10 feet), **Damage** 1d8+4 piercing plus tearing clutch

Melee ✦ talon +10 (agile), **Damage** 1d6+4 piercing plus Knockdown

Sprint ✦✦ **Frequency** once per minute; **Effect** The terror bird Strides three times in a straight line.

Tearing Clutch The terror bird's powerful beak can tear through flesh. On a successful beak Strike, the target takes 1 persistent bleed damage. This bleed damage increases to 1d4 on a critical hit.

TERROR SHRIKE

CREATURE 4

N **LARGE** **ANIMAL**

Perception +11; low-light vision

Skills Acrobatics +12, Athletics +13

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

AC 20; **Fort** +13, **Ref** +12, **Will** +7

HP 60

Speed 60 feet

Melee ✦ beak +13 (reach 10 feet), **Damage** 2d8+5 piercing plus tearing clutch

Melee ✦ talon +13 (agile), **Damage** 2d6+5 piercing plus Knockdown

Sprint ✦✦ **Frequency** once per minute; **Effect** The terror shrike Strides three times in a straight line.

Stunning Screech ✦ (auditory, emotion, fear, mental) The terror shrike unleashes a haunting screech that causes prey to freeze in fear. Each creature in a 30-foot emanation other than terror birds must attempt a DC 19 Will save. Regardless of the result, creatures are then temporarily immune for 1 minute.

Critical Success The creature is unaffected.

Success The creature is flat-footed until the start of its turn.

Failure The creature is stunned 1.

Critical Failure The creature is stunned 2.

Sudden Charge ✦✦ The terror shrike Strides twice. If it ends its movement within melee reach of one creature, it can make a melee Strike against that creature.

Tearing Clutch The terror shrike's powerful beak can tear through flesh. On a successful beak Strike, the target takes 1 persistent bleed damage. This bleed damage increases to 1d8 on a critical hit.

TIDDALIK

CREATURE 7

NE

HUGE

AMPHIBIOUS

BEAST

Perception +15; low-light vision**Languages** Common**Skills** Athletics +19, Stealth +11**Str** +6, **Dex** +2, **Con** +6, **Int** -2, **Wis** +4, **Cha** +0**AC** 22; **Fort** +19, **Ref** +11, **Will** +15**HP** 155

Deluge A creature can provoke a waterlogged tiddalik (see Drink Abundance below) into laughing and releasing its stored water with a successful DC 25 check to Perform a joke or funny story. The tiddalik also disgorges its water automatically if it dies while waterlogged, or can voluntarily Deluge as a 3-action activity that has the concentrate trait.

The mass of stored water swamps a 10-foot emanation, dealing 8d6 bludgeoning damage to creatures in the area (DC 25 basic Reflex save) and making the area difficult terrain for 1 day. The tiddalik can't use its spit Strike or Expel Wave until it next Drinks in Abundance.

Speed 25 feet, or 10 feet while waterlogged**Melee** **◆** bite +19 (reach 10 feet), **Damage** 2d10+9 piercing plus Grab**Ranged** **◆** spit +15 (range increment 30 feet), **Damage** 2d10+9 bludgeoning

Drink Abundance (downtime) The tiddalik spends a day or more drinking from a water source. If the water source is equal to or greater in volume than itself, the tiddalik consumes 5,000 gallons of water per day and becomes waterlogged. While waterlogged, it can use its spit Strike, Expel Wave, and its deluge ability, but its Speed is reduced to 10 feet. If the water source is smaller than the tiddalik, it consumes the water but does not become waterlogged.

Expel Wave **◆◆** **Requirements** The tiddalik is waterlogged; **Effect** The tiddalik expels a wave of water in a 60-foot cone that deals 6d6 bludgeoning damage (DC 25 basic Reflex save). Creatures that fail the save are pushed back 5 feet (10 feet on a critical failure). The tiddalik can't use Expel Wave again for 1d4 rounds.

TIDEHAWK

CREATURE 12

RARE

N

HUGE

AMPHIBIOUS

BEAST

WATER

Perception +24; darkvision, wavesense (imprecise) 120 feet**Languages** Aquan, Auran, Common**Skills** Acrobatics +23, Athletics +21, Nature +24**Str** +5, **Dex** +7, **Con** +5, **Int** +4, **Wis** +6, **Cha** +4**AC** 32; **Fort** +21, **Ref** +25, **Will** +22**HP** 213, regeneration 20 (deactivated by fire), self-resurrection; **Weaknesses** fire 15; **Resistances** cold 10**Self-Resurrection** (healing, necromancy, primal) When a tidehawk dies, it melts into rainwater. If this rain falls into a body of water, such as a lake, the tidehawk returns to life fully healed 1d4 rounds later. This happens only if there are remains to resurrect. A tidehawk that dies above land must wait until its rainwater enters a body of water to resurrect. A tidehawk can self-resurrect only once per year.**Speed** 25 feet, fly 50 feet, swim 50 feet**Melee** ♦ beak +26 (finesse, magical, reach 15 feet), **Damage** 3d12+11 piercing**Melee** ♦ talon +26 (agile, finesse, magical, reach 15 feet), **Damage** 3d8+11 slashing**Ranged** ♦ break swell +26 (range increment 30 feet), **Damage** 3d8+11 bludgeoning plus Knockdown**Primal Innate Spells** DC 32; **6th** *cone of cold*, *control water*, *heal* (×2), *hydraulic torrent*, *mariner's curse*; **Cantrips (6th)** *detect magic***Oceanic Armor** ♦ (abjuration, primal, water) **Requirements** The tidehawk is within 120 feet of a Huge or larger body of water; **Effect** The tidehawk dons watery armor. The tidehawk gains a +2 circumstance bonus to AC until the start of its next turn. If the tidehawk takes damage from a melee Strike, the water explodes, dealing 4d8 bludgeoning damage (DC 32 basic Reflex save) to the attacking creature and ending the armor.**Typhoon Dive** ♦♦ (evocation, primal, water) **Requirements** The tidehawk is Flying; **Effect** The tidehawk Flies up to its Speed, diving below the surface of deep water to cause a surging wave that deals 6d6 bludgeoning damage (DC 32 basic Reflex save) to each creature within a 60-foot emanation of where the tidehawk dove. The area becomes difficult terrain until the start of the tidehawk's next turn.

TIKBALANG

CREATURE 9

UNCOMMON

CN

LARGE

BEAST

Perception +16; low-light vision**Languages** Common, Sylvan**Skills** Athletics +20 (+22 to Grapple), Deception +21, Nature +14, Stealth +17, Survival +16**Str** +5, **Dex** +4, **Con** +4, **Int** -1, **Wis** +3, **Cha** +6**AC** 27; **Fort** +19, **Ref** +17, **Will** +14**HP** 197; **Weaknesses** mental 10**Believe the Lie** The tikbalang takes a -2 circumstance penalty to saves against illusion spells, and to their Will DC against checks to Lie to them.**Speed** 30 feet**Melee** ✦ fist +20 (agile), **Damage** 2d6+8 bludgeoning**Melee** ✦ hoof +20 (reach 10 feet), **Damage** 2d10+8 bludgeoning**Occult Innate Spells** DC 29; **8th** maze (once per week); **4th** *hallucinatory terrain, hypnotic pattern***Change Shape** ✦ (concentrate, occult, polymorph, transmutation)
The tikbalang takes on the appearance of any Medium or Large humanoid. This doesn't change the tikbalang's Speed or their attack and damage modifiers with their Strikes.**Flailing Thrash** ✦✦ The tikbalang makes two fist Strikes, with each Strike dealing an extra 1d6 damage against creatures grabbing or grabbed by the tikbalang. The multiple attack penalty doesn't increase until after both attacks.**Unnatural Leap** ✦ The tikbalang jumps up to their Speed horizontally, or half that vertically.

ELYSIAN TITAN

CREATURE 21

RARE

CG

GARGANTUAN

HUMANOID

TITAN

Perception +36; darkvision, *true seeing*

Languages Abyssal, Celestial, Common; telepathy 100 feet

Skills Acrobatics +36, Athletics +43, Crafting +37, Diplomacy +37, Intimidation +35, Religion +37, Survival +37

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

Items +2 *greater resilient breastplate*, +3 *greater striking greatpick*

AC 46; **Fort** +37, **Ref** +34, **Will** +35; +4 status to all saves vs. mental

HP 400; **Immunities** death effects, disease

Impossible Stature (aura, divine, illusion, mental) 100 feet. Titans warp perception and distance around them to seem even larger and more imposing. A creature that enters or begins its turn within the emanation must succeed at a DC 44 Will save or its movement toward the titan is movement over difficult terrain (greater difficult terrain on a critical failure) for 1 round.

Speed 40 feet; *air walk*

Melee ✦ *greatpick* +41 (fatal d12, magical, reach 30 feet), **Damage** 4d10+20 piercing

Melee ✦ fist +38 (agile, reach 30 feet), **Damage** 4d8+20 bludgeoning

Ranged ✦ rock +38 (brutal, range increment 200 feet), **Damage** 3d12+20 bludgeoning

Divine Innate Spells DC 44; **10th** *meteor swarm*, *revival*; **8th** *dispel magic* (at will), *freedom of movement* (at will); **7th** *plane shift* (at will); **6th** *scrying* (×3); **5th** *sending* (×3); **Constant (10th)** *air walk*, *true seeing*

Divine Rituals DC 44; *freedom*

Throw Rock ✦

Titanic Grasp ✦ The titan makes a fist Strike against a creature affected by their Impossible Stature, even if it's outside of the titan's normal reach. On a hit, the titan automatically Grabs the creature and, if out of their reach, pulls it within reach.

Wide Cleave ✦✦ The titan makes a melee weapon Strike against each foe within their reach. This counts as three attacks for the titan's multiple attack penalty.

THANATOTIC TITAN

CREATURE 22

RARE CE GARGANTUAN HUMANOID TITAN

Perception +36; darkvision, *true seeing***Languages** Abyssal, Celestial, Common; telepathy 100 feet**Skills** Athletics +45, Crafting +41, Deception +36, Intimidation +38, Religion +38, Stealth +36**Str** +10, **Dex** +4, **Con** +9, **Int** +8, **Wis** +6, **Cha** +8**Items** +2 *greater resilient full plate*, +3 *greater striking halberd***AC** 46; **Fort** +37, **Ref** +34, **Will** +35; +4 status to all saves vs. mental or divine**HP** 540; **Immunities** death effects, disease**Impossible Stature** (aura, divine, illusion, mental) 100 feet. Titans warp perception and distance around them to seem even larger and more imposing. A creature that enters or begins its turn within the emanation must succeed at a DC 45 Will save or its movement toward the titan is movement over difficult terrain (greater difficult terrain on a critical failure) for 1 round.**Attack of Opportunity** ☞ The titan can use their Attack of Opportunity when a creature within their reach uses a concentrate action, in addition to its normal trigger. They disrupt actions on any hit, not just a critical hit—including triggering concentrate actions.**Speed** 40 feet; *air walk***Melee** ♦ *halberd* +42 (magical, reach 40 feet, versatile S), **Damage** 4d10+25 piercing**Melee** ♦ foot +39 (agile, reach 30 feet), **Damage** 4d8+20 bludgeoning**Ranged** ♦ rock +39 (brutal, range increment 200 feet), **Damage** 3d12+20 bludgeoning**Divine Innate Spells** DC 45; **10th** *massacre*, *meteor swarm*; **8th** *dispel magic* (at will), *spiritual epidemic* (at will), *suggestion* (at will); **7th** *spell turning*; **6th** *scrying* (×3); **5th** *sending*; **Constant (10th)** *air walk*, *true seeing***Divine Rituals** DC 45; *planar ally*, *resurrect*

(Continued on card 355)

[Thanatotic titan; continued from card 354]

Godslayer ◆ (divine) **Trigger** The titan damages a creature capable of using divine spells or abilities; **Effect** The creature must attempt a DC 45 Will save.

Critical Success The creature is unaffected.

Success The creature can't use divine spells or abilities for 1 round and is frightened 2. Only powerful non-divine magic, such as *wish*, can undo this effect.

Failure As success, but the duration is 1 minute.

Critical Failure As success, but the duration is unlimited.

Throw Rock ◆ (divine, transmutation; *Bestiary* 3 306) If a titan's rock Strike isn't a critical failure, the rock explodes, dealing 10d6 damage of a damage type of the titan's choice to all creatures in a 20-foot burst (DC 45 basic Reflex save).

Titanic Charge ◆◆ The titan Strides twice and makes a melee Strike. If the Strike hits, the titan can cast *earthquake* centered on the target as a free action.

Trample ◆◆◆ Huge or smaller, foot, DC 45

Wide Cleave ◆◆ The titan makes a melee weapon Strike against each foe within their reach. This counts as three attacks for the titan's multiple attack penalty.

DANAVA TITAN

CREATURE 23

RARE




LN

GARGANTUAN

HUMANOID

TITAN

WATER

Perception +41; darkvision, *true seeing*, wavesense (imprecise) 100 feet**Languages** Abyssal, Aquan, Celestial; telepathy 100 feet**Skills** Acrobatics +39, Arcana +43, Athletics +46, Crafting +43, Nature +41, Occultism +43, Religion +41, Society +43**Str** +11, **Dex** +8, **Con** +10, **Int** +10, **Wis** +8, **Cha** +6**Items** +3 *major striking greatclub***AC** 49; **Fort** +41, **Ref** +37, **Will** +37; +4 status to all saves vs. mental or divine**HP** 470; **Immunities** death effects, disease**Hadalic Presence** (divine, illusion, mental, water) Creatures that fail their Will save against the titan's Impossible Stature aura also experience the crushing depths and darkness of the ocean floor. Such creatures see as if in an area of *darkness* (10th level), and the titan can use their wavesense to detect such creatures as a precise sense, even if neither are in water. On a critical failure, the creature is also immobilized.**Impossible Stature** (aura, divine, illusion, mental) 100 feet. Titans warp perception and distance around them to seem even larger and more imposing. A creature that enters or begins its turn within the emanation must succeed at a DC 46 Will save or its movement toward the titan is movement over difficult terrain (greater difficult terrain on a critical failure) for 1 round.**Relentless** The titan is as ever-moving as ocean waves. They're permanently quickened 1, and the extra action can only be used to Stride, Strike, or Sustain a Spell, or as one of the actions necessary to cast *dispel magic*.**Roiling Rebuke**  **Trigger** A creature within 200 feet targets the titan with or includes the titan in the area of an attack, spell, or other effect; **Effect** The titan makes a benthic wave Strike (card 357) against the triggering creature. If the Strike hits, the titan disrupts the triggering action.**Speed** 50 feet, swim 40 feet; *air walk*, *water walk***Melee**  *greatclub* +43 (backswing, magical, reach 40 feet, shove), **Damage** 4d10+20 bludgeoning plus 2d12 cold**Melee**  foot +40 (agile, reach 30 feet), **Damage** 4d8+20 bludgeoning plus 2d12 cold

(Continued on card 357)

(Danava titan; continued from card 356)

Ranged ◆ benthic wave +40 (brutal, magical, range 200 feet, water),

Damage 4d6+20 bludgeoning plus 2d12 cold

Divine Innate Spells DC 46, attack +38; **10th** *implosion*; **9th** *control water* (at will), *dispel magic* (at will), *eclipse burst* (×3), *heal* (×3), *hydraulic push* (×3), *hydraulic torrent* (×3); **Constant (10th)** *air walk*, *true seeing*, *water walk*

Rituals DC 46; *control weather*, *planar binding*, *resurrect*; doesn't require secondary casters

Trample ◆◆◆ Huge or smaller, foot, DC 46

Wide Cleave ◆◆ The titan makes a melee weapon Strike against each foe within their reach. This counts as three attacks for the titan's multiple attack penalty.

HEKATONKHEIRES TITAN

CREATURE 24






RARE

CE

GARGANTUAN

ABERRATION

TITAN

Perception +43; darkvision, *true seeing***Languages** Abyssal, Aklo, Celestial, Common; telepathy 100 feet**Skills** Acrobatics +42, Athletics +48, Intimidation +45, Occultism +41, Survival +39**Str** +12, **Dex** +10, **Con** +12, **Int** +7, **Wis** +7, **Cha** +9**AC** 52, all-around vision; **Fort** +44, **Ref** +40, **Will** +37; +4 status to all saves vs. mental or divine**HP** 500; **Immunities** death effects, disease**Impossible Stature** (aura, illusion, occult, mental) 120 feet. Titans warp perception and distance around them to seem even larger and more imposing. A creature that enters or begins its turn within the emanation must succeed at a DC 48 Will save or its movement toward the titan is movement over difficult terrain (greater difficult terrain on a critical failure) for 1 round.**Attack of Opportunity**  The hekatonkheires gains 99 extra reactions on their turn that they can only use to make Attacks of Opportunity.**Speed** 60 feet; *air walk, freedom of movement***Melee**  *void weapon* +45 (magical, reach 50 feet, versatile P, versatile S), **Damage** 4d12+18 bludgeoning plus 2d12 force**Ranged**  *void weapon* +43 (magical, thrown 200 feet, versatile P, versatile S), **Damage** 4d12+18 bludgeoning plus 2d12 force**Occult Innate Spells** DC 48; **9th** *bind soul, dimension door, plane shift, weird*; **Constant (10th)** *air walk, freedom of movement, true seeing***Demolish Veil**  **Frequency** once per month; **Trigger** The titan casts *plane shift*; **Effect** The titan arrives in a storm of shattered planar barriers. This has the effects of a 10th-level *storm of vengeance*.**Hundred-Dimension Grasp**  The titan reaches between realities to drag foes closer. They attempt an Athletics check and compare the result to the Fortitude DCs of all foes within 120 feet. On a success, a foe is teleported to any square the titan chooses within 120 feet; on a critical success, it's also paralyzed for 1 round. The titan can Grab any foe brought within 30 feet as a free action.

(Continued on card 359)

(Hekatonkheires titan; continued from card 358)

Hundred-Handed Whirlwind ♦♦ The titan overwhelms opponents with blows both conventional and interplanar. They make one *void weapon* Strike against each foe within reach. Even on a failed attack (but not a critical failure), the titan deals 24 force damage to the target. This counts as three attacks for the titan's multiple attack penalty.

Send Beyond ♦ **Requirements** The titan has a creature grabbed; **Effect** The titan thrusts the creature into a nightmare realm full of lightless hands and eyes. This has the effects of *maze* (DC 48), but the creature can use Occultism to escape in addition to Perception or Survival. The titan can't use Send Beyond for 1d4 rounds.

Shape Void ♦ The titan molds a weapon from interstellar darkness. This is a +3 *major striking* weapon in any form. It can't be disarmed and deals an additional 2d12 force damage. If Released, a void weapon vanishes.

TOLOKAND

CREATURE 15

RARE

NE

LARGE

ABERRATION

Perception +27; darkvision, smoke vision**Languages** no voice; *tongues***Skills** Acrobatics +25, Athletics +29, Intimidation +22, Survival +31**Str** +8, **Dex** +6, **Con** +7, **Int** +5, **Wis** +6, **Cha** -3**Smoke Vision** Smoke doesn't impair a tolokand's vision; it ignores the concealed condition from smoke.**AC** 36; **Fort** +30, **Ref** +25, **Will** +25; +2 status to all saves vs. primal magic**HP** 245; **Immunities** disease, immobilized, poison; **Resistances** acid 15, negative 15**Heartless Furnace** (aura, conjuration, occult) 50 feet, 2d6 poison damage (DC 34 basic Fortitude save). All creatures inside the smoke are concealed, and all creatures outside the smoke are concealed to creatures within it.**Inexorable** The tolokand recovers from the paralyzed, slowed, and stunned conditions at the end of its turn. It's also immune to penalties to its Speeds and ignores difficult terrain and greater difficult terrain.**Toxic Blood** When a creature scores a critical hit against the tolokand with a piercing or slashing Strike, the tolokand's poisonous blood sprays forth. Any creature within 5 feet of the tolokand takes 3d6 poison damage (DC 34 basic Reflex save). Any non-creature plants the blood spills on die.**Speed** 120 feet; *air walk***Melee** ✦ hand +31 (reach 10 feet), **Damage** 2d12+16 slashing plus 2d6 persistent poison**Occult Spontaneous Spells** DC 37; **8th** (3 slots) *cloudkill, earthquake, horrid wilting, volcanic eruption***Occult Innate Spells** DC 37; **4th** *earthbind* (at will), *haste* (at will, self only); **2nd** *sudden blight*^{APG} (at will); **Constant (5th)** *air walk, endure elements, tongues***Blighted Footfalls** When the tolokand ends a move action during which it moved 30 or more feet, it casts one of its innate spells as a free action.**Sudden Destruction** ✦ **Requirements** The tolokand hasn't cast any of its spontaneous spells this turn; **Effect** The tolokand casts one of its spontaneous spells. The tolokand can't cast any further spontaneous spells this turn and can't use this ability again for 1d4 rounds.

TOOTH FAIRY

CREATURE -1

CE TINY FEY

Perception +6; darkvision

Languages Sylvan

Skills Acrobatics +5, Stealth +5, Thievery +6

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

Items pliers

AC 15; **Fort** +2, **Ref** +7, **Will** +4

HP 8; **Weaknesses** cold iron 2

Plaque Burst When killed, a tooth fairy bursts into sticky, foul-smelling white dust. Each creature with 5 feet must succeed at a DC 16 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

Speed 10 feet, fly 25 feet

Melee ♦ pliers +7 (disarm, finesse), **Damage** 1d6 bludgeoning plus Tooth Tug

Primal Innate Spells DC 13; **1st sleep**; **Cantrips (1st)** *mage hand*

Tooth Tug (manipulate) ♦ **Requirements** The tooth fairy's last action was a successful pliers Strike against a creature with teeth; **Effect** The tooth fairy tugs on the creature's teeth, dealing 2 persistent bleed damage to the creature.

TOOTH FAIRY SWARM

CREATURE 3

CE LARGE FEY SWARM

Perception +8; darkvision

Skills Acrobatics +10, Stealth +10, Thievery +12

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

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

HP 28; **Immunities** precision, swarm mind; **Resistances** bludgeoning 2, piercing 5, slashing 5; **Weaknesses** area damage 5, cold iron 5, splash damage 5

Plaque Burst When killed, a tooth fairy bursts into sticky, foul-smelling white dust. Each creature with 15 feet must succeed at a DC 20 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

Speed 10 feet, fly 40 feet

Pinch ◆ Tooth fairies pinch their victims' fingers, noses, ears, or similar protruding body parts. Each enemy in the swarm's space takes 2d6 bludgeoning damage (DC 20 basic Reflex save). Creatures that critically fail this save are sickened 1 from the pain.

Pry ◆◆◆ The tooth fairies try to pry out one of their target's teeth. One enemy in the swarm's space takes 4d6 bludgeoning damage (DC 20 basic Reflex save). On a failed save, the target takes 2 persistent bleed damage and a -1 status penalty to Charisma-based skill checks, and they must succeed at a DC 5 flat check to Cast a Spell with a verbal component or the spell is disrupted. The penalty and spellcasting condition last for 1 day, or until the stolen tooth is returned and the target regains at least 1 Hit Point.

TRAILGAUNT

CREATURE 3

NE MEDIUM UNDEAD

Perception +10; darkvision, tremorsense (imprecise) 60 feet**Languages** Common**Skills** Climb +9, Stealth +8, Survival +10**Str** +4, **Dex** +1, **Con** +3, **Int** +1, **Wis** +3, **Cha** -1**AC** 19; **Fort** +12, **Ref** +6, **Will** +8**HP** 45, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious**Pained Muttering** (auditory, aura, emotion, fear) 10 feet. The trailgaunt's constant mutters and groans of pain are deeply unsettling. Each creature that starts its turn in the aura must succeed at a DC 20 Fortitude save or become frightened 1 (frightened 2 on a critical failure). The creature is then temporarily immune for 1 minute.**Speed** 10 feet, burrow 10 feet**Melee** ✦ jaws +12, **Damage** 1d8+6 piercing plus share pain**Create Spawn** (divine, necromancy) Any humanoid creature killed by a trailgaunt and left unburied out of sight of a well-maintained road rises as a free-willed trailgaunt at the next sunset.**Dromophobia** The trailgaunt can't willingly walk on or across a well-maintained road, though it can Burrow under one. If forced onto the surface of such a road, the trailgaunt is fleeing until it's no longer on the road.**Share Pain** A living creature hit by a trailgaunt's jaws Strike must succeed at a DC 20 Fortitude save or suffer intense pain in its legs and feet, taking a -10-foot status penalty to its Speeds, or a -20-foot status penalty on a critical failure.**Sure Stride** A trailgaunt ignores the effects of difficult terrain and greater difficult terrain.

TRILOBITE

CREATURE -1

N **TINY** **ANIMAL** **AQUATIC**


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

Skills Athletics +4, Stealth +5, Survival +4


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


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

HP 7

Curl Up  **Trigger** The trilobite takes damage; **Effect** The trilobite gains a +2 circumstance bonus to AC until the start of its next turn.

Speed swim 25 feet

Melee  gnathobase +7 (agile, finesse), **Damage** 1d4+1 slashing

Quick Escape  The trilobite swims up to double its Speed and attempts to Hide.

TRILOBITE SWARM

CREATURE 3

N **LARGE** **ANIMAL** **AQUATIC** **SWARM**

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

Skills Athletics +8, Stealth +9, Survival +7

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

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

HP 30; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 3, piercing 3, slashing 5

Speed swim 25 feet

Clinging Bites ◆ The trilobites in the swarm latch onto creatures and gnaw at them. Each enemy in the swarm's space takes 2d6 slashing damage (DC 18 basic Reflex save).

TSUKUMOGAMI, ITTAN-MOMEN

CREATURE 2

N **MEDIUM** **KAMI**

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

Languages Common

Skills Acrobatics +8, Deception +6, Stealth +8

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

Mundane Appearance When not moving, such as during the day, the ittan-momen is nearly indistinguishable from normal cloth. They have an automatic result of 26 on Deception checks and DCs to pass as normal cloth.

AC 20; **Fort** +8, **Ref** +10, **Will** +5

HP 20; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, paralyzed, poison, unconscious; **Weaknesses** slashing 5; **Resistances** bludgeoning 5

Speed fly 30 feet

Melee ✦ body +10 (finesse), **Damage** 1d8+2 bludgeoning plus Grab

Constrict ✦ **Damage** 1d8 bludgeoning, DC 18

Engulf ✦✦ DC 18, 1d8+2 bludgeoning, Escape DC 18, Rupture 5. The ittan-momen can Engulf only one creature. They can Engulf a creature of a larger size so long as the creature's head can feasibly be covered by the ittan-momen's body.

TSUKUMOGAMI, KASA-OBAKE

CREATURE 4

NG MEDIUM KAMI

Perception +13


Languages Common

Skills Diplomacy +11, Intimidation +11, Occultism +11, Religion +11, Society +11, Stealth +12


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

AC 20; **Fort** +9, **Ref** +12, **Will** +13





HP 65; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, paralyzed, poison, unconscious

Fade Away  **Trigger** A creature damages the kasa-obake, and the kasa-obake is in dim light or darkness; **Effect** The kasa-obake fades from view and becomes concealed to the triggering creature until the end of that creature's turn; if the kasa-obake was already concealed to the triggering creature due to the light level, they become hidden instead.

Speed 25 feet

Melee  foot +14 (agile, finesse), **Damage** 2d6+5 bludgeoning


Jump Scare (emotion, fear, incapacitation, mental) If a kasa-obake successfully Demoralizes a creature and they were hidden to the creature before the attempt to Demoralize, the creature must succeed at a DC 21 Will save or be stunned for 1 round.

TSUKUMOGAMI, CHOUCHIN-ObAKE**CREATURE 6****NE** **MEDIUM** **KAMI****Perception** +15**Languages** Common**Skills** Acrobatics +12, Deception +10, Stealth +16**Str** +2, **Dex** +4, **Con** +4, **Int** +3, **Wis** +5, **Cha** +0**AC** 24; **Fort** +12, **Ref** +16, **Will** +15**HP** 75; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, paralyzed, poison, unconscious; **Resistances** physical 5**Lifewick Candle** (aura, divine, necromancy, negative) 15 feet. A ghostly blue flame within the chouchin-obake draws upon the life-force of the living to sustain themself. At the start of the chouchin-obake's turn, each creature in the aura takes 2d6 negative damage (DC 26 basic Fortitude save). The chouchin-obake regains an amount of Hit Points equal to the amount of damage taken by the single creature that took the most damage.**Shadowbind**  **Trigger** A creature attempts to leave the chouchin-obake's lifewick candle aura during a move action; **Effect** The chouchin-obake attempts to bind the creature using their own shadow. The triggering creature must succeed at a DC 26 Reflex save or become immobilized until its next turn.**Speed** fly 20 feet**Melee**  tendril +16 (finesse, reach 15 feet), **Damage** 2d8 negative plus 2d6 fire plus Grab**Ranged**  flame +16 (range increment 30 feet), **Damage** 2d4 negative plus 2d6 fire**Constrict**  2d8 negative plus 1d6 fire, DC 26

TUPILAQ

CREATURE 7

N	SMALL	CONSTRUCT
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Perception +16; darkvision**Skills** Athletics +15**Str** +2, **Dex** +6, **Con** +4, **Int** -5, **Wis** +3, **Cha** -5**AC** 26; **Fort** +17, **Ref** +15, **Will** +12**HP** 87; **Hardness** 8; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious**Construct Armor** Like normal objects, a tupilaq has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once a tupilaq is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, it loses its Hardness, and its Armor Class is reduced to 22.**Speed** 40 feet, swim 40 feet**Melee**  jaws +19 (agile, finesse), **Damage** 2d8+5 slashing plus Grab**Primal Innate Spells** DC 24; **3rd** *fireball* (×3)**Carver's Curse** When a tupilaq is created, the curse imparted by its creator manifests in the form of a single 3rd-level primal spell the tupilaq can cast three times per day. The particular spell is a reflection of the creator's wish for vengeance. By default, and for a found or summoned tupilaq, this spell is *fireball*.

TZITZIMITL

CREATURE 19

UNCOMMON NE GARGANTUAN ELECTRICITY UNDEAD

Perception +32; darkvision, true seeing**Languages** Abyssal, Aklo, Celestial, Common**Skills** Acrobatics +33, Arcana +37, Athletics +33, Nature +37, Occultism +37, Religion +40**Str** +10, **Dex** +8, **Con** +6, **Int** +5, **Wis** +7, **Cha** +8**AC** 43; **Fort** +29, **Ref** +32, **Will** +35**HP** 390, fast healing 15, negative healing; **Immunities** death effects, disease, electricity, negative, paralyzed, poison, precision, unconscious; **Weaknesses** good 15; **Resistances** cold 15, physical 15 (except bludgeoning)**Light to Dark** ↻ (divine, negative) **Trigger** A creature uses a positive ability or spell within 120 feet of the tzitzimitl; **Effect** The tzitzimitl inverts the triggering ability, causing it to lose the positive trait and gain the negative trait, and changing all instances of positive energy or healing in the ability's description to negative energy.**Speed** 50 feet, fly 60 feet**Melee** ✦ claw +34 (agile, magical, reach 20 feet), **Damage** 4d12+10 slashing plus 3d8 electricity and drain life**Ranged** ✦ eye beam +34 (range 100 feet), **Damage** 4d12 electricity + 10d6 force**Occult Innate Spells** DC 38; **9th** darkness (×3), teleport, *wail of the banshee*; **7th** eclipse burst, teleport (×3); **5th** Abyssal plague; **4th** darkness (×3); **3rd** haste (×3); **Cantrips (9th)** detect magic; **Constant (6th)** true seeing**Rituals** DC 38; create undead (9th), imprisonment (9th)**Drain Life** When a tzitzimitl's claw Strike damages a living creature, the tzitzimitl gains 20 temporary HP, and the target must succeed at a DC 41 Fortitude save or become drained 2. Further damage increases the drained condition by 2 on a failed save, to a maximum of drained 4.**Eclipse** ✦✦ (cold, occult) **Effect** The tzitzimitl casts *darkness* and drains the warmth from the spell's area (DC 41 Fortitude save).**Critical Success** The creature takes 4d8 cold damage.**Success** The creature takes 8d8 cold damage and is slowed 1 for 1 round.**Failure** The creature takes 16d8 cold damage and is slowed 1 for 1 minute.**Critical Failure** The creature takes 16d8 cold damage, is slowed 2 for 1 minute, and is doomed 1.

UMASI

CREATURE 6

UNCOMMON

CN

MEDIUM

ABERRATION

HUMANOID

Perception +12; darkvision**Languages** Common**Skills** Athletics +15, Intimidation +9, Medicine +14, Stealth +13, Survival +10**Str** +5, **Dex** +3, **Con** +4, **Int** +1, **Wis** +2, **Cha** +1**Items** +1 *blowgun* (10 darts with harvester poison), wooden shield (Hardness 5, HP 12, BT 6) with shield spikes**AC** 23 (25 with shield raised); **Fort** +16, **Ref** +11, **Will** +12; +2 status to all saves vs. poison**HP** 99, immortal flesh; **Immunities** disease**Immortal Flesh** Umasi can't heal or recover HP in any way except their flesh grafting techniques (*Bestiary* 3 280). However, despite being living creatures, they don't take damage from either positive or negative damage.**Shield Block** ↷**Speed** 35 feet**Melee** ✦ claw +17 (agile), **Damage** 2d6+8 slashing**Melee** ✦ shield spikes +17, **Damage** 1d6+8 piercing**Ranged** ✦ *blowgun* +16 (magical, range increment 20 feet, reload 1), **Damage** 1 piercing plus harvester poison**Consume Organ** ✦ (manipulate) **Requirements** The umasi is adjacent to the corpse of a Small or larger creature that died within the last minute; **Effect** The umasi harvests and consumes a vital organ from the corpse, gaining 15 temporary Hit Points and a +1 status bonus to attack and damage rolls for 10 minutes. They can gain this benefit only once from any given corpse.**Harvester Poison** (nonlethal, poison) **Saving Throw** DC 24 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 2d6 poison damage (1 round); **Stage 2** 3d6 poison damage (1 round)

VALKYRIE

CREATURE 12

CN

MEDIUM

AESIR

MONITOR

Perception +22; darkvision**Languages** Common, Jotun; ravenspeaker, *tongues***Skills** Acrobatics +25, Athletics +25, Diplomacy +23, Intimidation +23, Religion +22**Str** +7, **Dex** +5, **Con** +5, **Int** +3, **Wis** +4, **Cha** +5**Items** +1 *resilient breastplate*, +1 *striking returning spear***Claimer of the Slain** (divine, necromancy) Valkyries can detect the souls of those recently slain in combat. A valkyrie spends 10 minutes praying over the body of a creature who has been dead for no more than 12 hours; if that creature is worthy of becoming an einherji and of the appropriate alignment, the valkyrie transforms that creature into an einherji.**Ravenspeaker** (divination, divine) Valkyries use ravens as servants and spies. They can speak with ravens, and they can have up to three raven servitors who follow their commands. Valkyries can constantly observe whatever their commanded ravens sense.**AC** 33; **Fort** +24, **Ref** +20, **Will** +23**HP** 215; **Resistances** electricity 15**Attack of Opportunity** ↻**Recall the Fallen** ↻ (divine, healing, necromancy) **Frequency** once per day; **Trigger** An allied creature within 60 feet who isn't a construct or undead is reduced to 0 Hit Points and their dying value is 2 or less; **Effect** The valkyrie restores 5d10 Hit Points to the target.**Speed** 25 feet, fly 60 feet**Melee** ✦ *spear* +28 (magical), **Damage** 2d6+15 piercing plus 1d12 electricity**Ranged** ✦ *spear* +26 (magical, thrown 20 feet), **Damage** 2d6+15 piercing plus 1d12 electricity**Divine Innate Spells** DC 29; **7th** *plane shift* (self and mount only); **6th** *disrupting weapons*, *heal*, *heroism*; **3rd** *augury*, *sanctified ground*, *status*, *wanderer's guide*; **Constant (5th)** *tongues***Storm of Battle** ✦✦ (divine, electricity, evocation) The valkyrie hurls her spear into the air, creating a massive storm in a 100-foot burst. Spears of lightning rain down upon enemies in the area, dealing 4d12 electricity damage (DC 32 basic Reflex save).

NOSFERATU THRALL

CREATURE 8

UNCOMMON

NE


MEDIUM


HUMAN

HUMANOID


Perception +16**Languages** Common**Skills** Acrobatics +13, Athletics +14, Deception +15, Religion +14**Str** +4, **Dex** +3, **Con** +2, **Int** +2, **Wis** +2, **Cha** +1**Items** +1 *striking greatclub***AC** 27; **Fort** +16, **Ref** +17, **Will** +14**HP** 135, fast healing 5; **Weaknesses** mental 10


Mindbound A nosferatu master exerts a fierce hold over their thrall's mind. If any creature other than the thrall's master targets them with an effect that would give them the controlled condition, the thrall's master rolls a counteract check against it using their Dominate DC - 10 as the counteract check modifier.


Mortal Shield  **Trigger** The thrall's master would take damage from a Strike or spell attack and is in an adjacent square; **Effect** The thrall throws themselves in front of their master, taking half the damage of the attack (before applying any weaknesses or resistances). The thrall's master takes the remaining damage, applying any weaknesses or resistances as normal.

Rally  **Trigger** The thrall ends their turn more than 30 feet away from their master; **Effect** The thrall Strides up to their Speed toward their master.

Speed 25 feet

Melee  *greatclub* +19 (backswing, magical, shove), **Damage** 2d10+10 bludgeoning

Melee  fist +18 (agile, nonlethal), **Damage** 2d6+10 bludgeoning

Swing Back  **Frequency** once per round; **Requirements** The nosferatu thrall's last action was a greatclub Strike that missed; **Effect** The nosferatu thrall makes another greatclub Strike against the same target, using the previous Strike's multiple attack penalty.

NOSFERATU MALEFACTOR

CREATURE 10

UNCOMMON

NE

MEDIUM

UNDEAD

VAMPIRE

Perception +19; darkvision**Languages** Aklo, Common, Necril; telepathy 60 feet**Skills** Acrobatics +21, Arcana +21, Athletics +19, Deception +17, Intimidation +19, Stealth +23**Str** +5, **Dex** +7, **Con** +3, **Int** +7, **Wis** +5, **Cha** +3**AC** 30; **Fort** +17, **Ref** +21, **Will** +19**HP** 135, fast healing 10, negative healing, plagued coffin restoration (*Bestiary* 3 283); **Immunities** death effects, disease, paralyzed, poison, sleep; **Resistances** physical 10 (except magical wood)**Nosferatu Vulnerabilities** (*Bestiary* 3 282)**Speed** 30 feet, climb 25 feet**Melee** ♦ fangs +23 (finesse), **Damage** 2d12+11 piercing plus Drink Blood**Melee** ♦ claw +23 (agile, finesse), **Damage** 2d10+11 piercing plus plague of ancients (card 375)**Divine Innate Spells** DC 29; **5th** *telekinetic haul* (×3)**Change Shape** ♦ (concentrate, divine, polymorph, transmutation) The nosferatu transforms into a swarm of pale-gray rats. They gain a land Speed of 30 feet and a climb Speed of 10 feet, and they become Large. Each enemy in the swarm's space takes 2d10 piercing damage and must attempt a DC 29 basic Reflex save or be exposed to plague of ancients (card 375).**Command Thrall** ♦ (auditory, divine, mental) **Requirements** One of the nosferatu's thralls is present and can hear the nosferatu; **Effect** The nosferatu gives a single command to one of their thralls, which the thrall follows to the best of its ability during its next turn.**Dominate** ♦♦ (divine, enchantment, incapacitation, mental, visual) The nosferatu can cast *dominate* (DC 29) at will as a divine innate spell. Casting it requires staring into the target's eyes, giving the spell the visual trait. A creature that succeeds is temporarily immune to that nosferatu's Dominate for 24 hours. Fully destroying the nosferatu ends the domination, but merely reducing the nosferatu to 0 HP is insufficient to break the spell.

(Continued on card 375)

(Nosferatu malefactor; continued from card 374)

Drink Blood ◆ (divine, necromancy) **Requirements** The nosferatu's last action was a successful fangs Strike; **Effect** The nosferatu sinks their fangs into the targeted creature to drink its blood. This requires an Athletics check against the creature's Fortitude DC. On a success, the creature becomes drained 1, and the nosferatu 13 HP, gaining any excess HP as temporary Hit Points. Drinking Blood from a creature that's already drained doesn't restore any HP to the nosferatu, but increases the creature's drained condition value by 1. A nosferatu can also consume blood that's been emptied into a vessel for sustenance, but they gain no HP from doing so. The target creature's drained condition value decreases by 1 per week. A blood transfusion, which requires a successful DC 20 Medicine check and sufficient blood or a blood donor, reduces the drained value by 1 after 10 minutes.

Plague of Ancients (disease, virulent) **Saving Throw** DC 29 Fortitude; **Onset** 1 day; **Stage 1** drained 1 (1 day); **Stage 2** drained 2 and enfeebled 2 (1 day); **Stage 3** doomed 1, drained 3, and enfeebled 3 (1 day); **Stage 4** doomed 2, drained 3, and enfeebled 3 (1 day); **Stage 5** unconscious (1 day); **Stage 6** death

NOSFERATU OVERLORD**CREATURE 15****RARE****NE****MEDIUM****UNDEAD****VAMPIRE****Perception** +27; darkvision**Languages** Aklo, Common, Necril; telepathy 60 feet**Skills** Acrobatics +29, Arcana +31, Athletics +27, Deception +25, Intimidation +27, Stealth +31**Str** +6, **Dex** +8, **Con** +4, **Int** +8, **Wis** +6, **Cha** +4**AC** 37; **Fort** +23, **Ref** +27, **Will** +29**HP** 216, fast healing 15, negative healing, plagued coffin restoration (*Bestiary* 3 283); **Immunities** death effects, disease, paralyzed, poison, sleep; **Resistances** physical 15 (except magical wood)**Air of Sickness** (aura) 30 feet. A creature entering or starting its turn in the aura must attempt a DC 33 Fortitude save. On a failure, the creature is sickened 1 and takes a -2 status penalty to saves made to resist diseases and remove the sickened condition for 1 hour.**Nosferatu Vulnerabilities** (*Bestiary* 3 282)**Speed** 30 feet, climb 25 feet**Melee** **◆** fangs +30 (finesse), **Damage** 3d12+12 piercing plus Drink Blood**Melee** **◆** claw +30 (agile, finesse), **Damage** 3d10+12 piercing plus plague of ancients (card 377)**Divine Innate Spells** DC 36; **8th** *telekinetic haul* (×3), *vampiric exsanguination* (×2)**Change Shape** **◆** (concentrate, divine, polymorph, transmutation) The nosferatu transforms into a swarm of pale-gray rats. They gain a land Speed of 30 feet and a climb Speed of 10 feet, and they become Large. Each enemy in the swarm's space takes 2d10 piercing damage and must attempt a DC 36 basic Reflex save or be exposed to plague of ancients (card 377).**Command Thrall** **◆** (auditory, divine, mental) **Requirements** One of the nosferatu's thralls is present and can hear the nosferatu; **Effect** The nosferatu gives a single command to one of their thralls, which the thrall follows to the best of its ability during its next turn.

(Continued on card 377)

(Nosferatu overlord; continued from card 376)

Dominate ♦♦ (divine, enchantment, incapacitation, mental, visual) The nosferatu can cast *dominate* (DC 36) at will as a divine innate spell. Casting it requires staring into the target's eyes, giving the spell the visual trait. A creature that succeeds is temporarily immune to that nosferatu's Dominate for 24 hours. Fully destroying the nosferatu ends the domination, but merely reducing the nosferatu to 0 HP is insufficient to break the spell.

Drink Blood ♦ (divine, necromancy) **Requirements** The nosferatu's last action was a successful fangs Strike; **Effect** The nosferatu drinks the target's blood. This requires an Athletics check against the creature's Fortitude DC. On a success, the creature becomes drained 1, and the nosferatu 21 HP, gaining any excess HP as temporary Hit Points. Drinking Blood from a creature that's already drained doesn't restore any HP to the nosferatu, but increases the creature's drained condition value by 1. A nosferatu can also consume stored blood for sustenance, but they gain no HP from doing so. The target creature's drained condition value decreases by 1 per week. A blood transfusion, which requires a successful DC 20 Medicine check and sufficient blood or a blood donor, reduces the drained value by 1 after 10 minutes.

Paralytic Fear ♦ (divine, emotion, fear, incapacitation, mental) **Requirements** The nosferatu overlord's last action was a successful claw Strike; **Effect** The nosferatu drags the target of the Strike close and freezes its mind in terror. The target must attempt a DC 33 Will save.

Critical Success The target is unaffected.

Success The target is immobilized by fear until the end of the nosferatu's next turn.

Failure The target is restrained and takes a -2 circumstance penalty to its Fortitude DC against the nosferatu's Drink Blood ability until the end of the nosferatu's next turn.

Critical Failure As failure, and the target is frightened 2.

Plague of Ancients (disease, virulent) **Saving Throw** DC 36 Fortitude; **Onset** 1 day; **Stage 1** drained 1 (1 day); **Stage 2** drained 2 and enfeebled 2 (1 day); **Stage 3** doomed 1, drained 3, and enfeebled 3 (1 day); **Stage 4** doomed 2, drained 3, and enfeebled 3 (1 day); **Stage 5** unconscious (1 day); **Stage 6** death

VANARA DISCIPLE

CREATURE 1

UNCOMMON

LG

MEDIUM

HUMANOID

VANARA

Perception +6; low-light vision**Languages** Common, Sylvan, Vanara**Skills** Acrobatics +7, Athletics +4, Stealth +7**Str** +1, **Dex** +4, **Con** +0, **Int** +1, **Wis** +3, **Cha** +0**Items** bo staff, javelins (3)

Prehensile Tail The vanara can use their long, flexible tail to perform Interact actions requiring a free hand, even if both hands are otherwise occupied. Their tail can't perform actions that require fingers or significant manual dexterity, including any action that would require a check to accomplish, and they can't use it to hold items.

AC 19; **Fort** +5, **Ref** +9, **Will** +8**HP** 16**Speed** 25 feet, climb 15 feet**Melee** ✦ fist +7 (agile, finesse, nonlethal, unarmed), **Damage** 1d6+1 bludgeoning**Melee** ✦ bo staff +4 (parry, reach 10 feet, trip), **Damage** 1d8+1 bludgeoning**Ranged** ✦ javelin +7 (thrown 30 feet), **Damage** 1d6+1 piercing**Divine Innate Spells** DC 13; **1st** *pest form* (monkey only)**Flurry of Blows** ✦ **Frequency** once per round; **Effect** The vanara disciple makes two unarmed Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.**Spring Up** ✦✦ **Requirements** The vanara disciple is prone; **Effect** The vanara Stands, then can immediately Step twice. The Stand action doesn't trigger reactions.

VILDERAVN

CREATURE 16

RARE

NE

MEDIUM

FEY

Perception +28; greater darkvision, *true seeing***Languages** Aklo, Common, Infernal, Sylvan; *tongues***Skills** Acrobatics +30, Athletics +32, Deception +29, Heraldry Lore +26, Society +24, Stealth +32, Warfare Lore +26**Str** +8, **Dex** +6, **Con** +5, **Int** +4, **Wis** +4, **Cha** +7**AC** 40; **Fort** +25, **Ref** +30, **Will** +28**HP** 300; **Immunities** curses, death effects, drained, fear; **Weaknesses** cold iron 10**Aura of Disquietude** (aura, emotion, fear, mental) 30 feet, DC 35. As frightful presence, plus a creature frightened by the aura becomes suspicious: it doesn't count any other creature as its ally and can't Aid or flank. On a critical failure, the creature also can't be a willing target for harmless or helpful magic.**Attack of Opportunity** ↻**Speed** 40 feet, fly 120 feet**Melee** ✦ *greatsword* +34 (magical, versatile P), **Damage** 3d12+16 slashing plus bloodbird**Melee** ✦ *jaws* +32 (magical), **Damage** 3d8+16 piercing plus bloodbird**Melee** ✦ *talon* +32 (agile, magical), **Damage** 3d8+16 slashing plus bloodbird**Occult Innate Spells** DC 37; **8th** *ethereal jaunt*, *suggestion*; **5th** *crushing despair* (at will), *modify memory*, *outcast's curse* (at will), *suggestion* (at will); **Constant (6th)** *tongues*, *true seeing***Bloodbird** (curse, occult) A creature hit by a vilderavn's melee attack becomes cursed. It takes 2d6 persistent bleed damage that's difficult to stanch. The DC to stop the bleeding using Administer First Aid is 35, and healing the creature to full HP doesn't automatically end the bleeding. Removing the curse ends the bleeding.

(Continued on card 280)

(Vilderavn; continued from card 279)

Change Shape ◆ (concentrate, occult, polymorph, transmutation) The vilderavn takes on the appearance of a Small or Medium humanoid, wolf, dire wolf, or hybrid with both raven and wolf parts. The vilderavn can only use their jaws attack when in a form with a wolf's head, and their talon attack in a form with raven qualities. They can instead assume their raven knight form: a Medium humanoid in black full plate carrying a greatsword. They can use their jaws or talon Strikes only in a form that has that body part, and their greatsword only in knight form.

Souleater (necromancy, occult) If the vilderavn kills a humanoid target with a critical hit using their jaws Strike, they rip out and devour the target's heart and soul as part of the attack. While the target is dead, the vilderavn can Change Shape into the target's form, gaining a +4 status bonus to Deception checks to impersonate the target. If magic would resurrect the creature, the caster must succeed at a DC 34 counteract check to extract the target's soul from the vilderavn; otherwise, the spell fails.

VISHKANYA INFILTRATOR

CREATURE 3

RARE

N

MEDIUM

HUMANOID

VISHKANYA

Perception +10; low-light vision

Languages Common, Vishkanyan

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

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

Items disguise kit, kukri, leather armor, shuriken (10), thieves' tools

AC 19; **Fort** +6 (+8 vs. poisons), **Ref** +11, **Will** +8

HP 45

Speed 25 feet

Melee ✦ kukri +11 (agile, finesse, trip), **Damage** 1d6+4 slashing

Ranged ✦ shuriken +11 (agile, thrown 20 feet), **Damage** 1d4+4 piercing

Envenom ✦ **Frequency** once per day; **Effect** Using either saliva or blood, the vishkanya applies vishkanyan venom to one weapon they're holding. To use their blood, they must be injured, or they can deal themselves 1 slashing damage as part of the action.

Flexible The vishkanya infiltrator is adept at dealing with tight situations. They have a +1 circumstance bonus to checks to Escape.

Proficient Poisoner The vishkanya infiltrator doesn't lose the poison on a weapon due to a critically failed Strike.

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

Vishkanyan Venom (injury, poison) **Saving Throw** DC 20 Fortitude;

Maximum Duration 6 rounds; **Stage 1** 1d4 poison damage (1 round);

Stage 2 1d4 poison damage and flat-footed (1 round); **Stage 3** 1d4 poison damage, flat-footed, and a -5-foot penalty to Speed (1 round)

GIANT VULTURE

CREATURE 3

N **LARGE** **ANIMAL**

Perception +12; low-light vision

Skills Athletics +10, Stealth +9

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

AC 18; **Fort** +13, **Ref** +9, **Will** +6

HP 50; **Immunities** sickened

Speed 10 feet, fly 35 feet

Melee **◆** beak +10, **Damage** 1d10+5 piercing plus carrion fever

Melee **◆** talon +10 (agile), **Damage** 1d8+5 slashing

Carrion Fever (disease) The sickened condition from carrion fever can't be reduced while the affliction remains; **Saving Throw** DC 18 Fortitude; **Onset** 1 day; **Stage 1** sickened 1 and fatigued (1 day); **Stage 2** sickened 1, slowed 1, and fatigued (1 day)

Projectile Vomit **◆** **Frequency** once per hour; **Effect** The giant vulture vomits up its last meal on a creature within 10 feet. The creature takes 3d6 acid damage with a DC 20 basic Fortitude save. On a failed save, the target is also sickened 1.

WAYANG WHISPERBLADE

CREATURE 1

UNCOMMON

N

SMALL

HUMANOID

SHADOW

WAYANG

Perception +9; darkvision

Languages Common, Shadowtongue

Skills Acrobatics +7, Deception +4, Occultism +6, Performance +6,
Shadow Plane Lore +6, Stealth +7, Thievery +7

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

Items kukri (2), leather armor

AC 16; **Fort** +6, **Ref** +9, **Will** +5; +1 to all saves vs. darkness or shadow

HP 19

Speed 25 feet

Melee ✦ kukri +8 (agile, finesse, trip), **Damage** 1d6 slashing

Shadowplay ✦ (illusion, occult, shadow) **Requirements** The wayang's last action was a melee Strike that damaged their opponent; **Effect** The wayang attempts to Tumble Through the opponent's space, with a +2 circumstance bonus to the Acrobatics check. If they succeed, the wayang leaves a shadowy afterimage in their original space, and the opponent is flat-footed against the next melee attack the wayang attempts against it before the end of their current turn.

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

WEASEL

CREATURE -1

N **TINY** **ANIMAL**

Perception +4; low-light vision, scent (imprecise) 60 feet

Skills Acrobatics +5 (+7 to Escape), Athletics +4, Stealth +5

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

Lithe A weasel treats any tight space it can barely fit its head in or wider as difficult terrain and doesn't need to Squeeze to move through it.

AC 15; **Fort** +4, **Ref** +7, **Will** +2

HP 7

Speed 25 feet

Melee **◆** jaws +7 (agile, finesse), **Damage** 1d4+2 piercing plus Grab

Constrict **◆** 1d4 piercing, DC 15

WEASEL, MEGALICTIS

CREATURE 3

N **MEDIUM** **ANIMAL**

Perception +10; low-light vision, scent (imprecise) 60 feet

Skills Acrobatics +9 (+13 to Escape), Athletics +8, Stealth +9

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

Lithe A weasel treats any tight space it can barely fit its head in or wider as difficult terrain and doesn't need to Squeeze to move through it.

AC 19; **Fort** +8, **Ref** +11, **Will** +6

HP 42

Speed 25 feet

Melee ✦ jaws +11 (finesse), **Damage** 1d12+5 piercing plus Grab

Melee ✦ claw +11 (agile, finesse), **Damage** 1d10+5 slashing

Constrict ✦ 1d12+2 piercing, DC 20

WEREBAT

CREATURE 2

NE







MEDIUM

BEAST

HUMAN

HUMANOID

WERECREATURE

Perception +9; echolocation (precise) 40 feet, low-light vision**Languages** Common; bat empathy**Skills** Acrobatics +8, Athletics +6, Deception +4, Society +5, Stealth +8**Str** +2, **Dex** +4, **Con** +3, **Int** +1, **Wis** +3, **Cha** +0**Items** dagger (3), studded leather**Bat Empathy** (divination, primal) A werebat can communicate with bats.**Echolocation** A werebat can use their hearing as a precise sense at the listed range.**AC** 18; **Fort** +9, **Ref** +10, **Will** +7**HP** 35; **Weaknesses** silver 5**Wing Thrash**  **Trigger** An adjacent enemy damages the werebat; **Effect** The werebat makes one or two wing Strikes, each against a different adjacent creature.**Speed** 25 feet, fly 25 feet**Melee**  fangs +10 (finesse), **Damage** 1d8+4 slashing plus curse of the werebat**Melee**  wing +10 (agile, finesse), **Damage** 1d6+4 bludgeoning**Melee**  dagger +10 (agile, finesse, versatile S), **Damage** 1d4+4 piercing**Ranged**  dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing**Change Shape**  (concentrate, polymorph, primal, transmutation) Human with fist for 1d4+2 bludgeoning and no fly Speed, or Medium giant bat with Speed 15 feet and fly 30 feet.**Curse of the Werebat** (curse, necromancy, primal) Affects only humanoids; **Saving Throw** DC 15 Fortitude. Each full moon, the cursed creature must succeed at a Fortitude save or turn into a werebat under the GM's control, rampaging for half the night before falling unconscious until dawn.**Moon Frenzy** (polymorph, primal, transmutation) When a full moon appears in the night sky, the werecreature must enter hybrid form, can't Change Shape thereafter, becomes one size larger, increases their reach by 5 feet, and increases the damage of their fangs Strike by 2. When the moon sets or the sun rises, the werecreature returns to humanoid form and is fatigued for 2d4 hours.

WERECROCODILE

CREATURE 2


NE LARGE BEAST HUMAN HUMANOID WERECREATURE

Perception +7; low-light vision**Languages** Common; crocodile empathy**Skills** Athletics +8, Intimidation +7, Stealth +5 (+8 in water)**Str** +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +3, **Cha** +1**Items** hatchet (3), leather armor**Crocodile Empathy** (divination, primal) A werecrocodile can communicate with alligators, caimans, and crocodiles.**Deep Breath** A werecrocodile can hold their breath for about 2 hours.**AC** 16; **Fort** +9, **Ref** +5, **Will** +9**HP** 55; **Weaknesses** silver 5**Speed** 25 feet, swim 25 feet**Melee** ♦ jaws +10, **Damage** 1d10+4 piercing plus curse of the werecrocodile and Grab**Melee** ♦ tail +10 (agile), **Damage** 1d6+4 bludgeoning**Melee** ♦ hatchet +10 (agile, sweep), **Damage** 1d6+4 slashing**Ranged** ♦ hatchet +7 (agile, sweep, thrown 10 feet), **Damage** 1d6+4 slashing**Aquatic Ambush** ♦ 30 feet**Change Shape** ♦ (concentrate, polymorph, primal, transmutation) Medium human with fist for 1d4+2 bludgeoning, or crocodile with jaws for 2d6+4 piercing.**Curse of the Werecrocodile** (curse, necromancy, primal) Affects only humanoids; **Saving Throw** DC 15 Fortitude. Each full moon, the cursed creature must succeed at a Fortitude save or turn into a werecrocodile under the GM's control, rampaging for half the night before falling unconscious until dawn.

(Continued on card 388)

(Werecrocodile; continued from card 387)

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

Twisting Thrash  **Requirements** The werecrocodile has a creature grabbed; **Effect** The werecrocodile makes a jaws Strike with a +2 circumstance bonus to the attack roll against the grabbed creature. If this Strike hits, it also knocks the target prone. If it fails, the werecrocodile releases the target.

WIZARD SPONGE

CREATURE 5

N **LARGE** **FUNGUS** **MINDLESS** **SWARM**

Perception +10; no vision, tremorsense 60 feet

Skills Athletics +12, Stealth +13 (+15 amid decaying plant matter or fungus)

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

AC 20; **Fort** +14, **Ref** +13, **Will** +8

HP 65; **Immunities** critical hits, fire, mental, precision, visual;

Weaknesses area damage 5, splash damage 5; **Resistances** piercing 5, slashing 5

Fire Healing Anytime a wizard sponge would take fire damage, it instead regains 1d8 Hit Points (regardless of the amount of damage the fire effect would have caused).

Speed 20 feet, climb 20 feet; suction

Suction Wizard sponges can climb on ceilings and other inverted surfaces.

Swarming Slither ♦ The wizard sponge slithers over each creature in its space, dealing 2d10 acid damage (DC 20 basic Reflex save). A creature that critically fails is sickened 1.

Weak Acid Wizard sponge acid damages only organic material—not metal, stone, or other inorganic substances.

WOLLIPED

CREATURE 3

N **LARGE** **ANIMAL**

Perception +9; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +10, Athletics +10, Survival +9

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

AC 19; **Fort** +10, **Ref** +12, **Will** +5; +2 circumstance vs. Shove and Trip

HP 55

Speed 35 feet; ice stride

Melee **◆** tusk +10, **Damage** 1d10+5 piercing

Melee **◆** hoof +10, **Damage** 1d8+5 bludgeoning

Ranged **◆** spit +12 (range increment 30 feet), **Damage** 1d8+2 bludgeoning

Ice Stride A wolliped isn't impeded by difficult terrain caused by snow or ice, nor does it need to attempt Acrobatics checks to keep from falling on slippery ice.

Regurgitated Wrath **◆** **Frequency** once per hour; **Effect** The wolliped regurgitates the contents of its stomach and spits them at the target, dealing 2d6 bludgeoning damage and 2d6 acid damage. The target attempts a DC 20 basic Reflex save, and on a failure also becomes sickened 1 (sickened 2 on a critical failure).

Trample **◆◆◆** Medium or smaller, hoof, DC 20

WYRMWRAITH

CREATURE 17

RARE

CE

GARGANTUAN

DRAGON

INCORPOREAL

UNDEAD

WRAITH

Perception +29; darkvision, lifesense 120 feet**Languages** Common, Draconic, Necril**Skills** Acrobatics +30, Arcana +30, Intimidation +33, Religion +33, Stealth +33**Str** -5, **Dex** +9, **Con** +0, **Int** +7, **Wis** +7, **Cha** +9**AC** 39; **Fort** +29, **Ref** +32, **Will** +32**HP** 280, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all 20 (except force, *ghost touch*, or positive; double resistance vs. non-magical)**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 33**Sunlight Powerlessness** A wyrmwraith in sunlight is clumsy 2 and stunned 2.**Positive Energy Transfer** ↻ (conjunction, divine) **Trigger** The wyrmwraith succeeds at a saving throw to resist positive damage but still takes damage; **Effect** The wyrmwraith transfers all positive damage from the effect to a single undead creature of their choice within 120 feet that they control or that's friendly or helpful to them.**Speed** 50 feet, fly 80 feet**Melee** ✦ spectral jaws +34 (reach 20 feet), **Damage** 3d12+17 negative plus drain life**Melee** ✦ spectral claw +34 (agile, reach 15 feet), **Damage** 3d8+17 negative plus divine dispelling and drain life**Divine Innate Spells** DC 35; **8th** *charm* (undead targets only); **7th** *divine wrath* (×3), *finger of death*; **6th** *vampiric exsanguination*; **4th** *charm* (×3; undead targets only), *darkness*; **3rd** *bind undead* (at will)**Divine Rituals** DC 35; *create undead* (8th)**Breath Weapon** ✦✦ (divine, necromancy, negative) The wyrmwraith unleashes a burst of negative energy that deals 18d6 negative damage to all creatures in a 60-foot cone (DC 38 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds.

(Continued on card 392)

(Wyrmwraith; continued from card 391)

Divine Dispelling (abjuration, divine) A wyrmwraith's claws rend divine magic. Whenever a wyrmwraith hits a creature with a spectral claws Strike, the wyrmwraith can attempt a Religion check to counteract an ongoing divine spell effect on the creature.

Draconic Frenzy **◆◆** The wyrmwraith makes two claw Strikes and one jaws Strike in any order.

Drain Life (divine, necromancy) When a wyrmwraith deals damage to a living creature with a spectral jaws or spectral claw Strike, the wyrmwraith gains 18 temporary Hit Points, and the creature must succeed at a DC 38 Fortitude save or become drained 2. Further damage dealt by the wyrmwraith's spectral jaws or spectral claws Strikes increases the value of the drained condition by 2 on a failed save, to a maximum of drained 4.

Ectoplasmic Form **◆** (divine, necromancy) A wyrmwraith can push through the ectoplasmic veil to temporarily assume a physical form made of ectoplasm. The wyrmwraith loses the incorporeal trait for 1d4 rounds, though they can return to their incorporeal form as a free action before then. Once this ability ends, the wyrmwraith can't use this ability again for 1d4 rounds. While in their ectoplasmic form, the wyrmwraith's AC increases to 43 and they gain 100 temporary Hit Points. They lose their immunity to precision damage and all of their resistances. Their melee Strikes deal slashing and piercing damage, respectively, instead of negative damage.

Phase Lurch **◆** (divine, move) **Requirements** The wyrmwraith is in their ectoplasmic form; **Effect** As the Stride action, but the wyrmwraith can pass through walls or material obstacles as though they were incorporeal. They must begin and end their movement outside of any physical obstacles, and passing through solid material is difficult terrain.

ELDER WYRMWRAITH

CREATURE 23

RARE

CE








GARGANTUAN

DRAGON

INCORPOREAL

UNDEAD

WRAITH

Perception +40; darkvision, lifesense 120 feet**Languages** Common, Draconic, Necril**Skills** Acrobatics +38, Arcana +38, Intimidation +43, Religion +43, Stealth +43**Str** -5, **Dex** +11, **Con** +0, **Int** +9, **Wis** +9, **Cha** +11**AC** 49; **Fort** +32, **Ref** +38, **Will** +42**HP** 450, negative healing; **Immunities** as wyrmwraith; **Resistances** all 25 (except force, *ghost touch*, or positive; double resistance vs. non-magical)**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 46**Sunlight Powerlessness** A wyrmwraith in sunlight is clumsy 2 and stunned 2.**Positive Energy Transfer**  (conjunction, divine) **Trigger** The wyrmwraith succeeds at a saving throw to resist positive damage but still takes damage; **Effect** The wyrmwraith transfers all positive damage from the effect to a single undead creature of their choice within 120 feet that they control or that's friendly or helpful to them.**Speed** 50 feet, fly 100 feet**Melee**  spectral jaws +42 (reach 20 feet), **Damage** 4d12+23 negative plus drain life (card 394)**Melee**  spectral claw +42 (agile, reach 15 feet), **Damage** 4d8+23 negative plus divine dispelling and drain life (card 394)**Divine Innate Spells** DC 46; as wyrmwraith plus **10th miracle****Divine Rituals** DC 46; *create undead* (10th), *imprisonment* (10th)**Breath Weapon**   The wyrmwraith unleashes a burst of negative energy that deals 24d6 negative damage to all creatures in a 90-foot cone (DC 46 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds.**Consume Souls**   (divine, death, incapacitation, necromancy) The elder wyrmwraith inhales sharply, sucking in the souls of nearby creatures. Each creature in a 60-foot cone must attempt a DC 46 Will save. The elder wyrmwraith can't Consume Souls again for 1d4 rounds.

(Continued on card 394)

(Elder wyrmwraith; continued from card 393)

Critical Success The creature is unaffected.

Success The creature becomes doomed 1.

Failure The creature becomes doomed 2 and takes 100 negative damage.

Critical Failure The creature is slain. As long as the wyrmwraith still exists, the slain creature can't be returned to life through any means.

Divine Dispelling (abjuration, divine) A wyrmwraith's claws rend divine magic. Whenever a wyrmwraith hits a creature with a spectral claws Strike, the wyrmwraith can attempt a Religion check to counteract an ongoing divine spell effect on the creature.

Draconic Frenzy **◆◆** The wyrmwraith makes two claw Strikes and one jaws Strike in any order.

Drain Life (divine, necromancy) When a wyrmwraith deals damage to a living creature with a spectral jaws or spectral claw Strike, the wyrmwraith gains 24 temporary Hit Points, and the creature must succeed at a DC 46 Fortitude save or become drained 2. Further damage dealt by the wyrmwraith's spectral jaws or spectral claws Strikes increases the value of the drained condition by 2 on a failed save, to a maximum of drained 4.

Ectoplasmic Form **◆** (divine, necromancy) A wyrmwraith can push through the ectoplasmic veil to temporarily assume a physical form made of ectoplasm. The wyrmwraith loses the incorporeal trait for 1d4 rounds, though they can return to their incorporeal form as a free action before then. Once this ability ends, the wyrmwraith can't use this ability again for 1d4 rounds. While in their ectoplasmic form, the wyrmwraith's AC increases to 52 and they gain 125 temporary Hit Points. They lose their immunity to precision damage and all of their resistances. Their melee Strikes deal slashing and piercing damage, respectively, instead of negative damage.

Phase Lurch **◆** (divine, move) **Requirements** The wyrmwraith is in their ectoplasmic form; **Effect** As the Stride action, but the wyrmwraith can pass through walls or material obstacles as though they were incorporeal. They must begin and end their movement outside of any physical obstacles, and passing through solid material is difficult terrain.

WYRWOOD SNEAK

CREATURE 1

RARE **N** **SMALL** **CONSTRUCT** **WYRWOOD**

Perception +6; darkvision

Languages Common, plus one regional language

Skills Acrobatics +7, Arcana +5, Deception +7, Society +5, Stealth +7

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

Items buckler (Hardness 3, HP 6, BT 3), shortsword

AC 17; **Fort** +3, **Ref** +9, **Will** +8

HP 16; **Immunities** bleed

Living Machine Though their body is an organic construct, a wyrwood is a living creature. They're not immediately destroyed when reduced to 0 HP, but rather fall unconscious and eventually die. They don't need to eat or drink. They can be targeted by effects that target living creatures or that target constructs.

No Breath A wyrwood doesn't breathe and is immune to effects that require breathing (such as an inhaled poison).

Speed 20 feet

Melee ◆ shortsword +9 (agile, finesse, versatile S), **Damage** 1d6 piercing

Sneak Attack The wyrwood deals an additional 1d6 precision damage to flat-footed creatures.

YITHIAN


CREATURE 9

RARE

LN

LARGE

ABERRATION

Perception +21; darkvision, thoughtsense (imprecise) 60 feet**Languages** Aklo, Common, Yithian, 20 other languages; telepathy 100 feet**Skills** Arcana +19, Diplomacy +14, Nature +18, Occultism +21, Society +19**Str** +4, **Dex** +1, **Con** +4, **Int** +6, **Wis** +5, **Cha** +1**Thoughtsense** (divination, mental, occult) The yithian senses all non-mindless creatures at the listed range.**AC** 27, all-around vision; **Fort** +19, **Ref** +14, **Will** +20**HP** 112; **Resistances** acid 10, cold 10, fire 10, physical 10**Speed** 20 feet, climb 10 feet**Melee**  pincer +19 (agile, deadly d10), **Damage** 2d12+7 bludgeoning**Occult Innate Spells** DC 28, attack +20; **7th** *possession* (see mind swap);**5th** *hypercognition*, *mind probe*, *mind reading* (at will), *mindlink* (at will), *modify memory* (×3), *paralyze*, *touch of idiocy***Mind Swap** When a yithian successfully casts *possession*, they exchange their mind and soul with the target. Each creature takes control of the other's body. This effect lasts until the yithian Dismisses the spell or they're forced out by any effect that ends *possession*. When the effect ends, each creature's mind and soul returns to its own body, regardless of physical or temporal distance, and the yithian can cast *modify memory* on the target to remove any or all knowledge of its time being possessed. If the yithian is forced out of the target's mind by an effect, the yithian can't remove such knowledge.

YZOBU

CREATURE 1

N **LARGE** **ANIMAL**

Perception +6; low-light vision, scent (imprecise) 30 feet

Skills Athletics +7, Intimidation +5, Survival +4

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

AC 16; **Fort** +9, **Ref** +6, **Will** +4

HP 25

Pungent Aura (aura, olfactory) 10 feet. Creatures other than yzobus or hobgoblins that enter or start their turn in the yzobu's aura must succeed at a DC 14 Fortitude save or become sickened 1, or sickened 2 on a critical failure. A creature that succeeds at its save is temporarily immune for 1 minute.

Speed 30 feet

Melee ✦ horn +7, **Damage** 1d6+4 piercing

Melee ✦ hoof +7 (agile), **Damage** 1d4+4 bludgeoning

ZETOGEKI

CREATURE 7

N	LARGE	ANIMAL	EARTH
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Perception +15; low-light vision**Skills** Acrobatics +12, Athletics +18, Stealth +12 (+16 in mountains)**Str** +5, **Dex** +1, **Con** +5, **Int** -4, **Wis** +2, **Cha** -1**AC** 22; **Fort** +18, **Ref** +14, **Will** +13**HP** 90; **Resistances** fire 10**Speed** 35 feet, climb 35 feet**Melee** ✦ jaws +18 (reach 10 feet), **Damage** 2d8+11 piercing plus Grab**Melee** ✦ tail +18 (reach 15 feet, sweep), **Damage** 2d6+11 bludgeoning**Mangle** ✦ **Requirements** The zetogeki has a creature grabbed in its jaws; **Effect** The zetogeki mangles the grabbed creature and slams it about, dealing 3d8 bludgeoning damage (DC 26 basic Fortitude save).**Tilt Scales** ✦ The zetogeki shifts the scales that cover its body to better absorb kinetic energy from physical blows. The zetogeki gains resistance 10 to physical damage, but its Speeds are reduced to 10 feet. If the zetogeki gets hit for 20 or more physical damage in a single blow while its scales are tilted (before applying resistance), it stores the kinetic energy of the blow.

The zetogeki can realign its scales to their regular position by taking this action again. When it does, it channels any stored kinetic energy into the next Strike it makes before the end of its turn. If the Strike hits, it deals an additional 2d8 damage. The energy is expended whether or not the Strike hits.

ZOMBIE, SHAMBLER TROOP

CREATURE 4

NE GARGANTUAN MINDLESS TROOP UNDEAD ZOMBIE

Perception +7; darkvision

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

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

AC 18; **Fort** +11, **Ref** +8, **Will** +9

HP 90 (16 squares); **Thresholds** 60 (12 squares), 30 (8 squares);

Immunities death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** area damage 5, positive 5, slashing 5, splash damage 2

Troop Defenses

Speed 20 feet; troop movement

Shambling Onslaught **◆** to **◆◆** **Frequency** once per round; **Effect** The shamblers lash out at any enemies in their squares or within 5 feet (DC 18 basic Reflex save). The damage depends on the number of actions: **◆** 2d6+5 bludgeoning damage; **◆◆** 2d6+9 bludgeoning damage.

Grave Tide The shambler troop is less organized than most troops. It can move into other creatures' spaces, and other creatures can move into its spaces. Its spaces are difficult terrain to other creatures.

Form Up **◆**

Troop Movement Whenever a troop Strides, it first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to its Speed. This works just like a Gargantuan creature moving; for instance, if any square of the troop enters difficult terrain, the extra movement cost applies to the whole troop.

SULFUR ZOMBIE

CREATURE 6

NE

MEDIUM

FIRE

MINDLESS

UNDEAD

ZOMBIE

Perception +12; darkvision

Skills Athletics +15, Stealth +12

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


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

AC 23; **Fort** +16, **Ref** +12, **Will** +10

HP 125, negative healing (*Bestiary* 3 305); **Immunities** death effects, disease, fire, mental, paralyzed, poison, unconscious; **Weaknesses** positive 5, slashing 5

Death Throes When a sulfur zombie dies, its body explodes in a 30-foot burst of fire and debris that deals 2d10 bludgeoning and 2d10 fire damage to each creature in the area (DC 21 basic Reflex save).

Speed 30 feet

Melee  fist +17, **Damage** 2d6+5 bludgeoning plus 1d6 persistent fire and blinding sulfur

Blinding Sulfur (incapacitation) A sulfur zombie burns with putrid inner fire. A creature hit by a sulfur zombie's fist Strike must attempt a DC 22 Fortitude save. On a failure, the creature is blinded for 1 round, or for 1 minute on a critical failure.

ZOMBIE DRAGON

CREATURE 9

NE

HUGE

DRAGON

MINDLESS

UNDEAD

ZOMBIE

Perception +16; darkvision

Skills Acrobatics +16, Athletics +19

Str +6, **Dex** +3, **Con** +4, **Int** -5, **Wis** +3, **Cha** -2

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

AC 27; **Fort** +19, **Ref** +18, **Will** +16

HP 210, negative healing (*Bestiary* 3 305); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Speed 30 feet, fly 50 feet

Melee ✦ upper jaw +21 (reach 15 feet), **Damage** 2d10+12 piercing

Melee ✦ claw +21 (agile, reach 10 feet), **Damage** 2d8+12 slashing

Melee ✦ tail +19 (reach 20 feet), **Damage** 2d6+10 bludgeoning

Breath Weapon ✦✦ The zombie dragon breathes a wave of fetid viscera that deals 5d6 bludgeoning and 5d6 poison damage (DC 28 basic Reflex save). A creature that critically fails is also sickened 2. The zombie dragon can't use Breath Weapon again for 1d4 rounds.